I-WAR ™

JAGUAR ™
64·BIT

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line
1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline
0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS
Please obtain permission to call from the person who pays the bill.
Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).
Prices and games featured on this service correct at time of going to press.
We reserve the right to change the games featured on the helpline without prior notice.

If you wish to join the Official Jaguar Club, please send your name and address details to:
Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI Info Consommateur
36.68.00.16 (2, 19 f la minute)

### Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
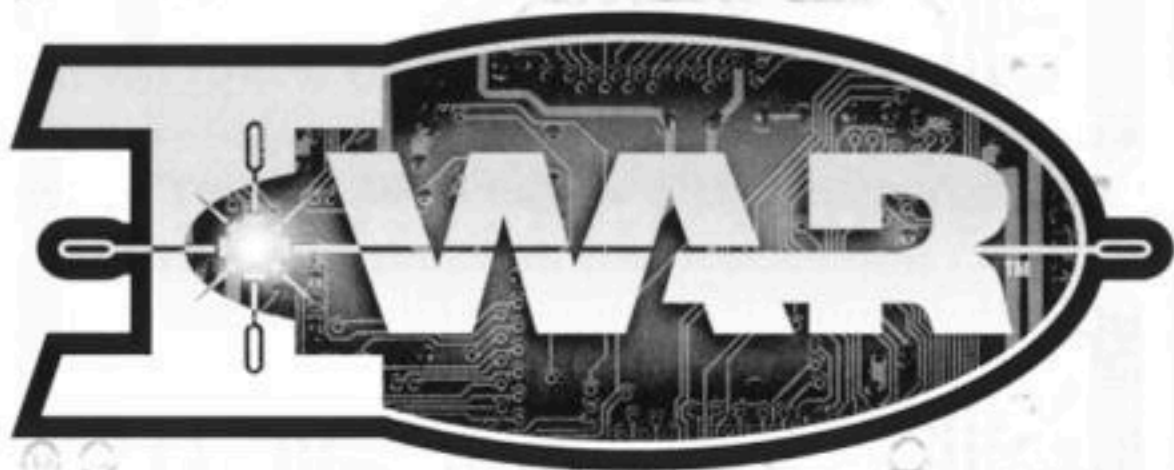
JAGUAR™ 64-Bit Interactive Multimedia System
Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

CONTENTS

I-WAR

It took 20 years to develop, but The Override Mainframe Supercomputer goes on-line exactly on schedule. Buried deep below a polar ice cap to keep its megaframe brain cool, its processing capability goes beyond any technology ever imagined. Before long, society begins to depend completely on The Override to handle the world information network, nicknamed The I-Way.

Override works for years without a glitch. Then, the problems start. Delays. Information transfer slows to a crawl, then stops. Viruses clog the I-Way, blocking information. Mutated databases create more viruses. Programs can't be written fast enough to stop The Override from what seems like inevitable self-destruction. A quick, powerful anti-virus craft must enter the circuits of the I-Way to destroy the mutant databases and information-clogging viruses.

You've been chosen to command the anti-virus tank through the I-Way. Eliminate the problems and pick up special tools and weapons to help you collect the viruses. Destroying the mutant databases and collecting data pods will allow you to destroy their core and stop the viruses from spreading. But, your enemies won't go away easily. They're programmed to attack anything that could impede their growth.

So, choose your tank, strap on your seatbelt and merge onto the I-Way. You are mankind's only hope.

GETTING STARTED

1. Insert your I-WAR cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.

2. Press the Power button.

3. Press the A, B or C button to skip the title screens and briefing.

4. At the Main screen use the Joypad up and down to choose:
   Start a new game
   Load a saved game
   Defense Viewer: Press B, then press the Joypad left and right to view your enemy's strengths and resources

   Options: On the Options Control screen, press up or down on the Joypad to:
   Configure A, B, and C buttons -- Select, Fire and Special
   Difficulty level -- Easy, Medium or Hard
   Main -- Return to the Main screen

5. Choose 1 player or 2 players.

6. Choose the speed, power and protection of your ship: Light, Medium or Heavy. The heavier your tank, the slower it will move, but the shields will be stronger and you'll have increased weapons capability.

CONTROLS

Joypad ······ .... A button
.... B button
.... C button

Joypad up . . . . .Move forward

Joypad down . . . . .Move backward

Joypad left . . . . .Turn left

Joypad right . . . . .Turn right

Default Settings

A button . . . . .Select: available weapons

B button . . . . .Fire: active weapon

C button . . . . .Special: active shields

Pause
Pauses the game, allows you to raise/lower music
and sound effects volume

*, #
Restart

KEYPAD
VIEW MODES

Keypad #	Description
1	First Person
2	Third Person, far behind
3	Third Person, mid behind
4	Third Person, close behind
5	Distance View, above, side
6	Auto-Targeting on/off
7	Map
8	Textures on/off

MEMORY SAVE

DO YOU WISH TO SAVE
THE GAME OR CONTINUE

SAVE GAME

CONTINUE GAME

Tank configuration, last mission, volume, controls and high-score information are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *, option, and # while on the Control Options screen.

ENCOUNTERING OBJECTS

On each level (node) you will find database pods, powerups and advanced weapons. These will help you attack The Override Mainframe System Defense Forces and mutant databases, increase your energy and provide for more intelligent fire power. Pick up items by driving over them. While collecting, watch out. Enemies are aggressive and are out to get you. So watch out...they can and will do damage to your craft. When your tank's energy level reaches zero, that's it. You're destroyed.
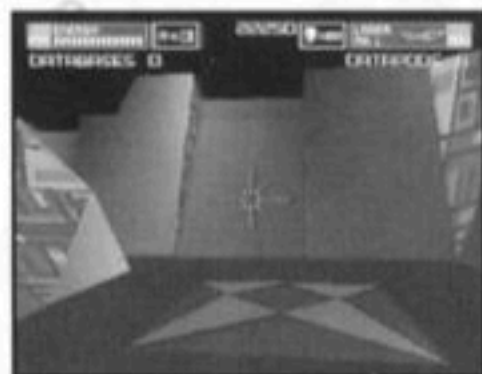
On each level you'll find a Teleporter pad that, when driven over, will transport you to another challenging field. You must collect all of the required data pods in order to enter and attack the mutant database and go on to the next level. After 20 gruelling levels, you have to destroy the boss database by overloading it with viruses and save humankind.
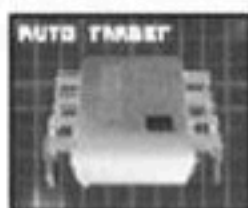
WEAPONS and TOOLS

Found on various levels to assist in your mission
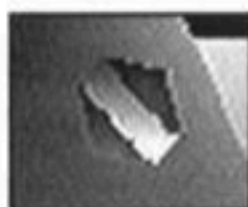
A.I. Drone
Artificial Intelligence droid that assists in attacking the enemy

Auto Targeting
Makes better use of the cross-hair firing for more accurate shooting

Mark 1 Lasers
Basic single shot, your tank is equipped with Mark 1 Lasers automatically

Mark 2 Lasers
Dual shots for more destructive fire power

Shield Unit
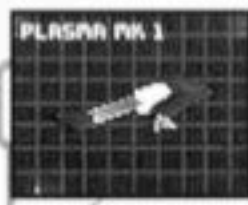Activates shield around tank for a short period of time

Mine Layer
Lay down mines for the enemies to find

Missile Launcher
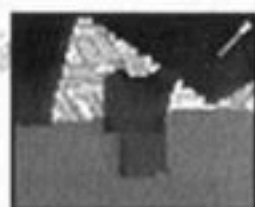A limited number used to guide in for the kill

Plasma Cannon
Chargeable amplified proton shot

Radar

Provides a map of the room so you can see where you and your enemies are

Rear Gun

Switch to rear gun to kill enemies from behind

Switches

Some levels have on and off switches. When activated, they'll help you use Jumpers and Teleporters, open doors, and allow you to find hidden or hard-to-get data pods. Activate these by shooting them to the on and off positions — green is off, red is on. Some switches don't last long, so act quickly. Use these switches whenever possible, because you never know what you'll find!
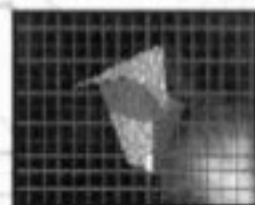
MK 2-3 Upgrades

Add additional fire power to weapons and radar

ENEMIES

Craft: Alpha Mobile Launcher
Speed: 68%   Aggression: 78%
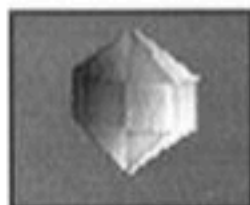Fire Power: 67%   Shield: 68%

Craft: Atomic Guardian
Speed: 60%   Aggression: 97%
Fire Power: 89%   Shield: 56%

Craft: Beta Mobile Launcher
Speed: 83%   Aggression: 86%
Fire Power: 89%   Shield: 75%

Craft: Bouncing Wallis
Speed: 36%   Aggression: 30%
Fire Power: 00%   Shield: 37%

Craft: Crystal Tank
Speed: 75%   Aggression: 88%
Fire Power: 89%   Shield: 92%

Craft: Diamond Tank
Speed: 83%   Aggression: 93%
Fire Power: 89%   Shield: 92%

Craft: Emerald Tank
Speed: 97%   Aggression: 95%
Fire Power: 94%   Shield: 97%

Craft: Gemstone Tank
Speed: 66%   Aggression: 84%
Fire Power: 72%   Shield: 71%

Craft: Lancaster Bomber
Speed: 89%   Aggression: 59%
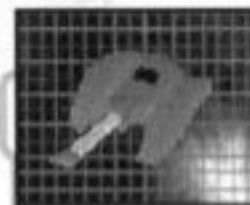Fire Power: 58%   Shield: 68%

Craft: Lion Launcher
Speed: 00%   Aggression: 73%
Fire Power: 69%   Shield: 56%

Craft: Nuclear Gun Tower
Speed: 00%   Aggression: 94%
Fire Power: 79%   Shield: 58%

Craft: Opal Tank
Speed: 58%   Aggression: 80%
Fire Power: 68%   Shield: 60%

Craft: Panther Launcher
Speed: 00%   Aggression: 77%
Fire Power: 84%   Shield: 62%

Craft: Patriot Mine
Speed: 00%   Aggression: 00%
Fire Power: 00%   Shield: 99%

Craft: Tau Phase Shifter
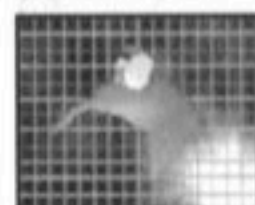Speed: 49%   Aggression: 59%
Fire Power: 00%   Shield: 37%

Craft: Tiger Launcher
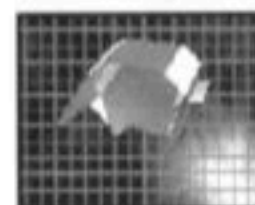Speed: 00%   Aggression: 69%
Fire Power: 57%   Shield: 48%

Craft: Tomahawk Mine Layer
Speed: 46%   Aggression: 85%
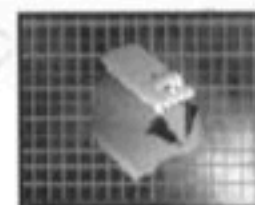Fire Power: 48%   Shield: 59%

Craft: Tomcat Homer
Speed: 78%   Aggression: 63%
Fire Power: 00%   Shield: 46%

Craft: Trundler
Speed: 69%   Aggression: 89%
Fire Power: 98%   Shield: 88%

Craft: Wellington Dropship
Speed: 86%   Aggression: 63%
Fire Power: 00%   Shield: 72%

Craft: Wellington Droptank
Speed: 57%   Aggression: 89%
Fire Power: 67%   Shield: 74%

VIEW SCREEN

Regenerations available   Node location

                                        Score

Energy
remaining ... [screen display]   ·· Weapons
Databases ··   ·· Datapods

DATA LINK SEQUENCE

A: Faster
B: Regular Speed
C: Slower

HINTS AND TIPS

- Watch your energy level.
- Collect powerup batteries when low on energy.
- Doing well on the bonus levels will award you with extra lives.
- Watch out for air attacks. The enemy is always out to get you!

NOTES

CREDITS

Atari

Executive Producer:	John Skruch
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	Trish Ward
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I-War Imagitec Design, 1995

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	& Andrew Seed
Graphics by:	Andy Noble,
	Karl Vest
	& Andrew Seed
Designed by:	Emerson Best
Levels by:	Emerson Best,
	Karl Vest
	& Andrew Seed
Produced by:	Bill Newsham
Music by:	Imagitec

WARRANTY

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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