

SKY JAGUAR

TM

スカイジャガー



agaricard *Game* CREATIONS

OPCODE

FOR USE ONLY WITH
COLECO VISION™

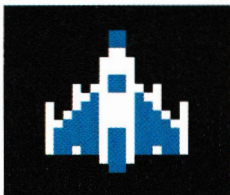


TABLE OF CONTENTS

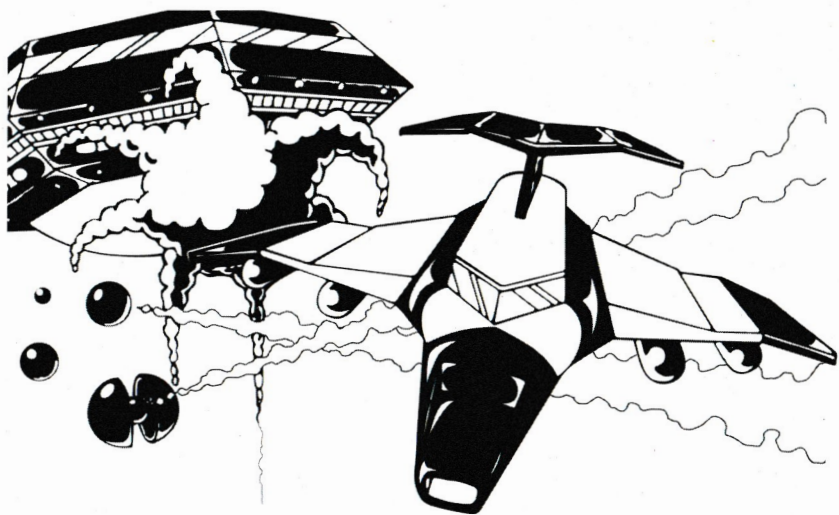
1. THE STORY BEGINS	1
2. PREPARE YOURSELF!	2
3. USING THE CONTROLLER	3
4. FIGHTING THE ZEPHYR ARMY	3
5. CHARACTERS / SCORING	4
6. HINTS AND TACTICS	5
7. CREDITS	5

Thank you for selecting the Sky Jaguar
game cartridge for your ColecoVision game system.

Please read this instruction booklet thoroughly to ensure maximum
enjoyment of your new game. Save this booklet for future reference.

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1. THE STORY



A new era has begun for the people of Earth. The United Federation has brought peace and unity to the entire solar system. However, the past millennium has left Earth tapped of its natural resources, forcing the planet's best pilots to scour the galaxy for more.

Meanwhile, a fleet of invaders from the distant Zephyr Nebula has destroyed Miranda, the only colonized satellite on the edge of our solar system. The hostile Zephyrians have now set their sights on Earth!

The mysterious enemies build a series of enormous flying fortresses, which loom menacingly over Earth's oceans. These heavily armed bases are the headquarters for Zephyr's best military minds, all determined to take the Earth by force.

Fortunately, the Earth, while low on resources, is not helpless to defend itself against the evil Zephyr army. Its Self Defense Force sends the Sky Jaguars, a fleet of fast and powerful ships, to strike back against the Zephyrians and ultimately destroy their flying fortresses.

2. PREPARE YOURSELF!

You're ready to take on the Zephyrians, but is your ColecoVision™ game system?

- Connect your favorite controllers to your system. Sky Jaguar is compatible with most game controllers that use a 9-pin D-shell connector*... simply insert this connector into the first controller port. Sky Jaguar never requires input from the ColecoVision's numeric keypad, so feel free to use whichever controller you prefer.
- Insert Sky Jaguar into the cartridge port of your ColecoVision, with

the label facing you. Press the cartridge down firmly to lock it into place.

- Push the ColecoVision power switch to the ON position to begin playing.

REMEMBER! Always turn the ColecoVision off before removing or inserting game cartridges. Also, never turn on the system without inserting a cartridge first.

***CAUTION:** We recommend controllers designed for the Atari 2600, ColecoVision, or Sega Genesis. Opcode is not responsible for damage resulting from the use of controllers not specifically designed for the ColecoVision game system.

3. USING THE CONTROLLER

JOYSTICK UP –

Moves the Sky Jaguar up.

JOYSTICK DOWN –

Moves the Sky Jaguar down.

JOYSTICK LEFT –

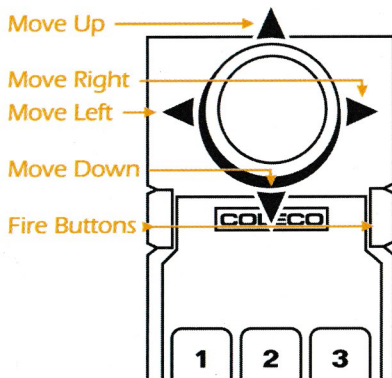
Moves the Sky Jaguar left.

JOYSTICK RIGHT –

Moves the Sky Jaguar right.

FIRE BUTTON –

Starts game at Title Screen.
Fires laser canon during play.



4. FIGHTING THE ZEPHYR ARMY

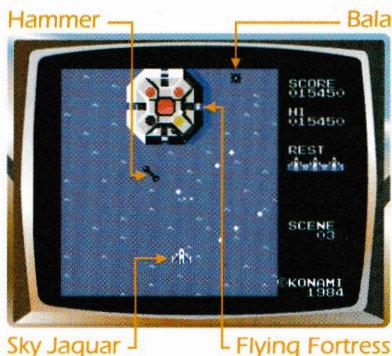
The Sky Jaguar is designed as a weapon of last resort... in the hands of a capable pilot, it can survive nearly impossible odds and obliterate entire armies of hostile enemies. This advanced space fighter is equipped with speedy impulse engines and a powerful laser beam which can be upgraded if the pilot steals power cells from Zephyrian transport ships.

The object of the game is to reach the Zephyrians' flying fortresses and destroy them piece by piece, targeting each of their control towers. When all the towers have fallen, the fortress will lose its power and be forever stranded in the middle of the ocean.

On your way to the fortresses, you'll encounter fleets of Zephyrian ships, including tenacious Drincas,











spinning Hammers, and heavily armored Hilakis. All of these ships will attempt to stop you by either ramming into the Sky Jaguar or striking it with small explosive bullets, known to the Zephyr army as "Mules". Any contact with the ships or their Mules will result in the destruction of the Sky Jaguar. Expend your fleet of Sky Jaguars and the game is over.

Occasionally, you will discover transport ships hidden within the fleet of Zephyr fighters. When destroyed, these unmarked vessels will drop either power cells or alien hostages. Collecting the power cells will double the power of your laser shot. Rescuing the hostages earns you points, and gives the Earth's Self Defense Force valuable information about the Zephyr army.



5. CHARACTERS AND SCORING

SKY JAGUAR CHARACTER TABLE

SKY JAGUAR			TRANIA
HILAKI			CYLOD
DRINKA			TWINBAL
REMAZ			BALA
EXBALIA			HAMMER

SKY JAGUAR SCORE TABLE

ZEPHYR SHIP	20 – 100 PTS
FORMATION OF SHIPS	1,000 PTS
FLYING FORTRESS CONTROL TOWER	1,000 PTS
FLYING FORTRESS	10,000 PTS
HOSTAGE RESCUE	??? PTS

6. HINTS AND TACTICS

- The Zephyr army knows no mercy, and deserves none. Destroy as many Zephyr ships as you can... This will protect you from their bullets and result in higher scores. Remember, the Zephyr army's transport ships are unmarked... if you let even one enemy escape, you could be missing out on valuable power cells and hostages.
- The control towers on the Zephyrian flying fortresses are resistant to your laser fire, taking multiple hits before they are destroyed. Concentrate on one control tower at a time... if you split your fire among the them, it will take longer making you vulnerable to their relentless attack.
- Know your enemy. Each Zephyr ship has its own method of attack... the Drincas will overwhelm you with their sheer number, while the Exbalias create a shield restricting your movement. Each foe has a weakness... it's up to you to discover and exploit them.
- Earn an additional Sky Jaguar when you score 10,000 points. After this, you will earn extra lives every 40,000 points.

7. CREDITS

PROGRAM: Eduardo Mello (MSX version by Konami Industry Co., Ltd., Japan)

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VERY SPECIAL THANKS: Albert Yarusso and AtariAge, Joe Santulli and Digital Press

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