PROTECTOR II

by Mike Potter

LOADING PROTECTOR II

For Cartridges

Make sure you have 16K of memory. Plug the cartridge into the left hand slot, close the cover and turn on the computer.

Starting the Game

To start playing press (START) at any time after the music begins.

OBJECT OF THE GAME

The object of the game is to first transport all 18 people from the city under attack by the Fraxullan Slimehordes, to the city of New Hope on the other side of the volcano, and from there to the safety of the Verdann Fortress.

In order to transport people from one city to another, you must "hook" each person, one at a time, by passing immediately above the person that you wish to lift. You will know when they are hooked as they will stop waving their arms.

After hooking them you must ascend and the person will cling to the bottom of your needlefighter.

In order to "drop" a person you merely fly over the area that you wish to deposit the person (making sure that they touch the disembarking area) and he/she will pop off. Firing your laser cannon WILL NOT cause your passengers to drop off.

All of the people must first be brought to the City of New Hope before the barrier to the Verdann Fortress will be opened. It is possible (in some of the easier levels) to catch people as the mother ship drops people into the volcano. This maneuver requires great skill and timing, and should only be attempted after you gain the necessary needlefighter experience. Also, the unpredictability of the volcanic eruptions makes this a very risky procedure.

After all of the surviving inhabitants have been transported from one city to the other, the volcano will erupt, starting a lava flow under the city of New Hope.

Xytonic Pulse-Trackers

These fiendish trackers pursue you across the skies. They are persistent and will destroy your passengers (and/or the needlefighter) should they make contact with them.

Chompers

Chompers are an indigenous life form. They are powerful and unpredictable. In fact they eat needlefighters for breakfast. Be wary of these repugnant creatures.

The Fraxullan Mother Ship

Shielded in Baltheric anti-matter, the mother ship cannot be destroyed. It can however be paralyzed briefly by laser cannon attacks. However when the mother ship resumes operations it moves more quickly about its deadly business. Avoid the transporter beam since it spells instant death for your needlefighter.

Meteoroids

Unpredictable meteoroid showers (due to the low gravity and shallow atmospheric shell) are common. Destroying meteoroids not only saves your ship but gains points as well.

Rocket Bases

There are rocket bases all over the surface of the planet. These rockets fire in all directions. You may destroy rocket installations by hitting them with laser cannon fire when they turn red.

Laser Fields of the Straak

These are verticle laser defense networks that are robot controlled. In some the laser installations are stationary while other installations are mobile and track your needlefighter.

Dragonmaw (the Volcano of Death)

The volcano is due to erupt at any time. Also, be very careful of the explosions that occur, since your needlefighter will be fried if you are above the volcanos during an eruption.

The Verdann Fortress

The Verdann Fortress is located below the horizontal red bar past the Laser Fields of the Straak. The armaments are carefully cloaked in invisibility shields until after the eruption of Dragonmaw. At this time the red energy shields are dropped and the Verdann Fortress and its armaments become visible.

Below the rocket protected walls of the Fortress is the escape chute into which you must place the survivors from the City of New Hope, in order for them to reach safety.

Needlefighters

These are your ultimate weapon. They are fast and powerful, but remember you are in a hostile world fighting against a very powerful enemy and a hostile environment.

You can refuel your needlefighter by docking at the refueling pod from where your needlefighter and its armaments was originally launched. The alignment of the fighter and pod is critical. If it is not exact you may crash.

Options

There are six skill levels of play. You may select these by pressing the (SELECT) key. The level is displayed in the control window.

You may choose either 3 or 5 ships by pressing (OPTION).

Pressing the space bar during play will pause the game.

Command Ratings

At the end of each game your Command Rating will be displayed. These rating are based on skill and timing.

Playing Tips

There is no substitute for experience. However, the following may be helpful.

1. Observe the firing sequences of the missile and laser installations, and react accordingly.

2. The area next to the refueling pod is a haven for your needlefighter.

3. Do not attack your computer when frustrated. It had nothing to do with designing this game.

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