

See reverse side for instructions

# XENON BOOTS™



ATARI™ **XENON**™  
VIDEO GAME CARD • CARTE DE JEU

1 TO 2 PLAYERS  
FILL IN THE XENON BOOTS™



A vital space station has been taken over by wicked Xybot warriors. It is up to you to work alone or with a friend to destroy the Xybots and reclaim the space station. If you fail, the Federation must abandon its plans to colonize space. If this happens, all civilization will die. Only you can save the human race. But can you save yourself?

Une station de quai spatiale Xybots a été prise en otage par des guerriers robotisés. C'est à vous de détruire les Xybots et de récupérer la station. Si vous échouez, la Fédération devra abandonner ses plans de colonisation spatiale et ce sera le début de la fin. Pouvez-vous sauver la race humaine? Y pouvez-vous vous-même?

### GETTING STARTED

1. Insert the Xybois game card. For a two-player game, use the Composite cable and insert a card in each Lynx. Turn on your Lynx.
2. Press **A** or **B** to start the game.

### PRIMATIVES

1. Select your Xybot enemy through the Federation's computer. Your goal is to destroy 100% of the Xybots introduced in each level. You will be able to see the status of your progress.
2. Select on **A** or **B** your command in game.



### PLAYING THE GAME

When the game begins, the Federation Warrior and his partner, in a two-player game, stand in one of the maze-like hallways of the space station. His energy pack is full and his alternative is burning. He is ready to conquer the space station. But can he do it?

Use the keypad to move the Warrior through the space station in his search for Xybots. As you move, the Warrior's auto-mapper keeps track of the labyrinth. Press **Option 2** to view the map. To turn a corner, hold down the **B** button and press the keypad in the direction you wish to turn.

### 1 ACTION

As you go to the right, the Warrior is in a hallway. He has a gun. He can shoot at the Xybots. He can also pick up energy. He can also pick up keys. He can also pick up coins. He can also pick up items. He can also pick up... (text is partially obscured)

When the Warrior is in a hallway, he can shoot at the Xybots. He can also pick up energy. He can also pick up keys. He can also pick up coins. He can also pick up items. He can also pick up... (text is partially obscured)



When a Xybot appears, shoot it with the **A** button. If things look really bad, send a Zap ray with **Option 1**. Zap rays are powerful, but they use valuable energy. Without energy, your space suit will fail. The Energy light on your backpack flashes yellow when you run low. When it flashes red, your demise is imminent.



There are many kinds of Xybots. Some are weak and can be destroyed easily. Others are more powerful. Learn to recognize each type. This will help you survive.

Il y a plusieurs sortes de Xybots. Certains sont faibles et peuvent être facilement détruits. D'autres sont plus puissants. Apprenez à reconnaître leur type. Cela vous aidera à survivre.



As you search for Xybots, keep an eye open for coins. These coins will help you buy powerful items from the vending machines.

Attention aux pièces d'argent. Ces pièces vous aideront à acheter des objets puissants dans les distributeurs automatiques.

Also watch for the following:

- Keys:** Keys help you get through locked passages. Locked passages often lead to Warp Exits. To enter a locked passage, line up with the lock and run through the wall.
- Energy Orbs (two kinds):** Energy Orbs replenish your energy. You must have sufficient energy to survive. Energy is depleted by time, zapping, and getting shot.
- Tanks:** Front-armor tanks and side-armor tanks may be encountered. Front-armor tanks may only be hit when open from the front.
- Warp Transporter:** Warps the Warrior to a different place on the level he is on.
- Exit:** Allows the Warrior to leave the current level, visit a vending machine, and go to the next level. Some Exits are Warp Exits. These take the Warrior to a more advanced level and provide extra coins.

To complete a level, find an exit. For bonus points, destroy all Xybots on the level. When you exit, you will go to the vending machine room before going on to the next level.

Attention aux objets suivants:

- Clés:** Elles vous permettent de traverser certains passages qui sont verrouillés. Les clés mènent souvent à des sorties (Warp Exits). Pour entrer dans un passage fermé, alignez-vous face à la serrure et sautez à travers le mur.
- Objets énergétiques:** Les objets énergétiques vous réapprovisionnent en énergie. Pour survivre, il vous faut suffisamment de réserves d'énergie. L'énergie est épuisée avec le temps, le zapping et les coups de feu.
- Tanks:** Vous rencontrerez différents tanks (à protection frontale ou à protection latérale). Les tanks à protection frontale ne peuvent être touchés que lorsque leur capot est ouvert.
- Warp-transporter:** Vous permet d'être téléporté sur un endroit différent du niveau.
- Sortie:** Vous permet de quitter le niveau, de visiter une machine à vendre, et de passer au niveau suivant. Certaines Sorties sont des sorties Warp Exits. Elles mènent le Guerrier à un niveau plus avancé et fournissent des pièces de monnaie supplémentaires.

Find an exit. For bonus points, destroy all Xybots on the level. When you exit, you will go to the vending machine room before going on to the next level.

Find an exit. For bonus points, destroy all Xybots on the level. When you exit, you will go to the vending machine room before going on to the next level.

Find an exit. For bonus points, destroy all Xybots on the level. When you exit, you will go to the vending machine room before going on to the next level.

### VENDING MACHINES

Use the coins you find to purchase items from the vending machines. To use a vending machine, press the joystick up or down to scroll through the list of items. Available items are white. Unavailable items are gray. An item is not available if you do not have enough money to buy it. Press **A** when the desired item is highlighted. The box to the left of the item shows whether or not you have that item, and how many you have. You may purchase more than one of some items.

### LES DISTRIBUTEURS AUTOMATIQUES

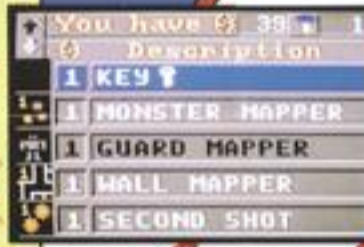
Utilisez les pièces d'argent que vous trouvez pour acheter des objets dans les distributeurs automatiques. Appuyez sur le joystick de jeu vers le haut ou vers le bas pour faire défiler la liste des objets. Les objets disponibles sont blancs. Les objets non disponibles sont gris. Un objet n'est pas disponible si vous n'avez pas assez d'argent pour l'acheter. Appuyez sur **A** lorsque l'objet désiré est en surbrillance. La boîte à gauche de l'objet vous indique si vous l'avez et combien. Vous pouvez acheter plusieurs objets.



The following items are available:

- Key:** Enter locked passages.
- Monster Mapper:** Show monsters on map.
- Guard Mapper:** Show guards on map.
- Wall Mapper:** Automatically map passages as you go.
- Second Shot:** Fire two shots at once.
- Send Buddy a Coin:** Give a coin to your partner.
- Slow % Energy Loss:** Lose energy more slowly.
- Repeat 5 Shots:** Take five hits without damage.
- 125% Energy Limit:** Start at 125% energy.
- Move Faster:** Increase your speed.
- More Zap Power:** Increase the Zap damage.
- More Shot Power:** Increase shot damage.
- 50% Energy:** Increase your energy by 50% if you are down to 20% or less.

Select **DONE** to leave the vending machine. You can go directly to **DONE** by pressing **B**.



### STRATEGY

- Watch your back when you turn a corner.
- Learn to recognize the various Xybots.
- In a two-player game, cooperation is essential.
- Keep an eye on your energy level. Do not pick up an energy orb if your energy is high. Remember where it is and return to it when necessary.



### SCORING

- Bonus points are awarded as follows:
- Warp Exit: 5000 points, 15 coins
  - Exit first (two-player): 5000 points
  - Destroying all monsters: 5000 points (both players in a two-player game)
  - 25,000 points: Three coins are awarded for each 25,000 points
  - Master Xybot: 5000 points plus 15 coins for destroying a Master Xybot
  - Final Master Xybot: 1,000,000 points to each player for destroying the final Master Xybot

### TWO-PLAYER FEATURES

- In a two-player game, the following special rules apply:
- The first Warrior to leave a level receives 5000 points.
- If you die, a status screen appears while you wait for the other player to finish the level or die. If he dies, you die too.
- If a Warrior is reactivated when his partner leaves the level, he receives 50% energy, but he loses all the items he has collected.
- The first player to exit determines if the players will warp. If the first player uses a Warp Exit, the second player will also warp, regardless of the exit he uses.

### FONCTIONS SPECIALES DU MODE DEUX JOUEURS

Dans une partie à deux, les règles spéciales s'appliquent:

- Le premier Guerrier qui quitte un niveau reçoit 5000 points.
- Si vous mourrez, un écran de statut s'affiche tandis que vous attendez que l'autre joueur termine le niveau ou mourre. Si il mour, vous mourrez aussi.
- Si un Guerrier est réactivé lorsque son partenaire quitte le niveau, il reçoit 50% d'énergie supplémentaire, mais il perd tous ses objets.