GUARDIAN

GUARDIAN
Programmed by Tom & Jerry
Assembly Language (48K)
Requires an Apple II or II Plus Computer with 48K
Boots directly with either 13 or 16 sector controller
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GUARDIAN

The year is 2112. The sacred "Emerald of Syrinx" has been entrusted to you by the High Priests of the Solar Federation. You must protect the Emerald from those who would use its powers for evil instead of good. Your mission in this episode of the GUARDIAN saga is to see that the gem gets safely through the six levels of the Dungeons of Kailyn. You have been selected as the GUARDIAN.

INSTRUCTIONS FOR PLAY

GUARDIAN will boot on any Apple II, or Apple II Plus (DOS 3.2 or 3.3) with at least 48K of memory. There is an option for keyboard play, but a joystick is recommended. After boot-up, you will be asked whether or not you require a briefing. The briefing will provide you with information you may need to complete your mission.

When you are ready to play, you will be asked whether you want Normal or Expert play. Many hours of play are required to master the Expert level, so be careful; what you don't know can hurt you.

CONTROLLING YOUR PLAYER

GUARDIAN defaults to the joystick mode. If you wish to play the game with the keyboard, please see the section below on keyboard control.

Joystick Operation

To maneuver your player through the mazes of the Dungeon with your joystick, simply move the joystick in the direction you wish to move your man. But beware, as contact with any of the aliens will bring an instant and painful death. The only way to kill an alien is with a shot from your laser pistol. To fire, depress paddle button zero. This will put the joystick in control of your firing direction. Select the direction in which you wish to fire, then release button zero to release the shot.

Keyboard Operation

Below is a diagram of the keyboard layout for playing GUARDIAN without a joystick. A explanation of how the keys are used follows:

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Q W E      U I O
A S D      J K L
Z X C      M , .
FIRING     MOVEMENT
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To invoke the keyboard mode, it is necessary to type ESC-ESC-K while the sector status display (this is the screen that informs you of the sector that you are entering as well as the status of the walls) is on the screen. Once play has been initialized for keyboard play, use the movement keys shown above for moving your man. The "K" key is now a "Home" key which will keep your man stationary. To fire the laser pistol from the keyboard mode, you need to specify which direction in which to fire with the firing keys and then fire by pressing the "S" key.

Tips on playing GUARDIAN

When you start the game, you will be starting on sector six. The object is to get through sector one. To go from one sector to the next, you must fight your way through the aliens, to the teleportation chamber, indicated by the striped square, that will light up in one of the four corners outside of the maze. The chamber will change position with each alien you shoot. This sounds all too easy, doesn't it? What we have neglected to tell you is that there is a time limit for each sector. If time runs out before you exit the sector, you will lose one life. There is the possibility of being resurrected to continue your journey, but you have only two chances for resurrection per game. You may also lose a life by running into the walls of the maze in the last four sectors. In sectors three and four, the walls are lethal. Any contact with them will cause the loss of one life. In sectors one and two, it gets even harder. The walls will be visible for about five seconds, and then disappear from sight. Any contact with the invisible walls, will also cause the loss of a life.

If you clear all the aliens in one sector, without getting to the teleportation chamber, you will be returned to the same sector with a fresh set of aliens. So it is advisable to leave at least one alien and then go to the teleportation chamber to advance to the next sector. If you do not make it to the chamber, you will be returned to the same sector, but you will only have the time that was remaining from the previous sector. So as you can see, it is quite beneficial to get to the teleportation chamber.

Special Keys

There are two special function keys that you should be aware of. Sound effects may be turned off by typing ESC-S. They may be turned back on by re-typing ESC-S. You may also stop the game for an indefinite period of time by hitting (ESC) key. Play may be restarted by hitting (ESC)