

COLECOVISION™

GOLGO 13™



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INSTRUCTION MANUAL

Thank you for selecting the Golgo 13 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.

TABLE OF CONTENTS

GAME SETUP	3
USING THE CONTROLLER	4
HOW TO PLAY	5
SCORING	7
TIPS AND HINTS	7
TEAM PARTICIPANTS	7

GAME SETUP

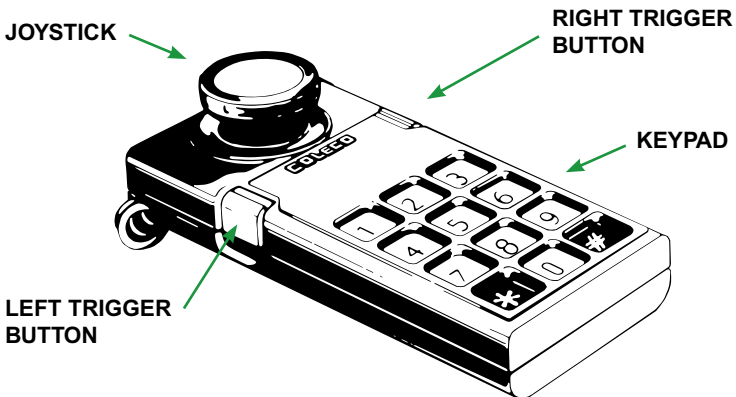
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

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 Golgo 13, 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 Golgo 13 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, use the joystick to move the cross hairs used for aiming at the on-screen targets. Move the joystick in any direction to move the cross hairs in that same direction. Press either trigger buttons on your controller to fire a shot of your M-16 rifle. You can only fire one shot at a time.

Golgo 13's car always stays aligned horizontally with the cross hairs, which means that when you move the cross hairs left or right, the car moves left or right at the bottom of the screen as well. Keep in mind that when the car moves to the right, it actually accelerates, which makes it possible to catch up to the train and even pass it. Likewise, when the car moves towards the left, it decelerates, and the train will move forward faster than the car. When you don't press left or right on the joystick, the car slowly decelerates by itself, and the cross hairs drift to the left as a result.

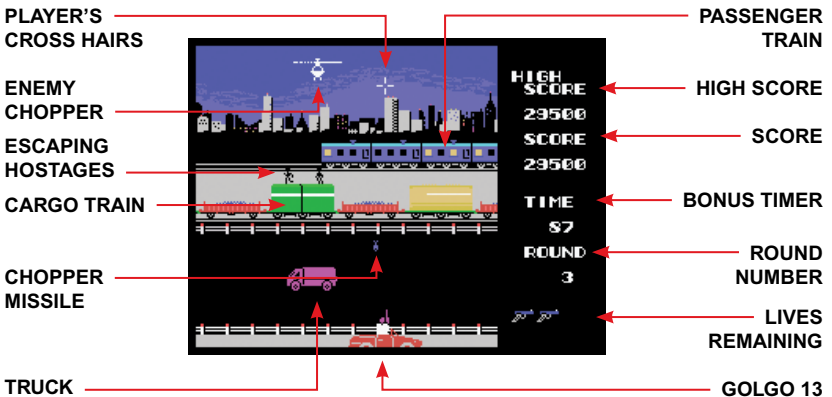
Press the [*] key on the numeric keypad to pause the game at any time. Press the [*] key again to resume play. This works on both controllers.

HOW TO PLAY

The mayor of Tokyo is in deep trouble. He has been involved in shady deals with a local gang of Yakuzas for years, and now a rival gang is black-mailing him: Either he reveals his Yakuza connections publicly - which means the end of the mayor's political career - or bombs secretly placed on busy passenger trains will go off before the day's end!

Hundreds of lives are on the line, and the mayor fears Yakuza retaliation if he gets the local police involved. As a last resort, the mayor reluctantly enlists the services of Golgo 13, a secretive hit man with a reputation of getting any dirty job done. Golgo 13's mission is clear: He has to save the passengers on the trains before the bombs go off.

As Golgo 13, you have little time to act and only one option: To drive your car alongside the trains, and use your M-16 rifle to break each train's windows so the passengers can jump off the train and escape to safety.



HOW TO PLAY (continued)

Your main objective is to break all the windows on a train. Each time you break a window, a passenger will jump out of it and escape on foot. You must have freed all the hostages of a train before the bonus timer hits zero, or you will lose a life and you will have to start over. If you manage to free all the hostages in time, you will move on to another runaway train, with an increased level of difficulty.

As your car races along the highway, obstacles will appear between you and the train, blocking your line of fire. The first of these obstacles is a cargo train, with wagons of different colors. When you are aiming at a train window and a wagon gets in the way, your cross hairs will move down over the wagon. If you shoot your rifle while a wagon is blocking your line of fire, your bullet will ricochet back at you, and if you get hit, you will lose a life!

Later into the game, another obstacle will appear, namely a purple truck rolling on the highway in the opposite direction. Again, don't shoot while the truck is blocking your line of fire, or your bullet will ricochet back at you. Always make sure there are no obstacles in your way when shooting at the train windows.

Later still, another complication will arise: The enemy Yakuza's will send white choppers equipped with missile launchers, in an attempt to blow your car away. You can raise your cross hairs into the sky and shoot down a chopper with a single well-placed shot. If you do not shoot choppers down quickly enough, they will fire heat-seeking missiles at you, which you can either avoid (by accelerating/decelerating your car) or intercept with a bullet from your rifle.

Note that when you shoot upward into the sky, cargo wagons and trucks never get in your way.

When you lose a life, you restart the round over from the beginning, with all the train windows unbroken. Once you've lost your last life and the "GAME OVER" message is displayed, you will be returned to the game's title screen automatically soon after.

SCORING

Shooting a train window	500 points
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Shooting a helicopter	300 points
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Shooting a helicopter's missile	150 points
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Once all the windows of a train have been broken, the remaining points on the bonus timer are multiplied by 100 and are added to your score. You earn a bonus life at 20000 points.

TIPS AND HINTS

The best strategy for breaking the train windows is to accelerate your car past the train, and to let the car decelerate slowly (by not pressing left or right on the joystick). Position your cross hairs at the level of the windows, and as the cross hairs slowly pass over the windows, just shoot. The advantage with this technique is that shots that ricochet back at you will usually miss you.

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: Box and manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Omar Cornut, Albert Yarusso and all AtariAge 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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