

2 TEMPEST™



JAGUAR™
64-BIT

G A M E
M A N U A L

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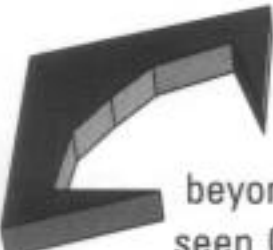
TEMPEST™

JAGUAR™

INTERACTIVE MULTIMEDIA SYSTEM


GAME MANUAL

INTRODUCTION



Back in 1981 Tempest introduced the gaming world to an extra-sensory visual and futuristic play experience that went

beyond any video game concept ever developed. With never-before-seen QuadraScan Color video graphics, Tempest set new standards for 3D animation and challenge, and became the first arcade game to be a guaranteed hit.




In *Tempest 2000*, the video game that defined arcade intergalactic warfare has officially warped into the 64-bit dimension. This time, we've energized the original with powerful 3D polygons, particle displays, Melt-O-Vision™ graphics, cycle-shading, and a 100% pure CD-quality techno-rave soundtrack...plus three new blistering modes of high-velocity, brain-warping action unlike anything you've ever experienced.

Ride the rim and unleash your SuperZapper on crafty Flippers and Fuseballs in Traditional Tempest. Team up with a friend, or an A.I. Droid, and light up the webs against pesky Spikers and Pulsars in Tempest Plus. Venture through 100 uncharted galaxies filled with hostile Demon Heads *and* Warp Bonus Tokens in *Tempest 2000*. Then use your Mirror and go Blaster-to-Blaster against the most formidable alien of them all—your best buddy—in Tempest Duel.

GETTING STARTED

1. Insert your JAGUAR *Tempest 2000* cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER button.
3. Press any fire button to discontinue the title screens.

GAME CONTROLS [SEE FIG.I]

- | | |
|--|--|
| A | Jump |
| B | Fire/Enter your selections under the various menus in the game |
| C | SuperZapper |
| OPTION | Call up Game Options Menu from the Main Game Menu |
|  2 PAUSE | Pause the game action |
| JOYPAD LEFT | Move Blaster clockwise/left |
| JOYPAD RIGHT | Move Blaster counterclockwise/right |
| 1, 4, 7 | Default Web view moves in relation to how you move |
| 2, 5, 8 | Locked Web view |
| 3, 6, 9 | Close-up view moves in relation to how you move |
| 0 | Turn music on or off |
| # and * | Restart game |

MAIN GAME MENU [FIG. II]

Press any fire button to bypass the title screens and reach the Main Game Menu. To make a selection in the Main Game Menu, press the joystick up or down to scroll through the available options and press any fire button to toggle between the selections under those options.

OPTIONS MENU [FIG. III]

To access the Options Menu, press the Options button at the Main Game Menu. To make a selection in the Options Menu and Options sub-menus, press the joystick up or down to scroll through the available options and press the C button to toggle through the selections under those options. Select "Exit" to enter all your selections and return to the Main Game Menu. While in the Options Menu you may change the Display Set Up or customize the Control Set Up.

Display Set Up allows you to choose the options that look best on your set by adjusting the interlace and vector formations.

To reconfigure the button assignments under Control Set Up, position the cursor beside a command and press the button on the joystick you wish to assign that command.



ADJUSTING SFX/MUSIC VOLUME

Press Pause during play and press the A button to access the music volume, or the B button to access the sound F/X menu. To adjust the volume, press the joystick up to increase volume, down to decrease volume.

BONUS START SCREEN

Before you begin each game, you can choose the level you wish to play on. You will be given Bonus Start points for completing the level you start on. Bonus Points are based on the difficulty of that level. Press the joystick up and down to select a level. Press any fire button to start the game.

TRADITIONAL TEMPEST

Board your Blaster and light up the webs in the original arcade classic. Traditional Tempest is the training ground for all other Tempest games. Here you can learn to move on the web, and target your enemies. Plan your moves carefully, as constant spinning and shooting will only work for you in the early levels. Concentrate on precise Blaster control and try to destroy the most dangerous enemies first, namely the Tankers and Pulsars. And don't forget to use your SuperZapper. Good luck, Rookie! The first webs are easy. They let you get used to the action. You can even stay in one place while firing constantly. Use these webs to learn, because soon you'll need to move and fire with split-second timing to survive.

TEMPEST PLUS

Tempest Plus is a combination of Traditional Tempest and *Tempest 2000* with three all-new play modes: Take on the aliens alone, with the aid of an A.I. Droid, or share your lives with a friend as a team. This is a good place to start if you are new to Tempest—the A.I. Droid is the ultimate training partner. And as in Traditional Tempest, precise Blaster control and aim are crucial for survival—you've got more schizo Tankers to contend with...and Fuseballs, and Flippers, and Spikers and Spikes.

TEMPEST 2000

Warp into the 21st century in this total remake of the coin-op classic! *Tempest 2000* thrusts you into an intergalactic battlezone with Demon Heads, Mirrors and Mutant Flippers, bonus warp worlds, A.I. Droids, Zappo 2000 points, even a special Jump that lets you blast off the web to defend against dastardly UFOs. Hint: Your best weapon against savage Demon Heads is a Particle Laser...and a lightning-fast trigger finger, of course.

TEMPEST DUEL

Go up against the meanest alien of all—your buddy! In Tempest Duel your Blaster is equipped with a Mirror that lets you deflect your opponent's shots right back at him. (Unfortunately, your opponent's got a Mirror too.) When you fire a shot, your mirror temporarily disappears, so you'll need to develop a shoot-and-spin strategy if you are to become "King of the Web." There are also several objects—a Purple Generator and Cube—that you can use to disrupt your opponent's strategy. But beware! You are always fair game to

the savage Flippers. Hint: Move into the corridors that contain Flippers. This way you can draw your opponent into shooting enemy Flippers for you. May the best Blaster win!

MEMORY SAVE

Volume, High Score and Keys 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 *Tempest 2000* Main Game screen.

KEYS

In *Tempest 2000* you will be awarded Keys for your high scores. Whenever you pass level 17 you will be asked to enter your initials. Keys will take you back to the odd numbered web you last completed. For example, if you complete level 27 and you got killed on level 28, the Key will be set to begin at level 27. If you died on level 29, the Key will be awarded at level 27 because that is the last odd numbered level completed. The game will save up to four Keys—so use them wisely.

Keys are only awarded in *Tempest 2000*. If you want to continue a game of either *Tempest Plus* or *Traditional Tempest*, you must pass level 17. If you pass that level and die, the game will remember where you left off, but you must start another game right after the previous game. If you let the game cycle to demo mode, or if you reset the game, the game will be forgotten, and then you will have to start at the beginning again.

You may also use this method in *Tempest 2000*, but only if you did not start the game with a Key. If you select a "Just Start" game of *Tempest 2000*, past level 17 and restart the game immediately, the game will be remembered.

BEASTLY MODE

If you have the skill, reflexes, and raw talent of the *Tempest* Dudes, then you might be able to play *Tempest 2000*, the "Beastly Mode." Beastly Mode is an option you receive after all 100 levels of *Tempest 2000* have been completed. In Beastly Mode your shots come in much smaller bursts and travel much slower. The enemies here, however, are more intelligent, shoot faster...and more often. The reward is greater points.



WARP BONUS ROUND

The Warp Bonus Round is a relaxing interlude to enjoy, and rack up some serious points in *Tempest 2000*. If you collect three Warp Power-ups (you'll know when you get them because you will receive the message "Two more to Warp" when you first get one), the Warp Power-up will also act as an instant SuperZapper, killing everything on screen. If you make it past the warp you will not only earn the 20,000 point bonus, but you will warp five levels ahead. There are three different warp types, each more mind-blowing than the next. Go ahead, get warped!

GAME PLAY [SEE FIG. IV]

Reserve Blasters (1) You begin the game with one Blaster and three Reserve Blasters. Reserve Blasters are used when the active Blaster is destroyed. Bonus Reserve Blasters are credited every 20,000 points.

Score (2) This displays your current score.

Web (3) This is the field of battle.

Warp Bonus Icons (4) Collect three Warp Bonuses and you will enter a special bonus stage.

Rim (5) This is where you launch all your attacks from.

Core (6) Enemy ships emerge from here.

Corridor (7) These are grooves in the web from which the enemy makes its attack.

Blaster (8) This is your ship.

Enemy (9) Your enemies ascend toward you, from the core to the rim. Some fire missiles, others can destroy you by capturing you and dragging you down into the core.

Power Ups (10) Collect Power Ups to upgrade your arsenal and jump from the rim.

ENEMIES

Flippers

Flippers are bowtie-shaped aliens that arise from the core and move toward the rim. Flippers can move from one corridor to the next by flipping over a corridor boundary, firing missiles along the way. Should they reach the rim, Flippers will flip towards you and can capture your Blaster by making contact with it.

Spikers

Spikers produce Blaster-crushing Spikes that whirl in from the core along the center of a corridor. The Spiker builds a Spike to a random height, then rides the Spike back down to the core and continues the process in another corridor, launching missiles along the way.

Spikes

Spikes are razor-sharp lines along the middle axis of the corridors that can destroy your Blaster when you warp from the rim through the hole. Destroying a Spike takes several shots as you must break it down piece by piece.

Fuseballs

Fuseballs are five multi-colored, multi-segmented lines joined at their ends to produce a Medusa-like wriggling form. Fuseballs are not constrained by the corridor side boundaries but move outward or inward when in the corridor. Fuseballs are constrained by the rim but will descend off the rim back through the hole when along a corridor boundary. Fuseballs can be destroyed by a shot or SuperZapper, but cannot be shot when riding a corridor boundary. If a Fuseball touches your Blaster, you're history.

Pulsars

Pulsars are expanding and contracting lightning bolt-like forms that transform from a straight line into a zig-zag. Pulsars move from the core toward the rim and can move between corridors by flipping in a manner similar to Flippers. Beware! Pulsars are harmless as a flat line. But when a Pulsar pulses, like a switch that closes an electrical circuit, it will electrify the entire corridor. When this happens the corridor will flash as a warning. If you are on the corridor, you will fry.



Tankers

Tankers are diamond-shaped objects that move from the core toward the rim and are constrained to a single corridor. Tankers contain other objects and, depending on the level, contain Flippers, Fuseballs, or Pulsars; the type of object can be determined by the appearance of the Tanker.

When a Tanker is hit by fire from your Blaster, or approaches the rim of the hole, the contents of the Tanker are released. No points are scored for the destruction of the Tanker if it self-destructs upon reaching the rim.

Mutant Flippers (Tempest 2000 only)

Mutant Flippers are more hostile than Flippers and attack at a much faster speed.

Mirrors (Tempest 2000 only)

Mirrors are just that—they reflect your fire back in your face. Mirrors climb up the web and stop in front of you—blocking on-coming enemies. The best way to destroy a Mirror is to fire and dodge, as Mirrors are defenseless when launching lasers. In Tempest Duel, you are armed with Mirrors.

8 Demon Heads (Tempest 2000 only)

Demon Heads are very aggressive and extremely deadly. Beware! When hit, a Demon Head's horns will fly off and head straight for your Blaster.

UFOs (Tempest 2000 only)

Perhaps the most elusive of all enemies, UFOs fly above the web and fire lightning bolts at your Blaster. The only way to destroy a UFO is to jump over him and blow him back into the stratosphere.

SCORING

You can score in two ways: by destroying alien objects, and by collecting bonus points for starting and completing a higher level. Points for destroying enemies are awarded as follows:

Flippers:	150 pts.
Spikers:	50 pts.
Spikes:	10 pts./hit
Fuseballs:	250, 500, or 750 pts.
Pulsars:	200 pts.
Tankers:	100 pts.
Flipper Tankers:	100 pts.
Fuseball Tankers:	100 pts.
Pulsar Tankers:	100 pts.
Mutant Flippers:	150 pts.
Mirrors:	250, 500, or 750 pts.
Demon Heads:	150 pts.
UFOs	250, 500, or 750 pts.

WEAPON POWER UPS (Tempest 2000 only)

You will find a host of different weapons scattered throughout each level. They fly from enemies you destroy. To collect a Weapon Power-up, simply move into it. The following is a list of the different items you can collect.

Particle Laser: More powerful than standard shots.

Zappo 2000: 2000 points.

A.I. Droid: Gives you an A.I. Droid to help you defend the web.

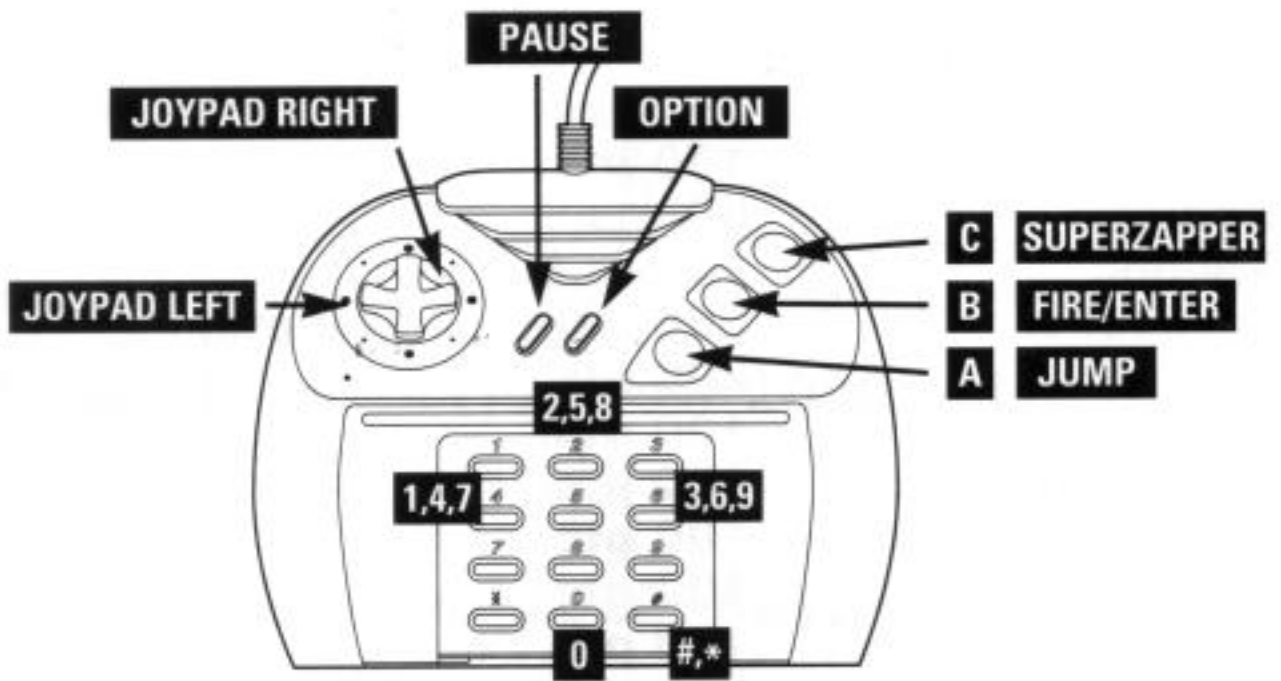
Jump Enabled: Gives you the ability to jump. You can steer and shoot while jumping.

SuperZapper: Destroys everything on-screen. Second shot will destroy only one of your enemies. You get one SuperZapper per web.

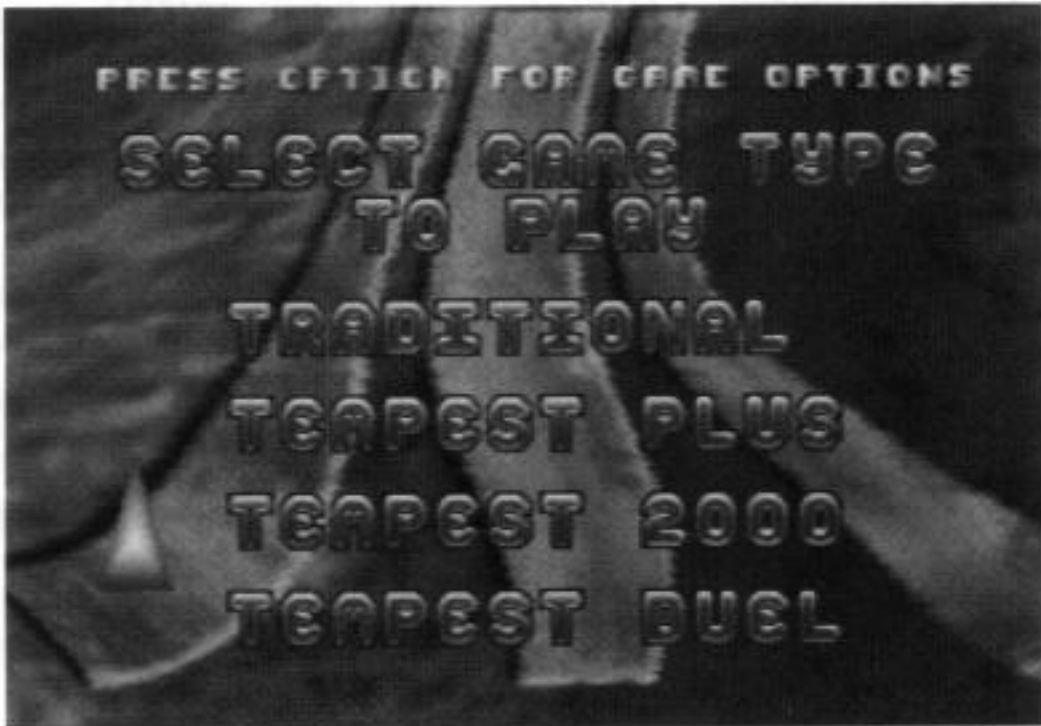
Warp Bonus Token: Counts toward a bonus level and supplies you with a free instant SuperZapper.

Out of Here: Ends web and gives you an extra 5000 points.

GAME CONTROLS (FIG.I)



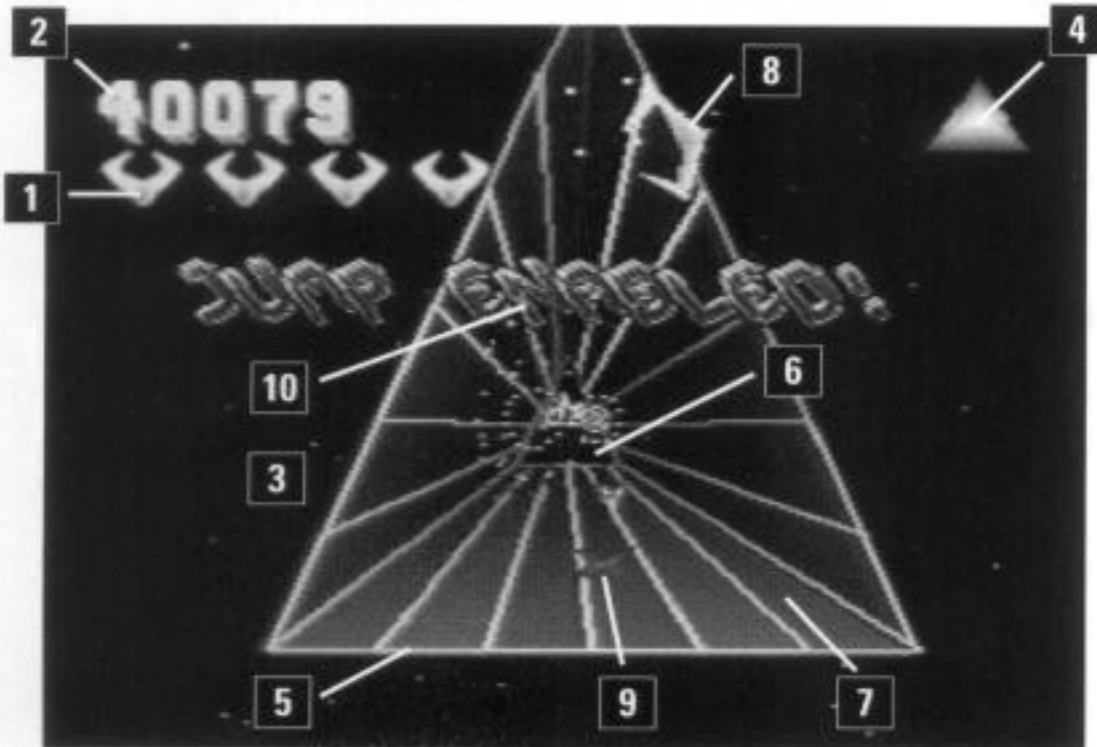
MAIN GAME MENU (FIG.II)



OPTIONS MENU (FIG.III)



GAME PLAY (FIG.IV)



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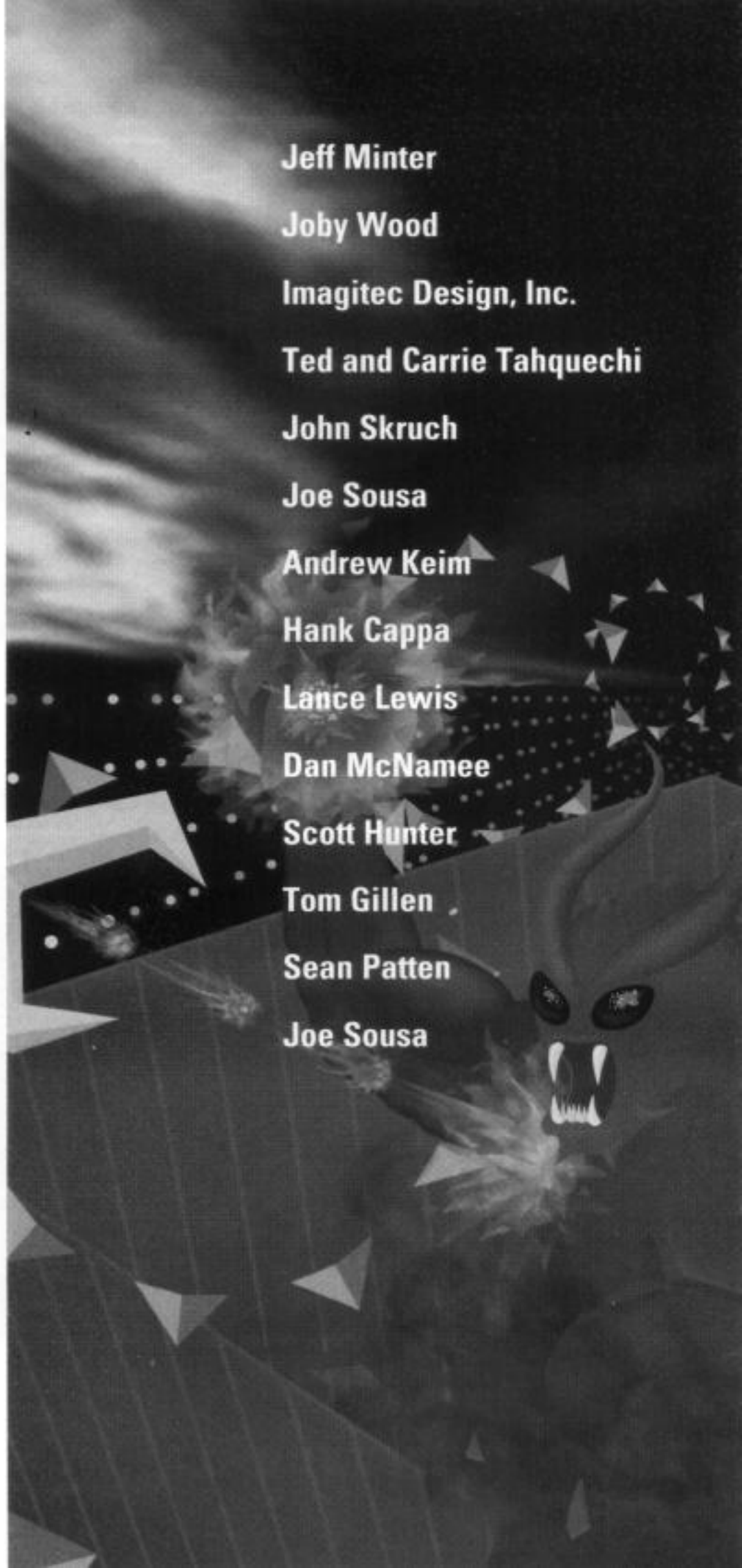
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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

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