

# ZERO 5

**Game Manual**

Jaguar 64 Interactive Cartridge

# ZERO 5

THE BATTLE FOR EARTH HAS BEGUN.....

THE YEAR IS 2044. ON THE FAR REACHES OF THE GALAXY AN INVASION FORCE IS ASSEMBLING.

ON-BOARD IS AN ALIEN RACE, AN ARMY OF ELITE WARRIORS.

THEIR DESTINATION, EARTH.

THEIR PURPOSE, DESTROY ALL HUMAN LIFE.

AS IF ONE ENTITY, THE FLEET OF ALIEN BATTLE SHIPS SLOWLY MOVES SILENTLY THROUGH SPACE, TRYING NOT TO BE DISCOVERED. STRANGE ALIEN TECHNOLOGY REACHES OUT SCANNING THE DARKNESS, CONTINUALLY LOOKING FOR ANYTHING THAT MIGHT GIVE THEIR POSITION AWAY.

AN EUROPA III SATELLITE FROM EARTH WAS SPEEDING IT'S WAY OUT OF THE SOLAR SYSTEM AND BEYOND INTO THE UNKNOWN. ITS MISSION WAS TO COLLECT AND SEND BACK DATA CONTINUALLY STREAMED FROM ITS SENSORS. A SUDDEN BLAST RANG OUT AS THE EUROPA III WAS BLOWN OUT OF EXISTENCE. SCANNERS FROM THE APPROACHING ALIEN FORCE HAD DETECTED ITS PRESENCE, LOCKED ONTO IT, AND BLOWN IT

clean away. Nothing was left, the only sign that it ever existed was the last data-packet it had managed to beam back in the direction of Earth before its destruction in Sector Zero 5.

Its last act would not be in vain, because once decoded, the data would alert Earth to the approaching Alien threat. The Nations of Earth quickly form DEFCON (DEFENSE CONTROL), a huge network of defensive stations. Each one is a single node in a network that encases Earth and its outposts. This net provides a service base for defense craft, commonly known as BAMBAM lighters and HIT-PAK cruisers. All operations are directly linked to a central Data Core. Detection of any irregularity within Earth's space is relayed to the awaiting defenses. On-board are Earth's best space pilots known as Space Hounds. It is your job to be the main gunner in the HIT-PAK and the pilot of BAMBAM and to engage the approaching Alien forces. Destroy them, before they manage to reach Earth.

Only the best survive, and remember,  
the fate of Earth lies in your hands!

## GAME CONTROLS

### BAMBAM DEFAULT CONTROLS:

Button A/C	Roll Right/Left
Button B	Fire
UP/DOWN	Dive/Climb
LEFT/RIGHT	Turn Left or Right
Keypad 1	Activate Shield Power-Up
Keypad 2	Activate Weapon Power-Up
Keypad 3	Activate Score Power-Up
Keypad 6	Fire Smart Laser

Upon destroying a wave of alien craft, Energy Pods are released which can replenish the shields, weapon system, or score. Energy Pods can also be found in the corridors of the alien command craft. Note the Power-Up icons are at the top left of the screen and are from left to right, weapon, shield, score and the Smart Laser count. The activated Power-Up has a white outline. The icons are green when full and red when they are not at full strength.

## HIT-PAK DEFAULT CONTROLS:

BUtTON A/C	TOGGLE FAST GUN MOVEMENT
BUtTON B	FIRE
UP/DOWN	MOVE GUN SIGHT DOWN/UP
LEFT/RIGHT	MOVE GUN SIGHT LEFT/RIGHT

## MISCELLANEOUS CONTROLS:

* AND #	RESET THE GAME
PAUSE	PAUSE THE GAME
DURING PAUSE	A, B, C ADJUST EFFECTS
KeypAD 0	TOGGLE THE MUSIC ON/OFF

## CONFIgURATION:

FROM THE TITLE SEQUENCE PRESS OPTION TO ENTER THE SELECT OPTION SCREEN. FROM HERE YOU CAN CHANGE THE Play Mode, Music, CONTROL CONFIgURATION AND THE START MISSION.

## SELECT OPTION SCREEN:

LT/RT/UP/DN	To Highlight Desired Option
Button B	To Change Desired Option
*, #, OPTION	Reset Cartridge Memory
*, #, PAUSE	Reset The Game
OPTION	Exit Select Option Screen

## Mission Select:

LEFT/RIGHT	Access Mission Sets
UP/DOWN	Select Mission
Button B	Confirm Selection

Only mission 1 is available at first. Additional missions remain available for future selection after they have been successfully completed.

## Play Mode:

UP/DOWN	Select Play Mode
Button B	Confirm Selection

You can select to play the game in either Novice, Cadet, or Expert modes.

NOVICE MODE IS IDEAL FOR GETTING USE TO THE CONTROLS AND LEARNING HOW TO FLY.

CADET MODE OFFERS A GREATER CHALLENGE WITH ALIEN MOTHERSHIPS, WHILE EXPERT MODE OFFERS THE HARDEST CHALLENGE OF ALL.

### Music:

LEFT/RIGHT	SELECT PRE-SET LEVELS
UP/DOWN	SELECT CUSTOM SETTINGS
LEFT/RIGHT	ADJUST CUSTOM SETTINGS
BUTTON B	CONFIRM SELECTION

### Control:

UP/DOWN	SELECT THE CONTROL TYPE
LEFT/RIGHT	CHANGE CONTROL SETTINGS
BUTTON B	CONFIRM SELECTION

### Top Space Hounds:

IF YOU EARN THE RIGHT, YOU CAN ENTER YOUR SCORE IN THE HIGH SCORE TABLE.

UP/DOWN  
LEFT/RIGHT  
A, B OR C

SELECT THE LETTER REQUIRED  
MOVE NEXT/PREVIOUS LETTER  
CONFIRM SELECTION

## HINTS AND TIPS

### BAMBAM Mode:

THE key to being a good BAMBAM pilot is to correctly use power-ups. Each time you destroy a complete alien wave you are awarded a power-up. These are collected by flying your BAMBAM at them. You may choose how the power-up is used by selecting one of the three power-up icons shown at the top left of your screen. These are [Weapons], [Shields], and [Score] and may be selected with the top row of buttons on your Power Pad.

AS THE GAME PROGRESSES, you will need to select how each power-up is taken. If your shields are getting low, press [2] so further power-ups will replenish your shields. Once your weapons and

SHIELDS ARE AT FULL POWER, THEIR ICONS WILL CHANGE TO GREEN. IF YOU PICK UP A POWER-UP WHEN THEY ARE IN THIS STATE, THE POWER-UP WILL BE WASTED.

IF YOU FIND YOURSELF IN TROUBLE USE YOUR SMART LASER BY PRESSING BUTTON [6] ON YOUR POWER PAD. YOU ONLY HAVE THREE SMART LASERS IN EACH MISSION SO USE THEM WITH CARE. REMEMBER YOU CAN ALWAYS BLOCK IN-COMING ALIEN FIRE WITH YOUR NORMAL LASERS.

IF A QUICK CHANGE OF DIRECTION IS REQUIRED, A HALF LOOP IS QUICKER THAN A TURN.

### BAMBAM TRENCH Mode:

WHEN FLYING THROUGH AN ALIEN SHIP LISTEN FOR THE SOUND OF IMPENETRABLE WALLS AS YOU FIRE. IF YOU HEAR ONE, START TO ROTATE AROUND TO A SAFE POSITION AT ONCE. BECAUSE THE TRENCH IS A CONFINED SPACE YOUR LASERS WILL NOT WORK. LOOK-OUT FOR THE POWER-UPS THAT LINE SOME PARTS OF THE TRENCH AND USE THESE TO POWER-UP YOUR WEAPONS AND SHIELDS.

## HIT-PAK Mode:

HIT-PAKS HAVE VERY STRONG SHIELDING WHICH CAN GIVE THEM LIMITED PROTECTION FROM ALIEN ATTACK. THE CIRCLE OF SMALL DOTS DISPLAYED ON YOUR SCANNER AT THE BOTTOM OF THE SCREEN SHOW YOU THE STATE OF YOUR SHIELDS. THE COLOR OF THE DOTS WILL CHANGE EACH TIME HIT-PAK TAKES A HIT AND THE SHIELDS BECOME WEAKENED. A FLASHING DOT INDICATES THAT A SECTION OF SHIELD HAS BECOME CRITICAL. IN LATER MISSIONS THE ALIENS WILL TRY TO OUTSMART YOU BY ATTACKING YOU FROM EVERY ANGLE. THE TACTIC USED BY EXPERIENCED SPACE HOUNDS IS TO LISTEN FOR THE WARP SOUND THE ALIENS MAKE WHEN THEY ENTER LOCAL SPACE. ONCE THIS HAPPENS LOCATE THE ALIEN'S POSITION ON YOUR SCANNER. IF THE ALIEN IS LOCATED AWAY FROM WHERE YOU ARE CURRENTLY POINTING, USE YOUR FAST SIGHTS TO SWING AROUND QUICKLY, THEN CHANGE BACK TO NORMAL BEFORE SHOOTING. ALWAYS TRY AND TAKE THE SHORTEST ROUTE POSSIBLE AND REMEMBER TO GIVE PRIORITY TO AREAS WHERE YOUR SHIELDS ARE LOW OR CRITICAL.

# CREDITS

AN ATARI EUROPE PRODUCTION

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