

GUARDIAN

REVENGE OF II THE MUTANTS

The original 'Guardian' game was described as 'an amazing and fast moving space spectacular in the classic mould'. It was also considered by many in the home computer games industry as a standard by which others were judged.

Now Hi-Tec Software brings you the sequel, 'Guardian II', where the mutants really do get their revenge in this even faster and more amazing game that tests your skills to the limit.

Arcade and high score freaks, no need to queue here, just load up and hang on in there.

(PS. This one's for G.P., J.R., and a few more to whom I made the promise. Perhaps we should have called it 'Evans Revenge'!!

PPS. It also takes up less space! — D.P.)

1. GAME DESCRIPTION

- 1.1 You are the GUARDIAN in your highly advanced Mk.II fighter.
- 1.2 You must defend the Earthlings from the Raiders and destroy all the aliens in each wave.
- 1.3 Raiders will land on the planet surface, pick up Earthlings and attempt to lift them out of the planet's atmosphere.
- 1.4 If a Raider reaches the top of the screen, the Earthling is devoured by the Raider and becomes a Mutant.
- 1.5 If all Earthlings are destroyed then the planet is lost and the fight continues in space against mutants alone.
- 1.6 Raiders can be shot when rising and the falling Earthling 'caught' and returned to the surface.



2. ALIENS (limited list, discover the rest . . .)

RAIDER—Skims planet surface, snatches earthlings and lifts them to the sky where a mutation will occur.

HIVE—A floating capsule containing deadly SWARMERS. When hit, the swarms will be released.

DYNAMO—A floating alien mothercraft releasing MOs which will fly on a suicide mission.

TECHNOFIGHTER—An advanced alien which flies in a squadron formation.

FIREBOMBER—An elusive alien which releases fireballs.

LURE—This killer alien only appears if you are slow in completing an attack wave. Watch for the female (LURESS) which is undoubtedly the deadliest alien of all.

3. FEATURES

3.0 **LONG RANGE SCANNER**—radar system providing complete picture of planet surface.

3.1 **SMART BOMB**—Destroys everything 'alien' on the screen.

3.2 **ENERGY CLOAK**—Your fighter becomes invisible and destroys every alien you touch for a limited period of one energy unit.

3.3 **HIVE CONVERGENCE INDICATOR**—If hives are present in the attack wave this indicator will inform you when the hives converge. This enables all the hives to be present on the screen simultaneously and hence destroyed with one smart bomb. This also guarantees no SWARMERS.

3.4 **HYPERGATE**—This special hole in the space time continuum has very special properties;

If entered when you are carrying 5 Earthlings then the attack wave is prematurely and spectacularly completed with a **BONUS 10,000**.

If entered when an Earthling is under attack, your fighter will be hyperspaced to a convenient location where the Raider can be lasered and the Earthling saved.

Otherwise, if entered a random hyperspace occurs.

3.5 Every 10,000 points: bonus fighter, smart bomb and cloak energy unit.



- 3.6 Every 5 attack waves: New planet with 8 Earthlings.
 3.7 Watch out for 'specials' every fifth wave;
 TECHNOVIAN DOGFIGHT: Just you and hundreds of
 TECHNOFIGHTERS.
 FIREBALL CHALLENGE: One fighter v 12 firebombers.
 3.8 BONUS 500 for catching falling Earthling.
 3.9 BONUS 500 for returning Earthling to planet surface.

4. TIPS

Each ALIEN has its own character. Watch and discover their weak spots.

Advanced players should use the HYPERGATE to complete early attack waves quickly.

Use the CLOAKING SHIELD.

THE AUTHOR RECOMMENDS THE USE OF KEYBOARD CONTROL

GUARDIAN I became a cult game, especially with those people who used the keyboard to fly the fighter. It is more difficult to use a joystick due to the fractional vertical movement required in later waves.

5. **LOADING INSTRUCTIONS:** Press CTRL & small ENTER then
 6. **CONTROLS** press PLAY.

During Title Sequence:

- | | | | |
|---|---------------------------|---|-----------------------|
| J | — Select Joystick control | 1 | — Start 1 player game |
| K | — Select Keyboard control | 2 | — Start 2 player game |

During Play:

KEYBOARD

- | | |
|-------|----------------|
| A | — Up |
| Z | — Down |
| Shift | — Thrust |
| Space | — Reverse |
| Enter | — Fire |
| TAB | — Smart Bomb |
| DEL | — Energy Cloak |
| H | — Hyperspace |

or use Joystick

- | | |
|-------|----------------|
| Space | — Smart Bomb |
| DEL | — Energy Cloak |
| H | — Hyperspace |

LES COMMANDES

Pendant la séquence titre:

- J — Sélection de la commande par levier
 K — Sélection de la commande par clavier
 1 — Commence le jeu à un joueur
 2 — Commence le jeu à deux joueurs

Pendant le jeu:

CLAVIER

- | | |
|--------|----------------------|
| A | — Montée |
| z | — Descente |
| Shift | — Poussée |
| Espace | — Recul |
| Enter | — Feu |
| TAB | — Bombe intelligente |
| DEL | — Cape d'énergie |
| H | — Hyperspace |



LEVIER DE COMMANDE

Haut — Montée
Bas — Descente
Gauche — Pousée à gauche
Droite — Pousée à droite

Feu — Feu
Espace — Bombe intelligente
DEL — Cape d'énergie
H — Hyperespace

DESCRIPTION DU JEU

Vous êtes le **DEFENSEUR** dans votre engin de chasse ultra-sophistiqué Mk.II.

Vous devez défendre les Terriens contre les Pillards et détruire tous les envahisseurs qui arrivent par vagues.

Les Pillards atterrissent sur la planète, prennent les Terriens et tentent de les faire sortir de l'atmosphère de la planète.

Si un Pillard atteint le haut de l'écran, le Terrien est dévoré par le Pillard et est transformé en Mutant.



Si tous les Terriens sont détruits, la planète est perdue et le combat se poursuit dans l'espace contre les mutants seulement.

On peut tirer sur les Pillards quand ils montent et "rattraper" le Terrien pendant sa chute et le ramener à la surface.

INSTRUCTIONS DE CHARGEMENT

Appuyez sur CTRL & la petite touche ENTER, puis enfoncez la touche PLAY.

DESCRIPCION DEL JUEGO

Tú eres el **GUARDIAN** en tu caza muy moderno, Mk.II.

Tienes que defender a los terrícolas contra los invasores y liquidar a todos los aliens en cada oleada.

Los invasores aterrizarán en la superficie del planeta, atraparán a terrícolas y tratarán de llevarlos fuera de la atmósfera del planeta.

Si un invasor llega a la parte superior del cuadro, le devora al terrícola y se convierte en un mutante.

Si les destrozan a todos los terrícolas se pierde el planeta y la lucha continúa en el espacio, sólo contra mutantes.

Se puede matar a los invasores mientras ascienden, y se puede 'coquerle' y traerle a la superficie al terrícola que caía.

INSTRUCCIONES DE CARGA

Puís CTRL y ENTER pequeña.

Puís luego PLAY.



MANDOS

Durante la secuencia del título:

J — Control por palanca

K — Control por teclado
1 — Comienza el juego (un jugador)
2 — Comienza el juego (2 jugadores)

Durante el juego:

TECLADO

A — Arriba
Z — Abajo
SHIFT — Impulso
Barra — Vuelta
ENTER — Disparo
TAB — Bomba
DEL — Capa de fuerza
II — Ilperespacio



PALANCA

Arriba — Arriba
Abajo — Abajo
Izda — Izda
Decha — Decha
Disparo — Disparo
Barra — Bomba
DEL — Capa de fuerza
II — Ilperespacio