DESTRUCTOR ™

STANDARD CONTROLLER EDITION

ColecoVision ™

COLECO

INSTRUCTION MANUAL

Thank you for selecting the Destructor S.C.E. 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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WELCOME TO ARAKNID!

Your starcruiser is millions of light years from home in search of precious Crystals in Araknid, a city on the planet Arthros. Your purpose is to collect desperately needed Crystals and take them back to Earth. Your equipment: the mighty Ram-car. Use your Ram-car to bump Krystaloids, transforming them into precious Crystals, and push these Crystals into the cargo hold of your starcruiser.

Watch out for deadly Insektoids and the evil Destructor, protectors of the Krystaloids! If they catch your Ram-car, they will feast on it! You can defend yourself from these predators by either ramming Crystals into them, or firing Crystals at them from a distance.

The road is choked with ravenous Insektoids. They can be eliminated, but Destructor keeps on coming! In the end, it's either you or Destructor.

Can you collect the invaluable jewel-like Crystals and fly home? If you succeed, you will be sent back to Araknid to collect more Crystals, and face an angrier horde of mechanical insects!
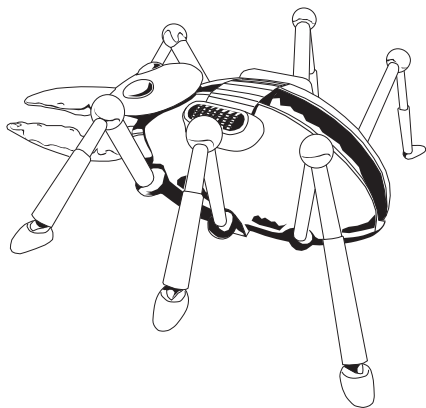
GAME SETUP

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 Destructor S.C.E., but if you use a third-party controller without a numeric keypad, you will not be able to select a skill level and start the actual game, nor will you 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.

IMPORTANT: This edition of the game is NOT compatible in any way with Coleco's Expansion Module #2 (a.k.a. the steering wheel module).

Insert the Destructor S.C.E. 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.)

JOYSTICK

RIGHT TRIGGER BUTTON

KEYPAD

LEFT TRIGGER BUTTON
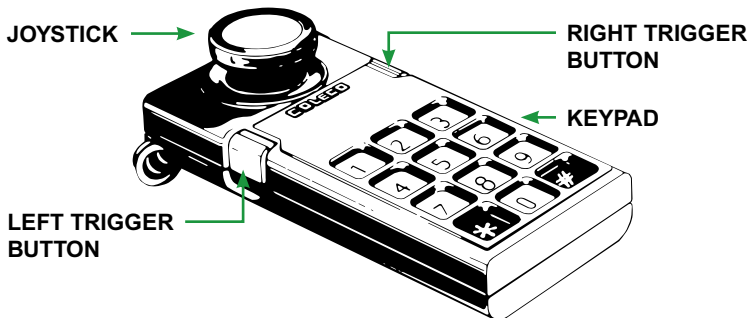
USING THE CONTROLLER

After the title screen, the skill selection screen will be displayed. Use the controller's keypad to select your preferred skill level: Skill 1 is the easiest and best-suited for beginners, Skill 2 is slightly more difficult, Skill 3 provides arcade-worthy action, and Skill 4 is for experts only. You start each game session with four Ram-cars, except for Skill level 1 which provides five Ram-cars. Select the desired skill level by pressing the corresponding number on the keypad.

During the game, you can move the Ram-car in any of 8 directions by pressing the joystick in that direction. Keep pressing on the joystick to accelerate and reach top speed. The vehicle slows down to a stop when you let go of the joystick.

While you are pushing a Crystal with your Ram-car, you can fire the Crystal straight ahead like a torpedo by pressing the left trigger button. Aim Crystals at enemies to stun or destroy them!
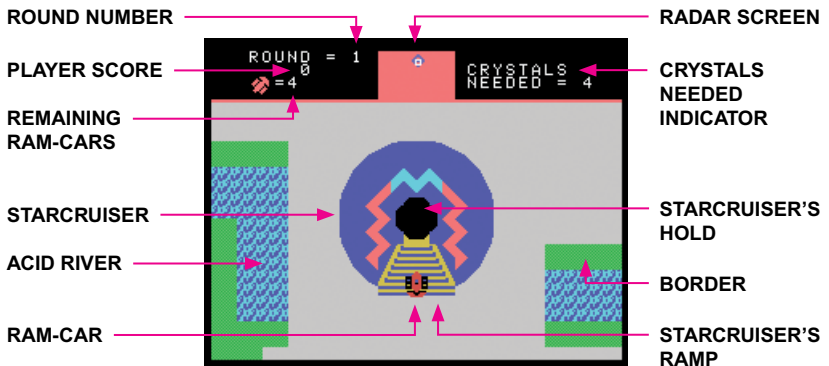
Pressing the right trigger button puts your Ram-car in reverse gear. Hold down this button and the vehicle will slowly back away. You cannot turn the vehicle while it is in reverse gear. Let go of the button to return to regular (forward gear) controls. Take note that when the Ram-car is pushing a Crystal, the Crystal will be released as the vehicle backs away in reverse gear.

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've lost your last Ram-car, press [*] on the keypad to replay the game at the same skill level, or press [#] to return to the skill level selection screen.

HOW TO PLAY

At the beginning of each round, your Ram-car stands on the starcruiser's ramp, ready to collect precious Crystals for Earth. You begin each turn in forward gear. Move the joystick to move the Ram-car off the ramp and down to the business of collecting!

ROUND NUMBER — — RADAR SCREEN

PLAYER SCORE — — CRYSTALS NEEDED INDICATOR

REMAINING RAM-CARS —

STARCRUISER — — STARCRUISER'S HOLD

ACID RIVER — — BORDER

RAM-CAR — — STARCRUISER'S RAMP

The Crystals Needed indicator tells you how many Crystals to take back to the starcruiser. Higher skill levels require you to gather more Crystals than lower skill levels. The more missions you complete at any skill level, the more Crystals you'll have to gather as you continue playing.

The Ram-car is a hardy machine. It can bump a border or starcruiser without the slightest damage. But the Arthros acid rivers are another story. If the Ram-car runs off the road into the acid river, it sinks and disintegrates!

At first, the streets of Araknid appear empty, even safe. Look at the radar screen. Nothing appears to threaten, but don't trust the calm. At any moment, Insektoids can attack. Beware! Insektoids eat metal and synthetics. They feast on Ram-cars!

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So where are the Crystals? They're inside the Krystaloids. Ram one and the impact creates a chain reaction that causes it to form a Crystal. Drive the front of your Ram-car against the Crystal to grab hold of it. Now push your prize to the starcruiser.

Remember, you can't pull a Crystal. Going in reverse releases it. You can push one Crystal at a time while going forward or turning.

Caution: Acid and Crystals don't mix! If a Crystal touches the acid river, it disintegrates. So be careful not to lose your precious cargo!
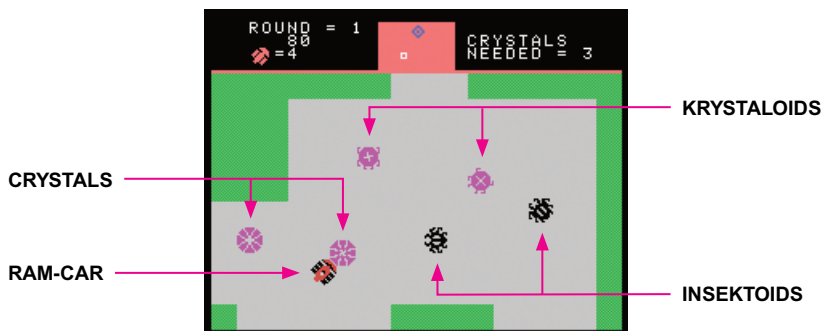

Each sector of the city has a finite number of Krystaloids roaming its corridors. You may not always have swarms of Krystaloids around you.

As you ram Krystaloids into Crystals, they seem to send out signals to others as a warning. The more Krystaloids you ram, the fewer and fewer show up looking to become your catch! What do you do? You'll have to search in other sectors of Araknid for more catch. But whatever you do, grab hold of any nearby Crystal and take it back to your starcruiser. There's no time to lose!

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HOW TO PLAY (continued)

Crystals have many uses. The energized (flashing) Crystals pushed by the Ram-car are deadly to Insektoids. If an Insektoid comes into contact with an energized Crystal, both the Insektoid and the valuable Crystal are eliminated in an explosion. A small price to pay for survival!

Your Ram-car has two attack options. As stated above, you can ram an energized Crystal into an Insektoid, or you can shoot the Crystal. To shoot, aim the Ram-car at the Insektoid and press the left trigger button to fire the Crystal. If the Crystal makes contact, both are eliminated.

INSEKTOID EATING CRYSTAL

RAM-CAR SHOOTING CRYSTAL

WALL OF CRYSTALS

ISOLATED CRYSTALS
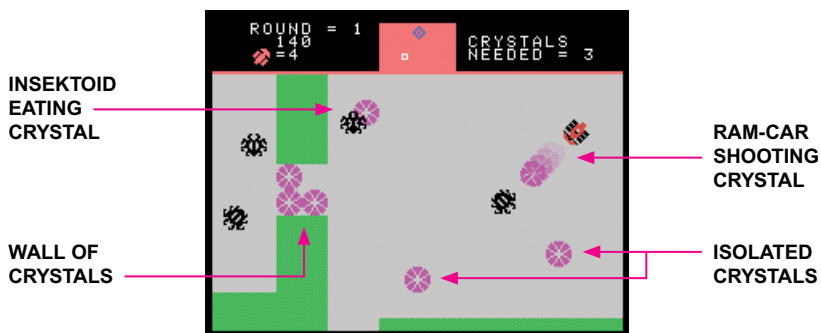
When you get to the starcruiser, push the Crystal up the ramp. When the Crystal reaches the starcruiser's hold, it drops in, freeing you for another trek through the maze in search of more Krystaloids.

As your Ram-car places the final Crystal in the starcruiser, the Crystals Needed indicator will read zero, and the round will be complete. Fasten your seat belt! The starcruiser is ready to blast off to return to Earth!

ENTER DESTRUCTOR!

Just when you have the feel of this alien world, Destructor appears. Now you realize that the king of enemies has arrived! You can first see Destructor when it appears as a black square on your Ram-car's radar screen. It's sniffing the streets of Araknid looking for you. Destructor stops to eat Crystals as it moves through Araknid's maze, even when it's out of sight (you can hear it munching).

STARCRUISER'S POSITION

ROUND = 1
140
=4

CRYSTALS
NEEDED = 3

RAM-CAR'S POSITION

DESTRUCTOR'S POSITION
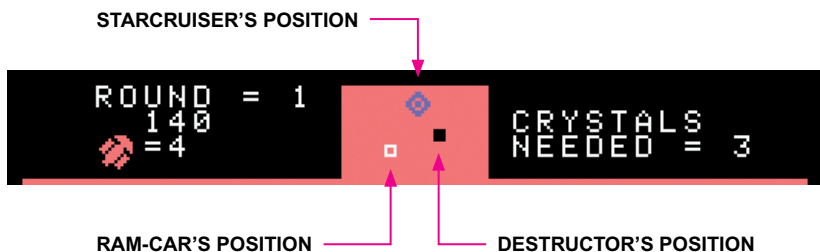
Soon enough, Destructor shows up. It's on the move and you need protection! Destructor can never be eliminated, and pursues you relentlessly, but you can be clever. If you ram Destructor with an energized Crystal, it grabs it and stops to eat it. If you fire a Crystal at Destructor, it stops in its tracks, stunned for a several seconds. Stand your ground or flee, but whatever you do, use those few seconds wisely!

You may come across a harmless-looking, yellow-and-black form sitting on the road. That's a Destructor Egg. Drive by if you must, but be careful. Sometimes the egg hatches a new Destructor to chase you! Perhaps just to be safe, fire a Crystal at it. That'll take care of matters... for now.

TELEPORTERS

Insektoids are closing in, Destructor is breathing down your neck and the starcruiser is clear on the other side of Araknid. What can you do? How can you escape? Quickly roam sectors of the city to find a remote Teleporter to get back to your ship. Drive onto the Teleporter's pad, and moments later the Ram-car appears in the Master Teleporter on the starcruiser. You're temporarily safe from Destructor and his Insektoid minions!

DESTRUCTOR ——

MASTER TELEPORTER

**DESTRUCTOR EGG**   **REMOTE TELEPORTER**
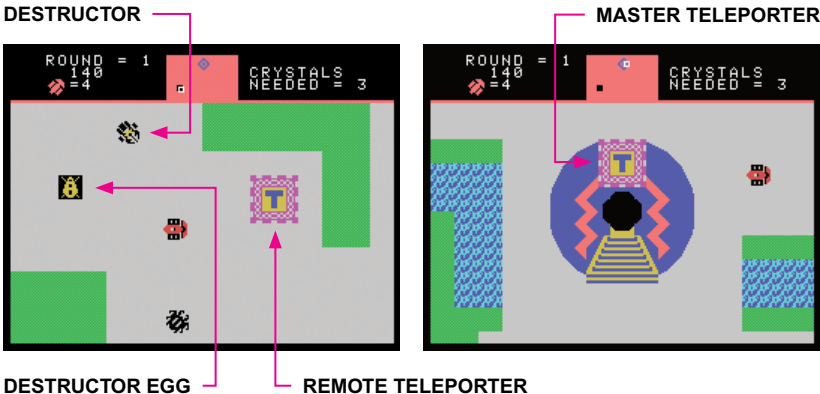
Every time you use a remote Teleporter, you always teleport to the starcruiser. When you re-enter the Master Teleporter, you always return to the last remote Teleporter you used.

If your Ram-car pushes a Crystal into a Teleporter, both the Ram-car and the Crystal return to the starcruiser's Master Teleporter. Drive around the ship, go up the ramp and push the Crystal into the ship's hold. Safe!

Whenever you start a new round, or whenever your Ram-car is eaten by an enemy and you restart the same round, the Master Teleporter is deactivated. You must find and use a remote Teleporter to get back to the ship and activate the Master Teleporter.

GOING BUMP IN THE NIGHT

Depending on your Skill Level, your next round might take place at night Unfortunately, you won't be able to see everything you saw during the daytime. Some things are identifiable, though. You can see the acid rivers. And you can see roaming Krystaloids plain enough. You can even spot Destructor. But borders? Sorry. You'll have to bump your way around them. And Insektoids? Forget it! They can sneak around in the dark to set ambushes for you!

KRYSTALOID

DESTRUCTOR

ACID RIVER
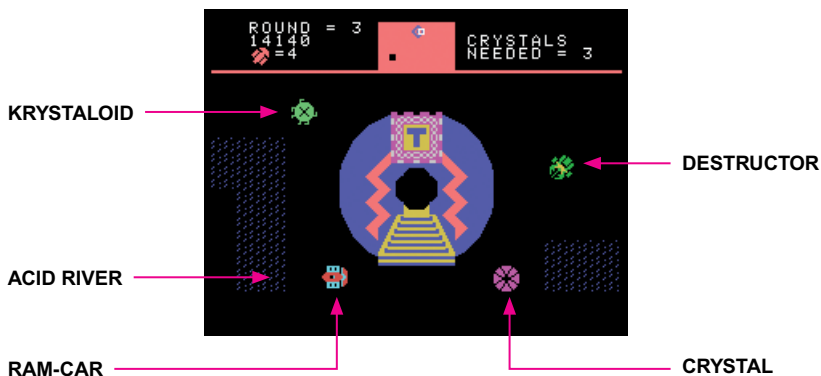
RAM-CAR

CRYSTAL

There are some things that can help you in the darkness. You get a momentary flash of daylight when your Ram-car bumps into a Krystaloid, a border or the starcruiser, when you fire a Crystal, or when you use a teleport pad. Use these flashes to get your bearings. Lucky for you, Insektoids glow with excitement as they get near you, so stay sharp to evade sneak attacks!

Your plight at night is the same as during the day: Keep collecting Crystals as fast as you can. Survive your nighttime experience and you move on to further adventures. The farther you go, the tougher the job.

GO BACK FOR MORE CRYSTALS!

After having successfully collected your quota of Crystals and flown off in your starcruiser, you will later return from Earth to land in a new location of a transformed city. What's different this time? Road connections may have changed. Bridges may no longer cross canals. Teleporters are located in different sectors. And Araknid's residents are riled. You must now face more aggressive Insektoids and a meaner Destructor.

Your commission is finally over when you've lost your last Ram-car.
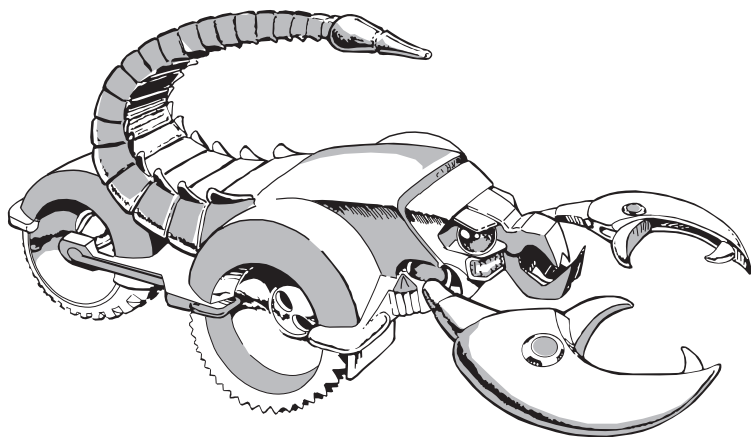
SCORING

You earn points by doing certain actions in the game:

RAM A KRYSTALOID	**20 POINTS**
ELIMINATE AN INSEKTOID WITH A CRYSTAL	**100 POINTS**
DESTROY A DESTRUCTOR EGG	**1000 POINTS**
STUN DESTRUCTOR	**1000 POINTS**

In each round:

TAKE FIRST CRYSTAL TO STARCRUISER	**100 POINTS**
SECOND CRYSTAL	**200 POINTS**
THIRD CRYSTAL	**300 POINTS**
	. . . AND SO ON!

Multiply each of the above scores by the number of the round you're playing.

Each time you complete a round, you earn 1000 points for each Crystal stored in the cargo bay of your starcruiser.

You will earn a bonus Ram-car when you reach 20,000 points. Afterwards, you earn an additional Ram-car every 40,000 points.

TIPS AND HINTS

Your ears are as important as your eyes. Get to know the sounds you hear. Day or night, they warn you of danger, keep you on your toes, and reinforce your actions. For example, when you're pushing a Crystal, it's "energized" and emits a pulsating sound. That's good. But when you hear a high-pitched warning sound, it means that Destructor is near. That's bad! There are other sounds to listen for, but you'll hear them soon enough!

Another way to defend yourself is to build walls of Crystals in strategic locations. Insektoids like to eat isolated Crystals, and they sometimes like to eat Crystals that are part of walls, but usually they just turn away from the walls. The walls of Crystals can protect not only your Ram-car, but also the Crystals themselves! However, if you drive off and leave a wall of Crystals behind you, Destructor is likely to come along and eat it entirely!

Never forget that you're always safe from enemies on the ramp of your starcruiser, and also while resting on Teleporter pads!

TEAM PARTICIPANTS

• Stephen Seehorn : Game reprogramming and beta-testing

• Luc Miron : Box design, game manual, cart label, software beta-testing

• Dale Crum / Doc4 : Box and manual layout (http://doc4design.com)

• Oliver Puschatzki : Box printing services

• Harvey deKleine : Electronic sourcing and assemblies

SPECIAL THANKS: Daniel Bienvenu, 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.