

# ADVER DEFENDER

*INSTRUCTION BOOKLET*

# Table of contents

The story so far.....	2
Prologue screen.....	2
Controls.....	3
Pausing the game.....	3
In the air.....	3
HUD.....	4
Losing a jet.....	4
Game Over.....	4
Extra jets and weapon upgrades.....	5
Weapons.....	5
Enemies and obstacles pt.1.....	6
Enemies and obstacles pt.2.....	7
Cutscenes.....	8
Map screen.....	8
Password screen.....	9
Locations pt.1.....	10
Locations pt.2.....	11

# Starting off

## The story so far

Our great new airbase, Fort Stratos, should have ensured our military superiority in the world, but we did not anticipate Ultgen's betrayal.

Vince, I know who he is, no matter how much he tried to hide his face and filter his voice. He was a respected general who took great pride in completing all of his missions by any means necessary and recently made some radical propositions to solve some of our more pressing foreign issues. No one from HQ took him seriously, so now he is taking matters into his own hands. I have no doubt he will act out his threats if he thinks it will benefit his cause.

You are authorized to do whatever it takes to save the city and capture Ultgen.

## Prologue screen

Whenever the screen space below the images fills up with text, there will be a small pause for you to catch up before the text is erased, but you can skip to the next page by pressing the **A** button. If you are not interested or have already seen the prologue, press the **START** button to skip it and go straight to the main menu.



# Gameplay

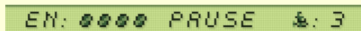
## Controls



Use the **D-pad** to move forward, back and/or left and right. Jump over holes and other obstacles with the **A** button. Shoot obstacles on the ground or in the air using the **B** button.

## Pausing the game

Press **START** during gameplay to pause/unpause the game.



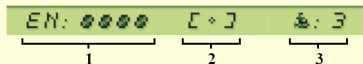
## In the air

When jumping over obstacles or flying above road holes you can move forward and backward, but you have no control over your vertical position.



# Gameplay

## HUD



1. **Energy bar** - shows your energy level. If you lose all 4 energy cells, you will lose a jet.
2. **Current weapon** - shows your current weapon.
3. **Number of jets** - if you lose all your jets, you will get a GAME OVER.

## Losing a jet

If you take too much damage and lose all your energy cells or fall inside a hole you will lose one of your jets and revert back to your regular starting weapon.

## Game Over

When you lose all your jets, you will have the option to **continue** and start the current stage from the beginning or **quit** and go back to the title screen. Continuing after losing to the current boss will restart the battle, not the whole stage. This game has no battery saving, so make sure to write down the current stage **password**.



# Gameplay

## Extra jets and weapon upgrades

After defeating a certain number of enemies with your current jet, you will gain an extra jet and a weapon upgrade.

### Weapons



#### Regular gun

**Damage amount:** 1

This is the default gun you start the game with.



#### Big gun

**Damage amount:** 2

A more powerful version of the regular gun. Obtained by defeating a certain number of enemies and having less than 4 energy cells left.



#### Laser gun

**Damage amount:** 3

Obtained by defeating a certain number of enemies and having all 4 energy cells left. Any damage taken will revert it back to the big gun.



?

**Damage amount:** ?

An even more powerful gun is rumoured to exist.

# *Enemies and obstacles*



## **Rider**

Just like you, they have been trained in ground combat and their jets are fairly fragile. Try to avoid the shots they fire straight at you.



## **Drone**

Mechanical and remotely controlled, they patrol the skies firing small shots at potential targets. You should be able to take out many of them with the help of your jumping ability.



## **Turret**

Static, but well hidden, they fire powerful shots straight at you, but are fairly slow, so you should have little trouble dodging them.



## **Bomber**

Fast, powerful and well armoured, it is best to just avoid fighting them. Once you are within their range they will drop bombs from above.

# *Enemies and obstacles*



## **Mine**

Their armour is nearly impossible to pierce, but will explode on impact, so try to avoid them at all cost. They are programmed to move in a set pattern.



## **Rocket**

Powerful weapons that cannot be pierced. Just like the mines it is best to move around or jump over them.



Those are most of the obstacle and enemy types you will encounter during your mission, but the enemy has surely deployed others that we have no data on currently. Stay alert, observe their behaviour and you will have no trouble dealing with them.



# Miscellaneous

## Cutscenes

Before and after each boss fight there will be a cutscene, advancing the plot of the game.

Whenever a line of text is displayed and you see the blinking rectangle, push **A** to display the next line of text or **START** to skip the cutscene entirely.



## Map screen

Before each stage you will see a world map with your general location.

You can press **START** to immediately start playing.



# Miscellaneous

## Password screen

Enter a password to start the game from a different stage than the first one. You will get passwords in the GAME OVER screen. A special password can be obtained after finishing the game.



Use the **D-pad** to scroll through all the letters.

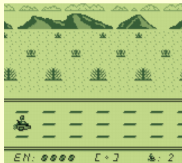
Press **A** to enter a letter inside the password field.

To erase the last entered letter, press **B** or enter the **arrow** in the bottom-right corner.

After you enter all 4 letters, you will have the option to confirm the password or reset it and enter another one.

Confirming a false password will reset it and you will have to start over.

# Locations



## Desert

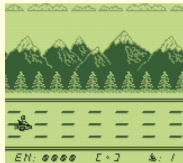
The scorching desert is the location of our secret base from which your mission will commence. It is the farthest away from the airbase and has the smallest enemy presence, but you must be on your guard regardless or this operation will end before it properly begins. We have detected a powerful ground vehicle in your way. Remember, our base must not fall into their hands!



## City

It is our state's capital and a major commercial hub. The citizens' lives are being threatened by the enemy forces and are used as hostages. Liberate the city in order to release it from the immediate threat, but remember that it's safety will not be guaranteed until you complete the rest of your mission. A fast and powerful attack should overwhelm them. We believe their forces are being led by one of Ultgen's most trusted soldiers - Ferium, so be very careful.

# Locations



## Mountains

The mountain region is the last obstacle on your way to the airbase, but being this close to it makes it a dangerous place, filled with enemy activity on the ground and especially in the air. We have detected many bombers and drones in the area. The entrance to the airbase will surely be guarded by a powerful unit.



## Fort Stratos

The enemy has cut all our communication and surveillance channels to the airbase, so once you get there, you will be on your own. There is some highly advanced experimental mech weaponry rumoured to deal devastating damage while also having uncommon speed and agility. It should still be in its testing phase, but expect your enemy to make use of it if their other plans to stop you fail. Stay on your guard at all times!