COLECO

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Manual Designed by Leonard Herman.
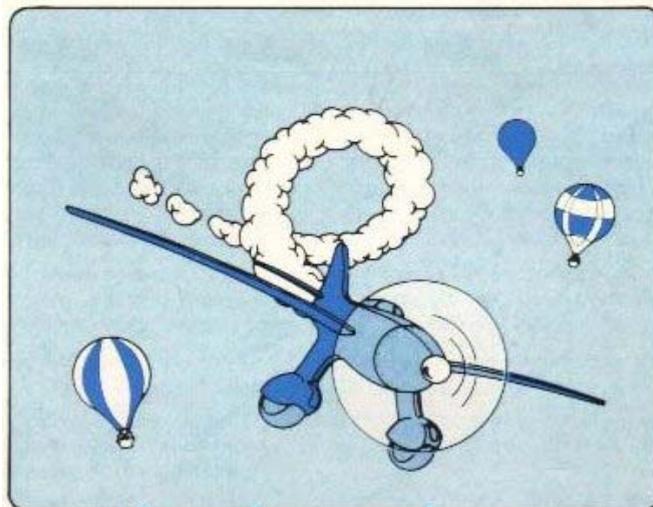Technical Assistance by Scott Stilphen

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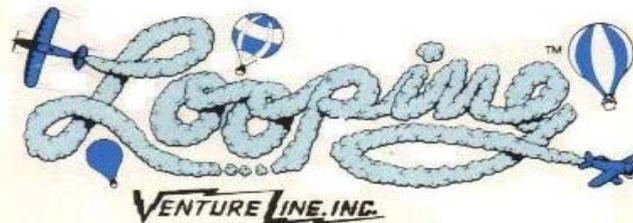
CARTRIDGE INSTRUCTIONS

For use with the Atari® 2600 Video Computer System™ and Sears Video Arcade™

• For one or two players • Select from four skill levels

Plays like the LOOPING arcade game!

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GAME DESCRIPTION

Strap on your goggles, rev up the engines and take off! Your LOOPING plane soars over a world unlike any you've ever imagined. Fire bullets into a rocket station to open the gate.

Beware of launched balloons! Test your flying accuracy and sense of direction by steering your plane through a maze of pipes. You survived? Stranger perils await. There are rooms full of green drops, twinkle monsters and bouncing balls. Can you outsmart them all and reach The End?

GETTING READY TO PLAY

- Make sure the Video Computer System™ is connected to a TV and the power supply is plugged in.
- Be sure that you have plugged the controller into the jack at the read of the Video Computer System.
- Insert cartridge as show, then turn **On / Off** switch to **ON**. (ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)

NOTE: The Game Reset switch on the console "clears"' the computer. It can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING
Player Eliminates Score

Brick - 150 points
Blue Balloon - 200 points
Green Balloon - 500 points
Red Balloon—800 points
Rocket - 2000 points
Green Drop - 500 points
Twinkle Monster - 1000 points
Bouncing Ball - 500 points

Flying Points
The longer your plane survives the pipe maze, the more points you earn. Earn still more points by pressing the accelerator button while your plane flies between the pipes.

You get five flights in each skill level.

pilot!

Into the maze.
Enter the maze through the open gate and your engine sings sweet music. The slightest touch of the control stick changes your plane's direction. Relax and fly between the pipes as long as you can. The longer your plane survives and the faster you go, the more points you get!

Green drops!
Slip into the next LOOPING room. Now the music stops. A green drop forms at the mouth of the left spigot (none in Flight 1, Skill 1) . Don't let it hit you! Shoot the drops as they fall and keep flying through.

Twinkle, twinkle, little monster.
Twinkling monsters (one in Flight 1, Skill 1) have taken control of the next room. Again, you can eliminate these funny fellows. But unlike the green drops, once you've eliminated a twinkler, none replaces it.

Watch out for the bouncing ball.
You're so close, you can see The End. But you're not there yet! Balls bounce in the outer room and inner room where The End waits. Avoid or shoot the balls. Can you dock the plane at The End?
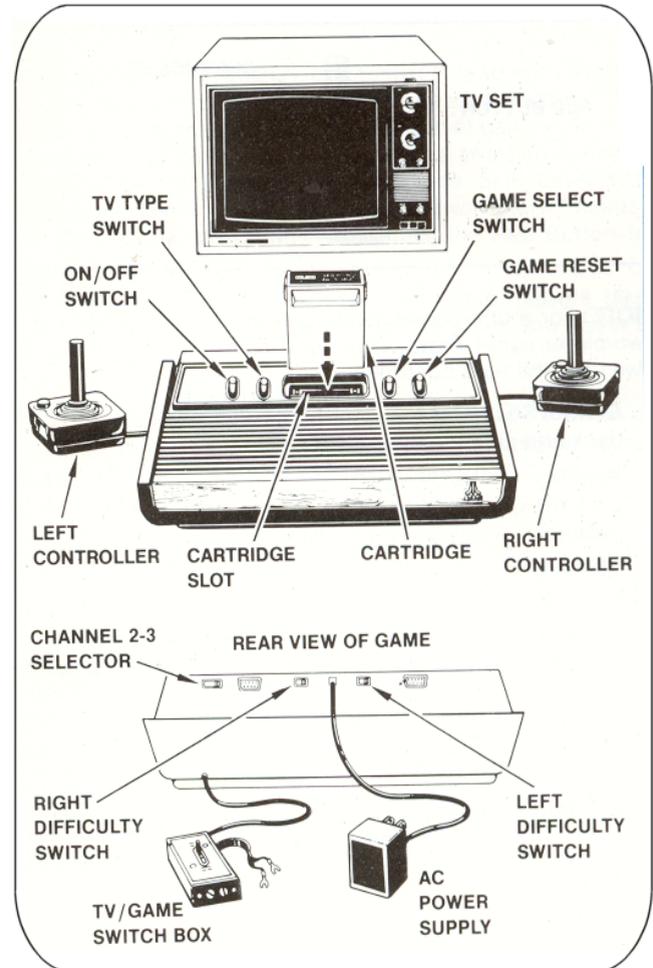
Second time around.
Congratulations! You've made it through. Now try a second flight. There are more rockets to hit before the maze gate opens. There are more green drops, too. Can you reach The End again?
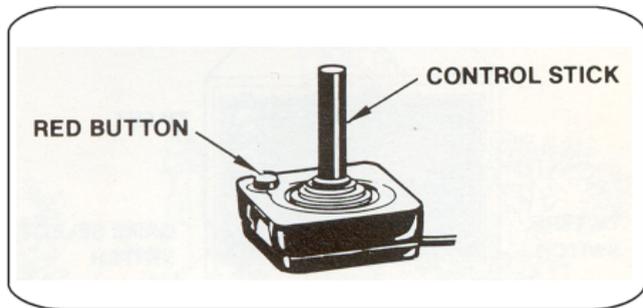
Starting over.
Press * to replay the LOOPING Game Option that you have been playing. Or press # to go back to the Game Option screen to select a different game.

ATARI® 2600 Video Computer System

TV SET

TV TYPE SWITCH

ON/OFF SWITCH

GAME SELECT SWITCH

GAME RESET SWITCH

LEFT CONTROLLER

CARTRIDGE SLOT

CARTRIDGE

RIGHT CONTROLLER

CHANNEL 2-3 SELECTOR

REAR VIEW OF GAME

RIGHT DIFFICULTY SWITCH

TV/GAME SWITCH BOX

AC POWER SUPPLY

LEFT DIFFICULTY SWITCH

USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player One uses the left controller; Player Two uses the right controller

1. Control Stick: The control stick acts like an airplane control stick. Pull back on the stick and the nose of your plane goes up. Push forward on the stick and the nose goes down.

2. Red Button:
Your plane fires bullets from its nose when this button is pressed.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's plane is eliminated.

Choose your challenge.
Pressing Game Select Switch will rotate through the various skill levels and number of players. Each skill level will appear with one plane for one player, or two planes for two players. Press the Game Reset Button when your desired level and number of players appears on the screen.

Skill 1 is the easiest level, suitable for beginners.
Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.
Skill 3 plays much like the arcade game.
Skill 4 is more challenging than the arcade version!

You're off!
Your engine's buzzing, your plane taxis down the runway. Pull back on the control stick to rise off the ground. Want to make a loop? Hold the stick back. If your plane touches the top of the sky, it "bounces" straight back down. Get the feel of your plane before you get down to business.

Popping balloons.
Moving pretty well? Now the fun really begins. Balloons rise off the ground to intercept you. If a balloon collides with your plane, you're eliminated. Aim carefully and pop the balloons with bullets! There are three types of balloons with different point values.

Open the gate.
See the rocket to the left of the runway? Shoot it to open the gate in Skills 1, 2 and 3. In Skill 4 you must shoot this rocket and one more hiding beneath a yellow support. A message appears beneath the Flight Indicator: Gate Open. Fly right,