

COLECOVISION™

STAR FORCE™



SEGA®

Published by



INSTRUCTION MANUAL

Thank you for selecting the Star Force game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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GORDESS: THE PIRATE PLANET

Roughly 2000 years ago, a cosmic incident involving a black hole caused planet Gordess to be thrown out of its star's orbit, and hurled at extremely high velocity into the empty vastness of space. Against all odds, the planet's inhabitants managed to survive this cataclysm, but this turned out to be bad news for neighboring solar systems in the galaxy.

Over the next hundreds of years, the Gordessians developed their capacity for warfare, as they attacked all the inhabited planets they encountered along the path of their own lost planet, and ruthlessly plundered their resources to ensure their own continued survival.

Today, planet Gordess has reached the edge of your solar system, and the attack is already underway. The military forces of your civilization quickly found themselves out-gunned and out-maneuvered, and the people are now left with nothing more than prayers to give them hope.

But perhaps you can save the day! As the pilot of the Final Star, a small spaceship equipped with limited yet effective laser weaponry, you will be called upon to face squadrons of Gordessian star fighters, destroy their asteroid outposts, and eliminate their computer-controlled master command pods.

Your world needs a savior. You are its last hope!



FINAL STAR

GAME SETUP

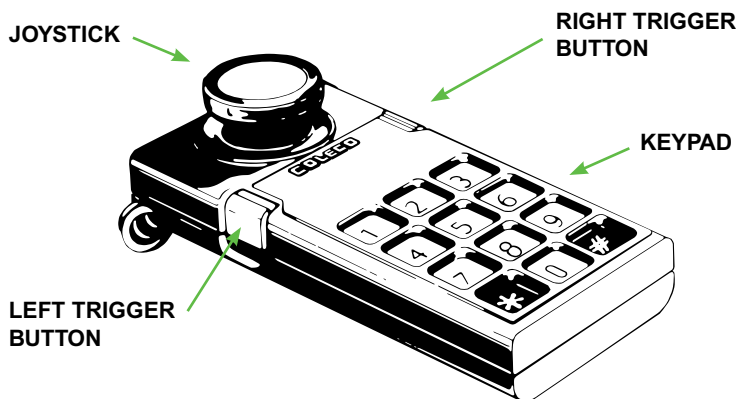
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1.

Any compatible controller should normally function with Star Force, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Star Force game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

At the title screen, press either trigger buttons on player 1's controller to start the game.

During the game, press the joystick in any direction to make the Final Star fly in that direction, and press either trigger buttons to activate the Final Star's laser weaponry. You can hold down the trigger button for continuous fire, but you can achieve a faster rate of fire if you tap the button rapidly instead of holding it down.

At any time, you can press [*] on the numeric keypad to pause the game, and press the [*] key again to resume play. This works on both controllers.

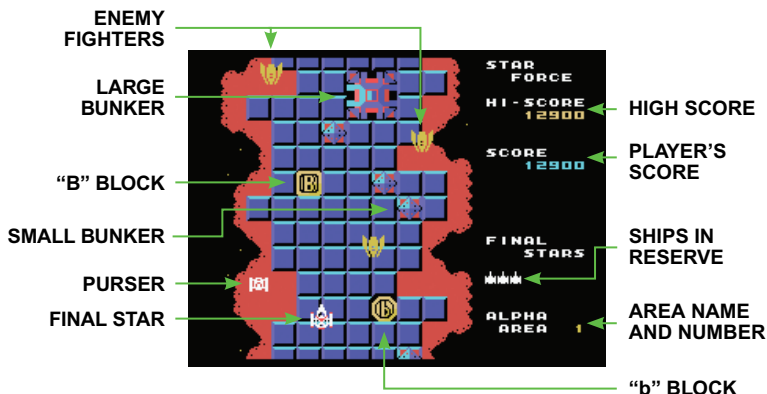
After you have lost your last ship, a "GAME OVER" message will be displayed, and you can press either trigger buttons to return to the title screen.

HOW TO PLAY

The Gordess space army is concentrated into 24 areas of space. Each area is identified with a greek letter (Alpha, Beta, Theta, etc.), and if you survive long enough to pass the 24th area, you will continue to play in the “Infinity” areas until you lose your last ship.

The Final Star can move around the screen freely at all times, even while it flies over a Gordessian asteroid base. Your ship will never collide with any of the bunkers or blocks erected on the asteroids, but these structures will block your lasers until they are destroyed.

Your main challenge will be incoming enemy star fighters of various shapes and behaviors. Not only must you avoid collisions with them, but you must also evade their torpedo projectiles.



HOW TO PLAY (continued)

As you pursue your raids of the enemy asteroid bases, you will encounter special ground targets, which are described below.

BONUS BLOCKS



Shoot the “b”, “B” and “H” blocks for points. The “H” blocks are hidden and reveal themselves when you shoot them, but can only be destroyed once they are fully visible. After destroying a command pod at the end of a level, you will receive additional bonus points for the “b” and “B” blocks which you managed to destroy in the current area. See **page 10** for more information.

MAGIKKA BLOCKS



Magikka blocks carry question mark symbols and appear in groups of five. Shoot each one repeatedly until the question mark symbol is replaced by either a grimacing face or a smiling face. There is only one smiling face among the five Magikka blocks, and if you find it, you will be rewarded with an extra ship!

ZMUDA BLOCKS



Zmuda blocks have black arrows painted on them. They require 4 shots to destroy, and are therefore a serious hindrance to your laser weaponry.

HOW TO PLAY (continued)

THE MASTER COMMAND PODS

You will encounter a master command pod at the end of each area. It will appear in the central portal and will zigzag towards you in a desperate attempt to escape. Shoot the pod quickly and repeatedly until it is destroyed, while avoiding the torpedoes fired by the defense systems of the portal. You must destroy the master command pod before you are allowed to move on to the next area.



THE PURSER UPGRADE PACK

You will occasionally see a red orb (known as a Calderon) appear at the top of the screen. It will fly left and right slowly towards you and will not attack you. Shoot it, and it will morph into a white "Purser" upgrade pack. Allow the Purser to touch the Final Star, and it will attach itself to your ship and super-charge its weapon system. As a result, you will be able to fire a steady stream of lasers by holding down the trigger button on your controller! You lose the Purser when your ship is destroyed, but you can get another one when you see another Calderon appear on the screen.

THE GORDESS FLEET

Here are some of the enemy vessels you will encounter during your mission. Not all the enemy vessels are listed below, so stay sharp to avoid surprise attacks!



GALLI
100 POINTS



TITTA
200 POINTS



ETTORI
100 POINTS



MEEUWS
300 POINTS



FAILLAR
100 POINTS



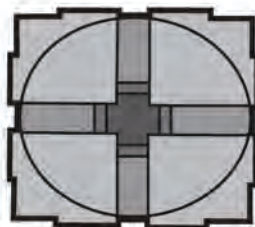
PATARTA
200 POINTS



RIVA
200 POINTS



OBSESS
500 POINTS



LARIOS
1000 POINTS

SCORING

You earn points from destroying enemy star fighters (as detailed on the previous page) as well as ground targets:

Small bunker	100 points
Large bunker	300 points
Zmuda block	1000 points
“b” block	500 points
“B” block	500 points
“H” block	2000 points
Master Command Pod	1000 points

Before moving on to the next area, bonus points will be awarded for the “B” and “b” blocks you destroyed along the way. If you destroyed all the “B” blocks in the area, you will earn 10,000 points. If you missed one, you get 5000 points, and you lose 1000 points for each additional “B” block you missed. The same scoring scheme applies to the “b” blocks.

You earn an extra ship at 50,000 points, 200,000 points and 500,000 points.

TIPS AND HINTS

Each type of enemy follows a different attack pattern. The shape of each ship should be a guide to choosing a plan of attack. The best strategy is to destroy the enemy as soon as it enters your field of vision, but that is not always possible.

When a master command pod emerges from its portal, it starts moving either left or right. It's possible to predict the direction it will initially take, can you figure out how?

Rumor has it that a Larios can be destroyed very quickly. Perform this trick successfully and you will score an easy 50,000 points!

Another special achievement, worth 80,000 points, is to destroy a vertical column of 16 consecutive Zmudas. You may need a third-party controller to pull it off, as the trigger buttons on a stock controller may not allow you to shoot fast enough.

Finally, the biggest secret in the game is worth a cool 1,000,000 bonus points if you can uncover it! Here's a hint: The fish will point the way.

TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Jean-François Dupuis: Software beta-testing
- Todd Scheele: Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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