

TELEGAMES

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Kilby Bridge
Wigston
Leicester LE18 3TE
United Kingdom

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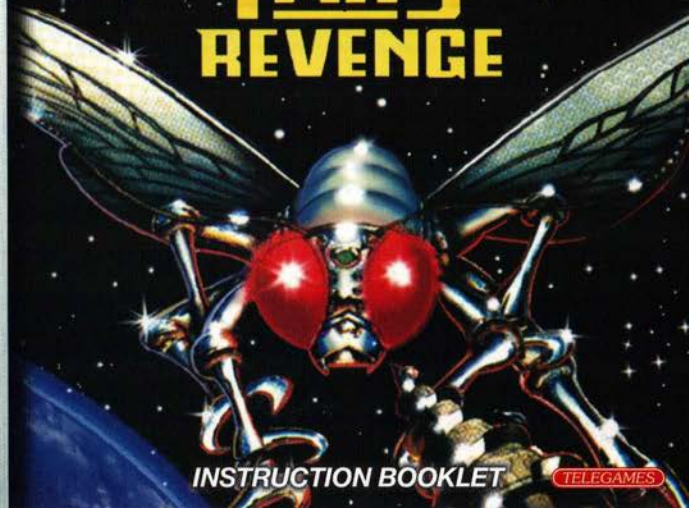
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Nintendo

GAME BOY COLOR

DMG-AYVP-EURO

YARS' REVENGE



INSTRUCTION BOOKLET

TELEGAMES

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YARS' REVENGE

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TERMINOLOGY

- **YARS** - Mutant space fly warrior under direct user control.
- **ENERGY MISSILE** - Missile shot by Yars, removes cells.
- **QOTILE** - Laser-base like object on right side of the screen, behind the Shield.
- **SHIELD** - Energy shield protecting the Qotile, composed of cells.
- **CELLS** - Elements of which the Shield is composed.
- **DESTROYER MISSILE** - Guided missiles launched by Qotile to destroy Yars.
- **ZORLON CANNON** - Pulsing, scintillating fireball, appears on the left side of the screen (after it is armed) and shoots horizontally across the screen.
- **SWIRL** - Whirling pinwheel fired by the Qotile to destroy Yars.
- **NEUTRAL ZONE** - Colorful and glittering path down the center of the playfield. When in the zone, Yars cannot operate fire commands, and cannot be harmed by Destroyer Missiles. However, Yars can be destroyed by a Swirl in the zone.
- **ZONE GUARDIAN** - Upper level adversary that stuns Yars on contact and robs him of his stored energy.
- **SHIELD BUILDER** - Upper level slow moving drone that transports energy cells used to rebuild the Shield.

GAME PLAY

The primary objective of the game is to break a path through the Shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible.

The Shield is the moving area in front of the Qotile base. It appears in one of two shapes: an arch or a shifting rectangle.

The Shield is made up of cells. Yars can destroy these cells by firing at them with Energy Missiles from any location on the playfield, or by devouring them on direct contact. (The Zorlon Cannon can be used to demolish cells, but this is a waste of a powerful weapon.)

Once a path has been cleared through the Shield, the Zorlon Cannon must be used to destroy the Qotile. To activate the cannon, Yars can either eat five Cells, or fly over the Qotile. Yars must load the Zorlon cannon when he has stored enough energy cells. A flashing Yars indicates enough energy has been stored. Now fly to the left edge of the screen to load the cannon.

The Zorlon Cannon appears on the far left side of the playfield, and moves in a direct line with Yars. This means Yars is in the line of fire. It is important, therefore, to aim the cannon at the Qotile, fire it, and fly out of the way **FAST!**

The Qotile shoots two weapons, the Destroyer Missile and Swirls. The Destroyer Missiles come in a more or less constant stream, one at a time. Yars must do his best to dodge them. Periodically the Qotile turns into a Swirl. This Swirl winds up and rushes after Yars. A Swirl can be destroyed with the Zorlon Cannon by hitting it either in its base location or in mid-air. As Yars goes further into the armada, the Swirl becomes increasingly dangerous.

GAME PLAY

The glittering path down the center of the screen is the Neutral Zone. This area will protect Yars from Destroyer Missiles and Zone Guardians, but not from Swirls. While in the Neutral Zone, Yars cannot fire any energy missiles of his own.

When Yars is hit by a Destroyer Missile, a Swirl or his own Zorlon Cannon, he dies. Each player has four Yars (turns) to play in a game. Additional Yars can be earned through the bonus rounds.

If you get hit by a Zone Guardian, Yars is temporarily stunned and any stored energy will be absorbed, forcing Yars to go back for more energy.

In later levels, Shield Builders will appear. These slow moving drones carry energy cells. The builders themselves are harmless, and Yars should ram into them to steal their payload before they deposit it.

At the end of each round the Qotile base explodes. Explore the debris for the Ghost of Yars. If you find him, Yars will be transported into a high speed chase through the debris. Avoid asteroids as you pursue the Ghost. The longer you touch the Ghost, the more energy you store. You get 1 free life for every 20 units of energy.

To better visualize the gameplay, allow the game to cycle through to its Demo mode. It has two cycles worth watching, each demonstrating important elements of gameplay.

SCORING & CONTROLS

SCORING

ACTIVITY	POINTS
Cell, hit by missile	1
Cell, devoured by Yars	5
Cell, hit by Zorlon Cannon	10
Qotile, destroyed	1000
Swirl, destroyed in place	2000
Swirl, destroyed in mid-air	3000

CONTROLS

GAME BOY CONTROL	ACTION
CONTROL PAD	Move Yars in any direction
A BUTTON	Fire Zorlon Cannon
B BUTTON	Fire Energy Missile
START	Skip screens/Start game/Pause

LEVELS & PASSCODES

LEVELS

The game will always start on Level 1 on power-up. During play, the game will re-start on the last successfully completed level. Always record the passcode from your last completed level when you quit so that you can resume play at the same place next time!

There are about 8 different level divisions, designated by the Commander's statement before each level. They are tightly spaced until you get into the higher levels where the level divisions are about 60 levels apart!

PASSCODES

To enter another level, select code entry. Press the control pad to the right and a "*" will appear under the first position of the code. Press the control pad up or down to select the desired passcode character. Repeat the steps to select the other characters in the code. A valid passcode will allow entry to the level, but an invalid passcode will be rejected.

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NOTES

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