

TEMPEST™

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TEMPEST 2000™



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Power Macintosh Required

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TEMPFEST



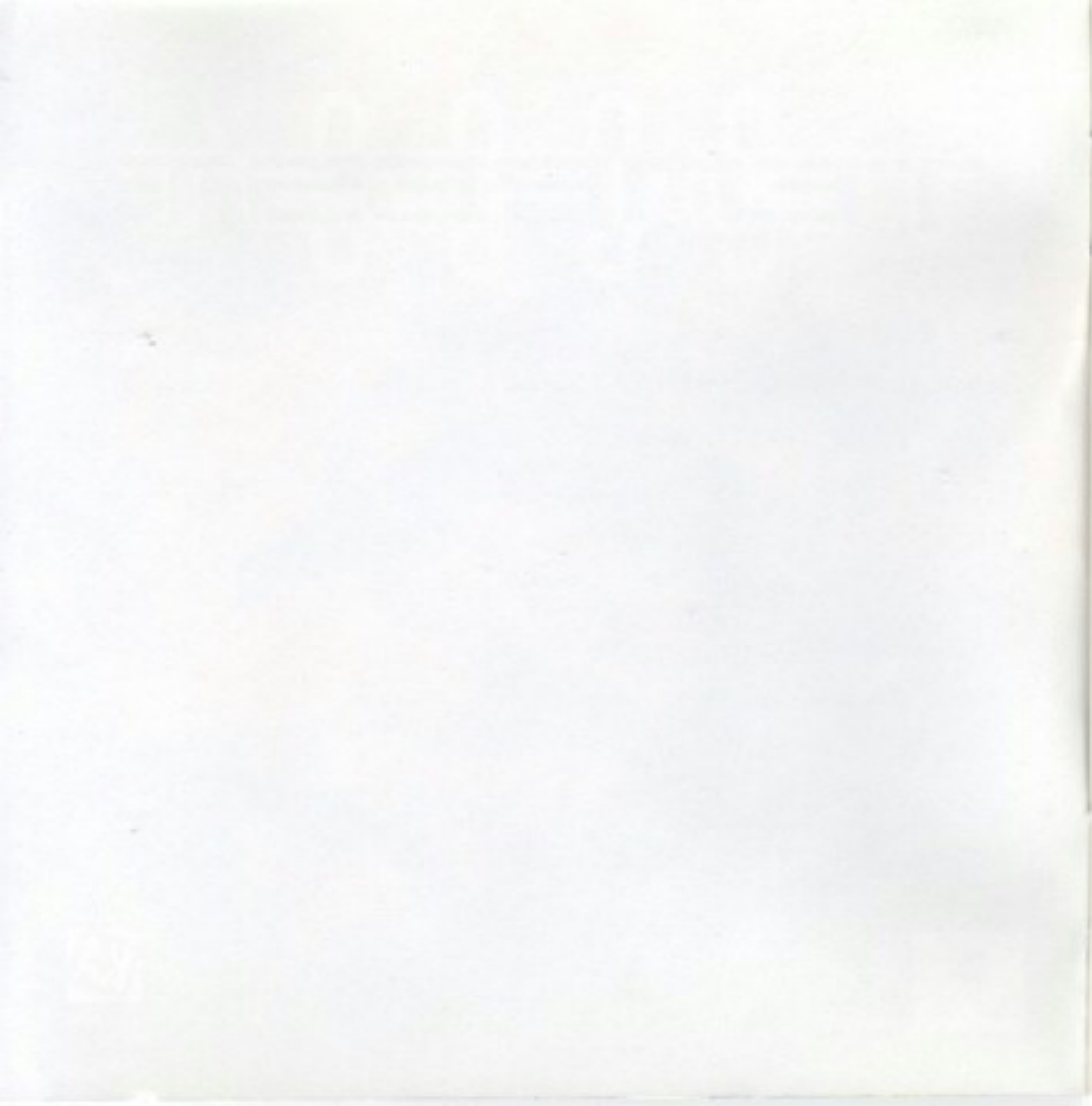




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INTRODUCTION

Welcome to the blast from the past! Flippers, Spikes, Tankers and the rest all are back for a reunion that brings the rare art of addicting gameplay back to your own system at home.

The original Tempest was made way back in 1981. For all of you that remember, this game set a benchmark that in some people's minds still hasn't been surpassed. We have taken all that was – the game-play, the simplicity, the FUN – and given it a new home.

Introducing Tempest 2000. It is all that it was, plus an added injection of gaming steroids! New features include new enemies, a graphics boost, an intense soundtrack,... Need we say more? Of course we do! How about an enhanced Tempest Plus mode, an extremely addicting two-player VS mode, and enough power-ups to worry the government!

What? Are you still reading this? Go play the game!!!



INSTALLING THE GAME

Double-click the "Tempest 2000 Installer" icon on the CD-ROM and follow the on-screen instructions to install the game to your hard disk.

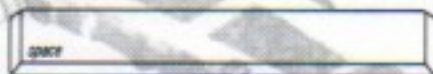
Be sure to read the "Read Me - Tempest 2000" file for last minute information that wasn't available when this manual was printed.

GAME CONTROLS

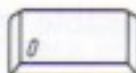
Jump (2000 Mode Only)



Fire (player 1)



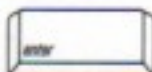
Fire (player 2)



Superzapper (player 1)



Superzapper (player 2)



Move Blaster Left (player 1)



Move Blaster Left (player 2)



Move Blaster Right (player 1)



Move Blaster Right (player 2)



Pause



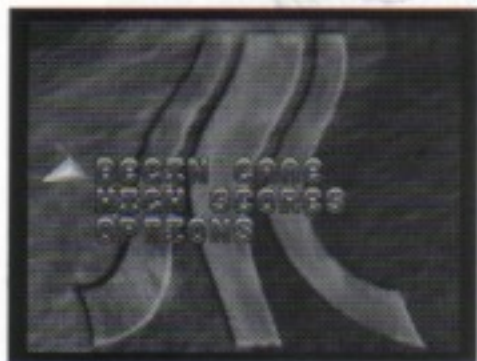


Under The File Menu:

Abort Game	COMMAND A
Resume Game	COMMAND R
Quit Program	COMMAND Q

The key commands are alterable under the "Configure Input" option. Under this option you can choose between using the mouse or keyboard as your input device. And you can configure your keyboard to any keys you would like to use. To save the set, select the "Custom" option at the bottom of the "Configure Input" menu. Selecting the downward-pointing arrow below the "Custom" option allows you to "Save" or "Delete" your custom sets.

MAIN GAME & OPTIONS MENUS



Moves Selection Cursor (UP/DOWN)



To Select an Option



Select "EXIT" when finished making adjustments.



TEMPEST PLUS

Tempest Plus is a combination of Traditional Tempest and Tempest 2000 with three all-new play modes take on the aliens alone, with the aid of an A.I. Droid, or share your lives with a friend as a team. This is a good place to start if you are new to Tempest — the A.I. Droid is the ultimate training partner. And as in Traditional Tempest, precise blaster control and aim are crucial for survival — you've got more schizo Tankers to contend with...and Fuseballs, and Flippers, and Spikers and Spikes.



TEMPEST 2000

Warp into the 21st century in this total remake of the coin-op classic! Tempest 2000 thrusts you into an intergalactic battlezone with Demon Heads, Mirrors, Mutant Flippers, bonus warp worlds, A.I. Droids, Zappo 2000 points, even a special Jump that lets you blast off the web to defend against dastardly UFOs. Hint: Your best weapon against savage Demon Heads is a Particle Laser...and a lightning-fast trigger finger, of course.

TEMPEST DUEL

Go up against the meanest alien of all...your buddy! In Tempest Duel, your Blaster is equipped with a Mirror that lets you deflect your opponent's shots right back at him. (Unfortunately, your opponent's got a Mirror also.) When you fire a shot, your mirror temporarily disappears, so you'll need to develop a shoot-and-spin strategy if you are to become "King of the Web." There are also several objects – including a Purple Generator and a Cube – that you can use to disrupt your opponent's strategy. But beware! You are always fair game to the savage Flippers. Hint: Move into the corridors that contain Flippers. This way you can draw your opponent into shooting enemy Flippers for you. May the best Blaster win!



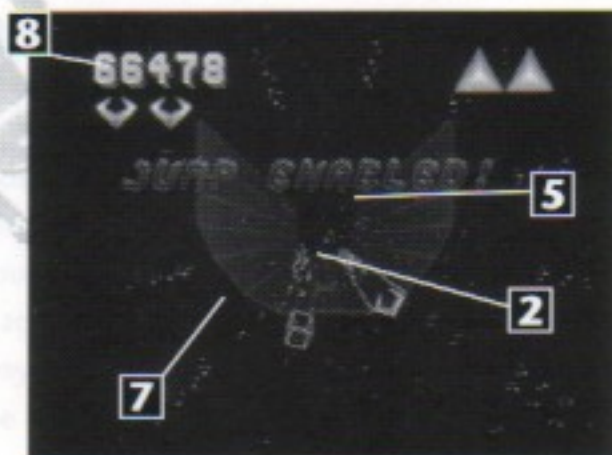
BEASTLY MODE

If you have the skill, reflexes, and raw talent of the Tempest Dudes, then you might be able to play Tempest 2000, the "Beastly Mode." Beastly Mode is an option you receive after all 100 levels of Tempest 2000 have been completed. In Beastly Mode your shots come in much smaller bursts and travel much slower. The enemies here, however are more intelligent, shoot faster...and more often. The reward is greater points!

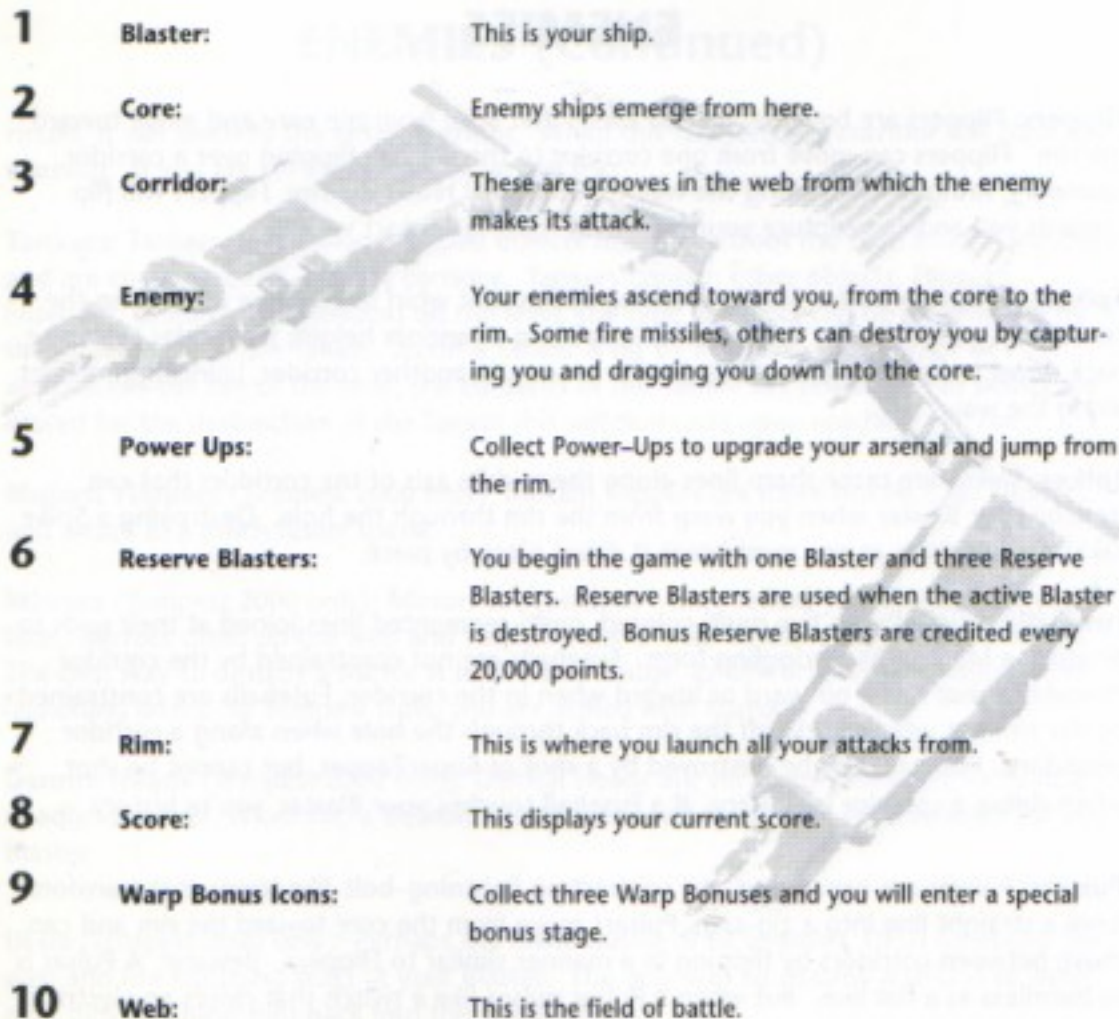
WARP BONUS ROUND

The Warp Bonus Round is a relaxing interlude to enjoy – you can rack up some serious points here in Tempest 2000. If you collect three Warp Power-ups (you'll know when you get them because you will receive the message "Two more to Warp" when you first get one), the Warp Power-Up will also act as an instant SuperZapper, killing everything on screen. If you make it past the warp you will not only earn the 20,000 point bonus, but you will warp five levels ahead. There are three different warp type

GAME PLAY





- 
- 1 Blaster:** This is your ship.
 - 2 Core:** Enemy ships emerge from here.
 - 3 Corridor:** These are grooves in the web from which the enemy makes its attack.
 - 4 Enemy:** Your enemies ascend toward you, from the core to the rim. Some fire missiles, others can destroy you by capturing you and dragging you down into the core.
 - 5 Power Ups:** Collect Power-Ups to upgrade your arsenal and jump from the rim.
 - 6 Reserve Blasters:** You begin the game with one Blaster and three Reserve Blasters. Reserve Blasters are used when the active Blaster is destroyed. Bonus Reserve Blasters are credited every 20,000 points.
 - 7 Rim:** This is where you launch all your attacks from.
 - 8 Score:** This displays your current score.
 - 9 Warp Bonus Icons:** Collect three Warp Bonuses and you will enter a special bonus stage.
 - 10 Web:** This is the field of battle.

ENEMIES

Flippers: Flippers are bow-tie-shaped aliens that arise from the core and move toward the rim. Flippers can move from one corridor to the next by flipping over a corridor boundary, firing missiles along the way. Should they reach the rim, Flippers will flip towards you and can capture your Blaster by making contact with it.

Spikers: Spikers produce Blaster-crushing Spikes that whirl in from the core along the center of a corridor. The Spiker builds a Spike to a random height, then rides the Spike back down to the core and continues the process in another corridor, launching missiles along the way.

Spikes: Spikes are razor-sharp lines along the middle axis of the corridors that can destroy your Blaster when you warp from the rim through the hole. Destroying a Spike takes several shots as you must break it down piece by piece.

Fuseballs: Fuseballs are five multi-colored, multi-segmented lines joined at their ends to produce a Medusa-like wriggling form. Fuseballs are not constrained by the corridor boundaries but move outward or inward when in the corridor. Fuseballs are constrained by the rim but will descend off the rim back through the hole when along a corridor boundary. Fuseballs can be destroyed by a shot or SuperZapper, but cannot be shot when riding a corridor boundary. If a Fuseball touches your Blaster, you're history.

Pulsars: Pulsars are expanding and contracting lightning-bolt-like forms that transform from a straight line into a zig-zag. Pulsars move from the core toward the rim and can move between corridors by flipping in a manner similar to Flippers. Beware! A Pulsar is as harmless as a flat line. But when a Pulsar pulses like a switch that closes an electrical



ENEMIES (Continued)

circuit, it will electrify the entire corridor. When this happens the corridor will flash as a warning. If you are on the corridor, you will fry.

Tankers: Tankers are diamond-shaped objects that move from the core toward the rim and are constrained to a single corridor. Tankers contain other objects, Flippers, Fuseballs, or Pulsars, depending on the level; the type of object can be determined by the appearance of the Tanker. When a Tanker is hit by fire from your Blaster or approaches the rim of the hole, the contents of the Tanker are released. No points are scored for the destruction of the Tanker if it self-destructs upon reaching the rim.

Mutant Flippers (Tempest 2000 only): Mutant Flippers are more hostile than Flippers and attack at a much faster speed.

Mirrors (Tempest 2000 only): Mirrors are just that – they reflect your fire back in your face. Mirrors climb up the web and stop in front of you, blocking on coming enemies. The best way to destroy a Mirror is to fire and dodge, as Mirrors are defenseless when launching lasers. In Tempest Duel, you are armed with Mirrors.

Demon Heads (Tempest 2000 only): Demon Heads are very aggressive and extremely deadly. Beware! When hit, a Demon Head's horns will fly off and head straight for your Blaster.

UFOs (Tempest 2000 only): Perhaps the most elusive of all enemies, UFOs fly above the web and fire lightning bolts at your Blaster. The only way to destroy a UFO is to jump over him and blow him back into the stratosphere.



SCORING

You can score in two ways: by destroying alien objects, and by collecting bonus points for starting and completing a higher level. Points for destroying enemies are awarded as follows:

Flippers: 150 pts

Spikes: 3 pts/hit

Pulsars: 200 pts

Flipper Tankers: 100 pts

Pulsar Tankers: 100 pts

Mirrors: 250, 500, 750 pts

UFOs: 250, 500, 750 pts

Spikers: 50 pts

Fuseballs: 250, 500, 750 pts

Tankers: 100 pts

Fuseball Tankers: 100 pts

Mutant Flippers: 150 pts

Demon Heads: 150 pts



WEAPON POWER-UPS (Tempest 2000 only)

You will find a host of different weapons scattered throughout each level. They fly from enemies you destroy. To collect a Weapon Power-Up, simply move into it. The following is a list of the different items you can collect.

- | | |
|--|--|
| Particle Laser: | More powerful than standard shots. |
| Zappo 2000: | 2,000 points. |
| A.I. Droid: | Gives you an A.I. Droid to help you defend the web. |
| Jump Enabled: | Gives you the ability to jump. You can steer and shoot while jumping. |
| SuperZapper: | Destroys everything on-screen. A second shot will destroy only one of your enemies. You get one SuperZapper per web. |
| Warp Bonus Token
(Excellent): | Counts toward a bonus level and supplies you with a free instant SuperZapper. |
| Out Of Here: | Ends web and gives you an extra 5,000 points. |

CREDITS

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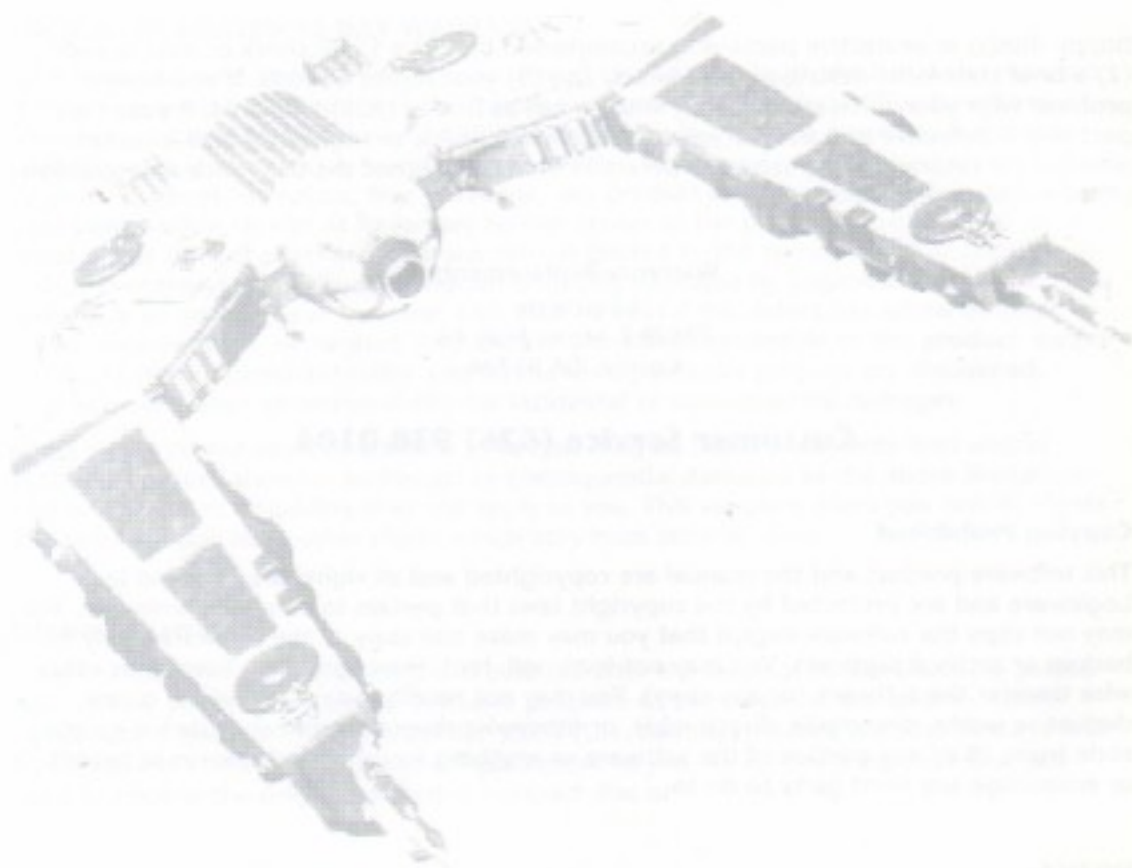
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