

# PROTECTOR

by Mike Potter

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# Loading Protector

## ***FOR CASSETTE***

Make sure you have at least 32K of memory, and have removed the BASIC cartridge from left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. You will hear a "beep". Then press [RETURN].

PROTECTOR will take approximately 10 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip over the cassette, making sure to rewind it and load the program from SIDE B.

## ***FOR DISKS***

Make sure that you have at least 32K of memory and that the BASIC cartridge has been removed. Insert the PROTECTOR disk and simply boot it up.

# Object of the Game

The object of the game is first to 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 then 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. A small white dot on the left hand side of the figure will shift down to indicate that you have “hooked” them. You can then proceed to carry them to their destination. In order to drop the person, press the fire button on the joystick. This will fire the Laser Cannon of the Needlefighter and drop the passenger.

All of the people must be registered in the City of New Hope before the barrier to the Verdann Fortress will be lowered. It is possible (in some of the easier levels) to catch people as they are dropped into the volcano. This requires great skill and timing, and should only be attempted after you gain the necessary Needlefighter experience.

People *may not* be dropped onto each other as you will crush one of the people if you attempt to do this. After all of the surviving inhabitants have been transported from one city to the other, the volcano will erupt, starting the lava flow that inevitably destroys the City of New Hope.

## ***XYTONIC PULSE-TRACKERS***

You can destroy these trackers by hitting them squarely in the center as they pulsate. You gain points for every one of the trackers that you destroy. If your passenger hits a tracker while being carried he will be killed instantly!

## ***THE FRAXULLAN MOTHER SHIP***

Shielded in Baltheric anti-matter, the mother ship is impervious to Laser Cannon attack. 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 gains points.

## ***LASER TRAPS***

The Cave of Fear, the Strakk fields, and the fortifications at the Verdann Fortress are robot controlled. The firing sequences are precisely timed and can be attacked.

## ***DRAGONMAW (the Volcano of Death)***

The volcano is due to erupt at any time. Be very careful to evacuate the City of New Hope before it is too late.

## ***THE VERDANN FORTRESS***

Below the laser encrusted walls of the Verdann Fortress is the escape chute into which you must drop the survivors, in order for them to reach safety.

## **SKILL LEVELS**

There are six levels of play. You select these by pressing the [SELECT] Key. The level of play is displayed in the Control Window.

Levels 4 and 5 offer a more difficult map and architecture for the experienced Needlefighter pilot.

Level 6 is the ultimate survival challenge.

## **NEEDLEFIGHTERS**

You may select either 3 or 5 Needlefighters at the beginning of each mission. To refuel your Needlefighter you must dock at the refueling pod from where the Needlefighter was originally launched. The alignment of the fighter and the pod must be exact, otherwise you will crash.

## **PLAYING TIPS**

There is no substitute for experience. However, you should observe the following:

In Levels 1-3 you may drop survivors on the tops on buildings in the City of New Hope.

In Levels 4-6 all people must be dropped onto the red ground area of the City of New Hope, in order for the Fortress gate to open. The robot controllers would not risk lowering the gate to the Fortress in any other case.

Occasionally, the tally of people remaining will be inaccurate. Pressing the [SPACE] bar will update the totals.

Good Luck! You are the last hope for holding back the Slimehordes. You are the PROTECTOR.

**PROTECTOR**

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