

FOR THE ATARI® 5200™ GAME SYSTEM

BUCK ROGERS™

PLANET OF ZOOM

OFFICIAL ARCADE VERSION



SEGA®

VIDEO GAME CARTRIDGE

It's the 25th century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death! Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are five levels of increasing difficulty—each with four rounds of challenging space combat. Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against zapping ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you deplete your fuel you crash into the surface of Planet Zoom, destroying any one of your three battle ships. The faster you fly, the less fuel you burn. You receive a full tank of fuel if you destroy the MOTHER SHIP. Be aggressive but don't be reckless. This is "do or die" cosmic combat and it's the MOTHER SHIP or *YOU!*

U S I N G Y O U R C O N T R O L S

You'll begin your battle with a fleet of three fighterships that you navigate one at a time above the surface of Planet Zoom and into space. Use your joystick to control them. Press the "START" key or fire button to start the game.

J O Y S T I C K C O N T R O L Pushing your joystick *forward* will elevate your fightership. When it has reached maximum elevation, the *forward* position will increase the speed of flight.

Pulling the joystick *back* brings your ship lower until it skims the surface of Planet Zoom. Keeping the joystick pulled *back* will bring your ship to its minimum speed. The minimum speed increases with each level of difficulty.

Pushing your joystick to the right will turn your ship to the right. Pushing your joystick to the left will turn your ship to the left. If the joystick is angled up or down while turning right or left, your ship will fly at that angle. Push your fire button repeatedly for rapid fire. Keep button depressed for steady fire. Push pause button to freeze game. Push reset button to go to title.

H O W T O P L A Y

The object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly Electron Posts, Saucers and Space Hoppers destroy *YOU!*

T H E S C R E E N Your screen shows the view as you skim over the surface of Plant Zoom. In the distance are mountain and beyond them, outerspace and your battle with the MOTHER SHIP.

The upper edge of your screen shows your score. Below your score is your fuel gauge. Your fuel is depleted slower the faster your travel. Your fuel gauge changes color to indicate fuel level:

GREEN		More than 1/3 of a tank
YELLOW		Between 1/3 and 1/8 of a tank
FLASHING RED		Less than 1/8 of a tank



When your fuel is depleted, your ship will collide into the surface of Planet Zoom, destroying that ship. If that was your last ship, the game is over. If you run out of fuel before reaching the next round, you return to the first round of that level minus one ship.

Below your fuel gauge is your enemy/obstacle display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Posts to be passed through.

The surface of Planet Zoom changes color as your battle takes you to more treacherous terrain with each level.

GAME PLAY Now you are ready to do battle on Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level:

LEVEL 1—BLUE

ROUND 1—10 Electron Posts

ROUND 2—15 Electron Posts
and/or Alien Saucers

ROUND 3—20 Electron Posts,
Alien Saucers and/or
Space Hoppers

ROUND 4—The MOTHER SHIP
and saucers



LEVEL 2: BLUE/YELLOW

ROUND 1—15 Electron Posts
firing forward (after
round 1 Electron Posts fire to the outside)

ROUND 2—20 Electron Posts and/or Alien Saucers

ROUND 3—25 Electron Posts, Alien Saucers and/or firing Space Hoppers

ROUND 4—30 the MOTHER SHIP with Alien Saucers

LEVEL 3: GREEN/YELLOW

ROUND 1—20 Electron Posts

ROUND 2—25 Electron Posts and/or Alien Saucers

ROUND 3—30 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4—The MOTHER SHIP with Alien Saucers

LEVEL 4: NIGHT FLIGHT GRAY

ROUND 1—25 Electron Posts with Alien Saucers

ROUND 2—30 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 3—35 non-firing Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4—The MOTHER SHIP with Alien Saucers

LEVEL 5—DARK GREEN

ROUND 1—30 Electron Posts with Alien Saucers

ROUND 2—35 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 3—40 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4—The MOTHER SHIP with Alien Saucers

The numbers of Electron Posts, Alien Saucers and Space Hoppers indicates the combined total of enemies and aliens you must destroy or Electron Posts you must pass through. Your screen will show no more than 19 enemies or aliens to be destroyed.

ENEMIES AND ALIENS

Electron Posts—explode on impact. After level one they fire Electron Pulsars toward the outside. With each level they are spaced closer together.

Alien Saucers—will explode on impact and fly by with greater speed and frequency as levels of difficulty increase.

Space Hoppers—will explode on impact with your ship. After round 1 they will fire at your ship. As levels of difficulty increases, Space Hoppers will appear with greater speed and frequency.

The Mother Ship—This is your greatest challenge. Her destruction is your greatest victory. No enemy is more cunning or powerful. The front is blue and the back is yellow. The MOTHER SHIP can be destroyed only by hitting it *dead center*. Any other shots will ricochet off and may destroy *you*! As it approaches, the MOTHER SHIP will fire at you.



SCORING

Alien Saucers200 points
Space Hopper300 points
Electron Posts500 points
The MOTHER SHIPS20,000 points plus full load of fuel
Every 20,000 points you receive an additional fightership.

STRATEGIC TIPS

- Fly as fast as you can without crashing. The faster you fly, the less fuel you consume. You receive added points for added speed.
- If you fly outside the Electron Posts after level 1, you are likely to be hit by Electron Pulsars.
- You are more vulnerable to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Enemies appear in waves. Try to determine the rhythm of the waves.
- Be aggressive—if you're not, you'll use your fuel before you encounter with the MOTHER SHIP.
- Don't be reckless—your fightership steers with super-sensitive response.
- Over-steering may cause you to collide with Electron Posts, Alien Saucers or Space Hoppers.

A NOTHER GREAT GAME FROM SEGA

STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

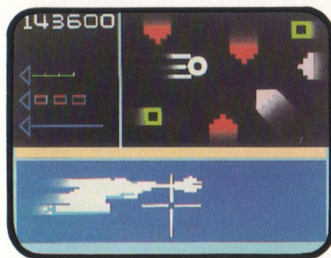
VIDEO GAME CARTRIDGE

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy... the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

OFFICIAL ARCADE VERSION



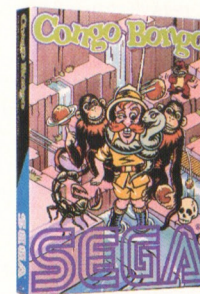
C OMING SOON

Congo Bongo™

VIDEO GAME CARTRIDGE

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, that mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

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