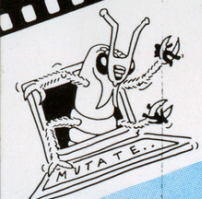


GUARDIAN REVENGE OF II THE MUTANTS

SOFTWARE PRESENTS
GUARDIAN II
STEVE EVANS
CITIZEN SOFTWARE
HALL OF FAME
PRESS ONE OR TWO PLAYER START

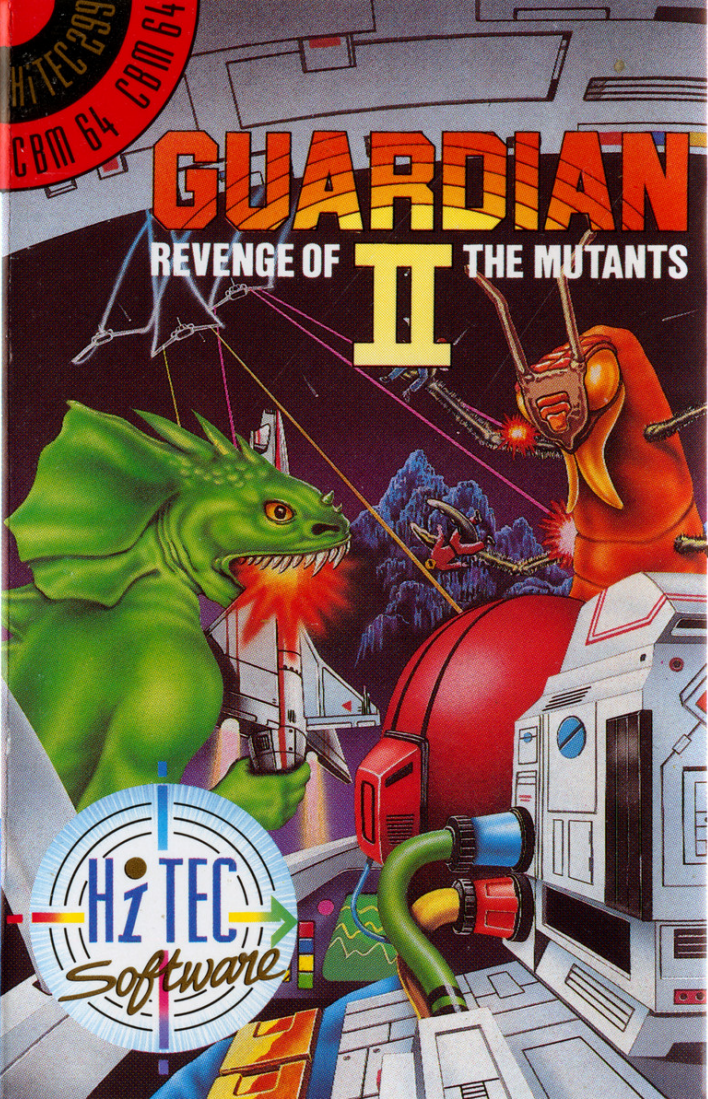
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BRITAIN
GERMANY
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LURESS
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WRITER
LURE
SURGER
BOMBER
NU
RAIDER
EARTHLING
DYING
TECHNOFIGHTER
FIRE BOMBER
FIREBALL
MURKIE

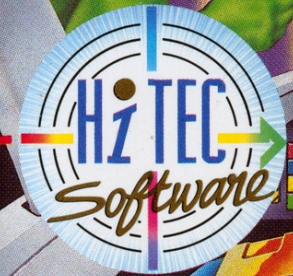


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The original 'Guardian' game was described as 'an amazing and fast moving space spectacular in the classic mould'. It was also considered by many in the home computer games industry as a standard by which others were judged.

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 swarmers 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 SHIFT and RUN/STOP keys together.

6. KEYS

S	—Up	} Or Joystick
X	—Down	
Shift	—Thrust	
Return	—Fire	
Space	—Reverse	

← —Smart Bomb

Ins/DEL —Energy Cloak

H —Hyperspace

1. CONTROLLI

S	— Su	} Oppure usa il joystick
X	— Giù	
Shift	— Spinta	
Return	— Fuoco	
Barra	— Indietro	

← — Bomba all'Intelligente

Insert/Del — Cloaking Device

H — Hyperspace



2. DESCRIZIONE DEL GIOCO

2.1 Voi siete il GUARDIANO nel vostro caccia Mk.II avanzato.

2.2 Dovete difendere i Terrestri dai Corsari e distruggere tutti gli alieni in ogni ondata.

2.3 I Corsari atterreranno sulla superficie del pianeta, raccoglieranno i Terrestri e cercheranno di sollevarli fuori dall'atmosfera terrestre.

2.4 Se un Corsaro raggiunge la cima dello schermo, il Terrestre viene divorato dal Corsaro e diventa un Mutante.

2.5 Se tutti i Terrestri sono distrutti, il pianeta è perduto e la lotta continua nello spazio contro i Mutanti solamente.

2.6 Si può sparare ai Corsari mentre si innalzano e i Terrestri che scendono possono essere 'presi' e ritornati sulla superficie.

3. ISTRUZIONI DI CARICO

Premete i tasti SHIFT & RUN/STOP insieme.

1. STEUERUNG

S	—Aufwärts	} ← —Spezial bombe	
X	—Abwärts		Insert/Del —Cloaking Device
Shift	—Schub		H —Hyperspace
Return	—Feuer		} Oder Joystick
Leertaste	—Rückwärts		

2. SPIELANLEITUNG

2.1 Sie sind der GUARDIAN in ihrem hochentwickelten Mk II Jager.

2.2 Sie müssen die Erdlinge vor den Raiders schützen, und bei jeder Angriffswelle alle außerirdischen Lebewesen vernichten.

2.3 Die Raiders werden auf der Oberfläche des Planeten landen, Erdlinge ergreifen und versuchen, sie über die Atmosphäre des Planeten hinaus zu entführen.

2.4 Wenn ein Raider den oberen Rand des Bildschirms erreicht, wird der Erdling vom Raider verschlungen und verwandelt sich in eine Mutation.

2.5 Wenn alle Erdlinge vernichtet sind, ist der Planet verloren; der Kampf verlagert sich ins All und ist gegen die Mutationen gerichtet.

2.6 Raiders können im Aufsteigen erschossen werden; die fallenden Erdlinge werden aufgefangen und auf die Oberfläche zurück-gebracht.

3. LADEANWEISUNGEN:

SHIFT und RUN/STOP drücken, dann PLAY.

