

JAGUAR

GAME MANUAL



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JAGUAR
INTERACTIVE MULTIMEDIA SYSTEM
GAME MANUAL

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The Story So Far...

Nobody ever said exploring the universe would be easy. In the next century, mankind has taken its interstellar efforts to new levels of achievement. Probes now speed out of our solar system at unimaginable speeds, and terraforming is being tested on a large planetoid named Haven-7 which now orbits close to Earth.

It turns out that our probes were all too successful -- a swarm of ravenous alien ships has arrived at Earth, and all-out war has resulted. Fortunately, we were not unprepared, but it will be a long and sordid fight. Meanwhile, the poor inhabitants of Haven-7 are left on their own, with only one ship spared for their defense. You are the PROTECTOR of Haven-7!

Protector™ is a joint development by Bethesda Softworks and Songbird Productions. The game is an incredible, fast-paced, blast-filled bi-directional shooter. Are you ready to protect your territory from the alien swarm? Can you keep those inhabitants safely located on the ground, or will they be mutated into an even deadlier foe? And don't forget to grab those powerups to enhance your ship and purchase even more upgrades at the Galactic Shop.

Getting Started

1. Insert your Protector™ cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.

2. Press the Power button.

3. The title screen now appears. Press Option to visit the Options Menu, or press the A, B, or C button to begin the game.

Options Menu

Use the joypad to navigate the below options, and press the fire button to select a particular option to modify.

Difficulty - Select from Easy, Medium, or Hard.

Number of Players - Select one or two players.

Number of Controllers - Select either one controller or two controllers (for two-player game only).

Configure Controls - A configure screen appears. Press left on the joypad to rearrange the controls on joypad 1, and right on the joypad to rearrange the controls for joypad 2. Press fire to return to the Options screen.

Return to Intro - Select this to return to the title screen, credits, and Hall of Fame screens.

Start Game - Select this to start playing Protector™.

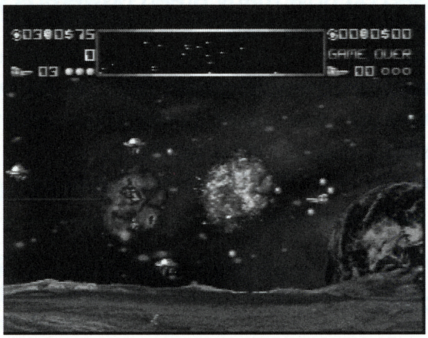
Note: to reset the serial EEPROM, which saves the high scores, configuration information, and wave keys, wait for the Hall of Fame screen to appear in the intro, and press reset (* and #) on the joypad. Press 1 to confirm the reset, and 2 to cancel the reset.

Playing the Game

Your mission in Protector™ is to repel wave after wave of alien invaders and ensure the safety of the inhabitants, who for some reason like to wander the surface of Haven-7. As the game progresses, you will notice that the aliens will drive closer and closer to the heavily populated areas. It will take all your wits and weaponry to achieve ultimate victory.

Your ship, the Starblade, is a nimble, highly-versatile war machine. It comes equipped with a field-grade laser cannon and three smart bombs. Your cannon can be outfitted with a rapid fire modification, and there is room for more bombs in the launch bay. Your ship can also carry a supply of temporary Shields which are depleted at the beginning of the game. Shields provide a few precious seconds of complete invulnerability. Use them sparingly.

Before the game begins, you must choose your starting wave. Every 5 levels, the game will automatically unlock a new starting wave. Note that there is no other information saved (such as current score or equipment obtained), just the wave itself. This feature allows you to bypass earlier waves which have already been defeated.



The player status bar appears at the top of the screen. Player one information appears on the top left, and player two information appears on the top right. The first icon represents your supply of smart bombs, followed by the number of shields obtained, and finally the number of credits collected. On the next line is your current score. The last line contains the number of ships remaining (you start with three), and the number of hits taken on your current ship (you can take up to three hits).

The radar appears in the top center of the screen. Your ship always appears as a dot in the center (white) area of the radar. Invading ships, meteors, flak cannons, and inhabitants are all represented on the radar as well.

Use the joypad to maneuver the Starblade in any direction. Press (and hold, if desired) the fire button to use your laser cannon. Take some time to get the feel of your ship; it is a highly responsive piece of precision machinery.

Destroying some enemies will yield small, round globes. These are powerups; grab them any time you see them. Any red powerups (with gold or silver mixed in) are credit powerups. Credits are used at the Galactic Shop to upgrade your ship. Green powerups, on the other hand, have a progression of benefits, based on how many green powerups you have collected with your current ship:

First powerup - Hyperspace enabled
Second powerup - Energy restored (if needed)
Third powerup - Rapid Fire enabled
Fourth powerup - PROTECTOR mode enabled, Landers cannot lock on to inhabitants

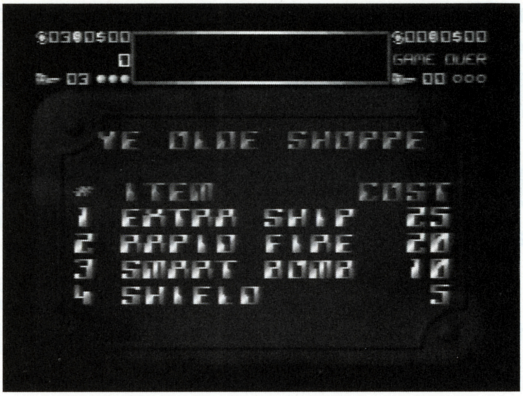
Note that if you lose your ship, your green powerup total is reduced to zero.

Other Controls:

Press * and # together at any time to reset the game and return to the title screen.

Press 0 at any time to disable or enable the music.

Press Pause at any time to Pause the action. While the game is paused, you may press A to adjust the music volume, or B to adjust the sound effects volume.



At the end of each level, the Galactic Shop appears. Here you can purchase four different items: extra ships, rapid fire, smart bombs, and shields. Press the corresponding key for each item number to purchase an item, and press the fire button to exit the shop when finished. Note that your ship energy will be replenished after completing each level.

Enemy Dossiers

You will encounter a variety of enemies in Protector™. Some are easier to destroy than others. Here are some common enemies you will find:

Landers - Rotating, multi-armed craft that descend to the ground with one purpose in mind: abduct the inhabitants of Haven-7. Inhabitants will cry for help when first abducted. Use the radar to find a pair of vertical dots moving towards the top of the screen. If a Lander succeeds in taking an inhabitant off the top of the screen, it will mutate into a deadly foe!

Baiters - These difficult foes will fly you in circles to confuse you and take your focus off protecting inhabitants. Best to take them out right away, rather than waste lots of time dodging their blasts.

Bombers - These automated defense machines of Terran origin have been captured by the invaders and turned against you. Watch out for their deadly trail of bombs!

Spys - These small, seemingly harmless satellites will sound an alert when detected, and attempt to call in a Baiter for help.

Pods - A sluggish craft with virtually no attack capabilities houses a deadly array of Swarmers that will come after your ship when the Pod is destroyed.

Swarmers - Tiny, dart-like craft that can both fire and dodge your shots simultaneously. Smart bombs, anyone?

Flak Cannons - These ground-based turrets were originally part of the Haven-7 defense grid, but like the Bombers, they have been commandeered by alien forces and turned against you.

Pulsars - Pulsating ground craft that will occasionally spring into action unexpectedly.

There are even more foes than this, plus several enemy boss ships that will make your life miserable. Watch out especially when the Warstar comes bouncing in...

Hints

Get your ship upgraded via powerups or credits to rapid fire as soon as possible.

Some enemies and enemy shots can absorb your laser blasts, particularly the meteors and Flak Cannon bursts.

Baiters tend to yield more powerups than other foes.

Not all foes can be destroyed with one shot.

A reward awaits you at the end of each difficulty level!

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