

OF QUALITY

DEFENDERS OF THE EARTH

Direct from the hit T.V. series, the Defenders are here in an all action ARCADE blast that will have your fire button melting!

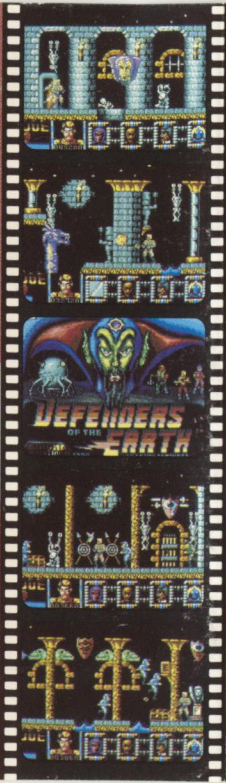
Featuring FLASH GORDON and his friends MANDRAKE THE MAGICIAN, LOTHAR and THE PHANTOM against the evil MING THE MERCILESS and his attempt to rule the world. Wrapping the Defender's children, he issues a warning to Flash as he searches for the children in the mysterious FORTRESS OF EVIL.

Interfere and your children die! THE FUTURE DEPENDS ON YOU!!

Hi TEC SOFTWARE LTD, 4-5 BARMOUTH COURT, BARMOUTH RD., SHEFFIELD S7 2DH. TEL: 0742-580755 FAX: 0742-580847

SCREEN SHOTS FROM CROMBI VERSION

HT 085



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# DEFENDERS OF THE EARTH™

"THE HEROES OF THE PAST ARE HERE TO SAVE THE FUTURE"

ENIGMA VARIATIONS

# DEFENDERS OF THE EARTH™

DEFENDERS OF THE EARTH is based on the very popular T.V. series of the same name. The Defenders, four super heroes from the Golden Age of Comics are:

- FLASH GORDON - The Team Leader.
- MANDRAKE THE MAGICIAN - A master of illusion.
- LOTHAR - The strongest man in the world.
- THE PHANTOM - Has the strength of ten tigers at his command.

They are aided and abetted by their pet mascot ZUFFY.

A Team - Invincible, Ready, Able and Willing to Defend the Earth at all times.

The courage and skill of the Defenders is put to the ultimate test by the evil of their arch enemy MING THE MERCILESS. He knows that only the Defenders stand in the way of his plan to be Master of the World. To stop them he abducts their children and takes them to the dark dungeons of his Fortress. He issues a dire warning - Interfere and your children die.

A daring plan is conceived and put into action. Detection by the highly sophisticated intruder alarm would mean the instant death of the children and so Flash will enter the dark and dangerous fortress alone in the hope that he will be able to pass undetected through the intruder systems. Flash agrees to summon the other Defenders to his aid should he need it. Lothar and the Phantom will use their incredible strength, Mandrake will use his occult magical powers to confound the forces of evil under Ming's command and even Zuffy offers his help in whatever way he can.

Flash, armed with a powerful handgun, transports into Ming's fortress with the future of the world in the balance.

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COMING SOON

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## ENGLISH cont.



**PLAYING INSTRUCTIONS** – Flash starts the game with a number of power shields which will be worn down by contact with enemy fire and direct contact with Ming's forces. The shields are shown in the bottom left of the screen. Flash is invisible to the detector system while he is on his own. Crossing the generators while they are still active will set off the alarm and bring the full might of OCTON against him.

If Flash spends too long in a location, he will be detected by the intruder alarm system. The only way he can conserve his energy is to leave the location as quickly as possible.

Flash can jump or duck to avoid the attacks by the vicious creatures inhabiting the fortress and he must be careful of the secret weapons concealed in the wall. When Flash needs the special help of the other Defenders, he activates the "CALL HELP" key. He will need them to help open some doors, cross chasms, deactivate the intruder detection system etc. The Defender most able to help will be sent by Dynak-X. If they are hit by the enemy forces a loss of energy level will occur. The Defender will have to leave if his energy level gets too low and will be unusable until his strength is built up again. If no one is available to help then Flash will have to survive on his own.

Flash can give his weapons extra charge if he can find power packs scattered in the fortress. He may also come across extra energy and extra shields.

Ming's main throne room is the scene of the final battle where the fate of the children and of the world will finally be decided.

### LOADING INSTRUCTIONS

Hit SHIFT & RUN/STOP keys together.

### CONTROLS

#### USE JOYSTICK ONLY

P – Run/Stop. Press fire to restart

A – Abort

SPACE – Call help

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## DEUTSCH

Defenders of the Earth – vier Superhelden aus dem goldenen Zeitalter der Comics:

FLASH GORDON – Leiter des Teams.

MANDRAKE THE MAGICIAN – Ein Meister der Illusion.

LOTHAR – Der stärkste Mann der Welt.

THE PHANTOM – Ihm steht die Kraft von zehn Tigern zur Verfügung  
Tatkräftige Unterstützung durch das Maskottchen ZUFFY.

Ein unschlagbares Team, das zu jeder Zeit zur Verteidigung der Erde bereit ist.

Mut und Einfallsreichtum der Defenders werden von deren Erzfeind MING THE MERCILESS auf die Probe gestellt. Ming weiss, dass nur die Defenders zwischen ihm und der Weltherrschaft stehen. Um sie aufzuhalten entführt er deren Kinder als ernsthafteste Warnung – mischt euch ein, und eure Kinder sterben.

Die Kinder werden in den dunklen Kerkern von Mings Festung gefangengehalten, wo sie von den grausamen Frostmenschen und den mächtigen Eisrobotern bewacht werden.

Jegliche Rettungspläne stecken voller Gefahren. Wird man von der ausgeklügelten Alarmanlage entdeckt bedeutet das sowohl für die Kinder als auch für die Defender den sofortigen Tod. Eine mögliche Lösung des Problems wäre es, wenn nur einer einen Rettungsversuch unternehmen würde. Dazu kommt nur Flash in Frage, mit seinem Mut und seiner Fähigkeit die anderen Defender zu Hilfe zu rufen – Lothar und das Phantom wegen ihrer unwahrscheinlichen Stärke und Mandrake wegen seiner magischen Okkultkräfte um der Macht des Bösen (von Ming geführt) entgegenzutreten und sie zu vernichten. Sogar Zuffy könnte nützlich sein.

Bewaffnet mit einer ausserordentlichen Schusswaffe betritt Flash Mings Festung, und das Schicksal der Welt hängt an einem seidenen Faden.

**SPIELANLEITUNGEN** – Während er allein ist, ist Flash für die Alarmanlage unsichtbar. Überquert man den Bereich aktivierter Generatoren wird der Alarm ausgelöst, und die volle Wucht von OCTON entlädt sich.

Hält sich Flash zu lange an einem Ort auf wird er von der Alarmanlage entdeckt. Um seine Energie zu erhalten muss er den Ort so schnell wie möglich verlassen.

Durch Springen oder Ducken kann Flash den Angriffen der bössartigen Kreaturen der Festung ausweichen. Auf geheime, in der Wand versteckten Waffen muss ebenfalls geachtet werden. Wenn Flash von anderen Defendern besondere Hilfe braucht, aktiviert er die "CALL HELP" Taste. Er braucht sie um manche Türen zu öffnen, Abgründe zu überwinden, die Alarmanlage ausser Betrieb zu setzen usw. ..Der dazu jeweils geeignetste

Defender wird geschickt. Wird er vom Gegner getroffen, senkt sich der Energielevel. Der helfende Defender muss gehen, wenn sein Energielevel zu niedrig ist, um ihn durch eine entsprechende Ruhepause zu erneuern. Kann aufgrund zu niedriger Energielevel kein Defender kommen, muss Flash selber sehen, dass er durchkommt.

Wen Flash eines der in der Festung verstreuten Powerpacks findet, bekommt seine Waffe eine Extraladung. Ebenso kann er bessere Waffen finden, die bei einer Auseinandersetzung mit einigen von Mings besonderen Wächtern, wie z.B. der Schlange Mongor, nützlich sind. Mit etwas Glück kann Flash auch zusätzliche Energie und Ersatzschilder finden.

Der letzte Kampf bei dem das Schicksal der Welt und das der Kinder entschieden wird findet in Mings Thronraum statt.

### LADEN

Shif – Taste und Run/Stop Taste gleichzeitig drücken.

### STEUERUNGEN

Nur Joystick.

P – RUN/STOP. Restart mit Feuerknopf.

A – Abort

LEER – "Call Help"

## ITALIANO

DEFENDERS OF THE EARTH è basato sull'omonima e popolarissima serie televisiva. I Difensori, 4 super eroi degli Anni Ruggenti dei fumetti sono:

FLASH GORDON – Il leader del team.

MANDRAKE IL MAGO – Un maestro d'illusionismo.

LOTHAR – L'uomo più forte del mondo.

PHANTOMAS – Ha la forza di 10 tigris ai suoi ordini.

Sono aiutati e spalleggiati dalla loro mascotte ZUFFY.

Una squadra – Invincibile, esperta e sempre pronta a difendere la terra in ogni momento.

Il coraggio e l'abilità dei Difensori è messa alla prova dal loro acerrimo nemico MING LO SPIETATO. Egli sa che solamente i Difensori potranno ostacolare il suo piano per diventare il padrone del mondo. Per fermarli rapisce i loro figli e il porta nelle buie segrete della sua fortezza. Se oseranno interferire i loro figli moriranno. Escogiterà un piano molto audace e lo metterà in atto. La scoperta dell'intrusione dei Difensori da parte del sofisticato sistema d'allarme significherebbe la morte istantanea dei bambini, e così Flash decide di entrare da solo nella pericolosissima fortezza sperando di studiare il sistema d'allarme. Flash promette di chiamare gli altri

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Difensori se dovesse avere bisogno di aiuto. Lothar e Phantomas useranno la loro incredibile forza. Mandrake userà la sua magia per confondere le forze del diabolico Ming ed anche Zuffy offrirà il suo aiuto in qualsiasi modo possibile.

Flash, munito di una potentissima pistola, si teletrasporta nella fortezza di Ming.

**ISTRUZIONI DI GIOCO** – Flash inizia il gioco con un numero di scudi protettivi che gli verranno tolti al contatto con il fuoco dei nemici e a diretto contatto con le forze di Ming. Gli scudi ti saranno mostrati in basso a sinistra dello schermo. Flash è invisibile al sistema di allarme mentre è solo. Attraversando i generatori mentre sono ancora attivati farà scattare l'allarme e tutte le forze di OCTON gli si scaglieranno contro.

Se Flash rimane in un punto troppo a lungo, verrà scoperto dal sistema d'allarme. L'unico modo per conservare la sua energia è quello di lasciare il punto il più velocemente possibile.

Flash può dare una ulteriore potenza alle sue armi se riuscirà a trovare la quantità di forza nascosta nella fortezza. Potrebbe anche imbattearsi in energia e scudi extra.

La stanza del trono di Ming è la scena della battaglia finale dove il destino dei bambini e del mondo stesso verrà finalmente deciso.

### ISTRUZIONI DI CARICAMENTO

Premete i tasti SHIFT & RUN/STOP insieme.

### CONTROLLI

Usa solo il joystick.

P – RUN/STOP. Premi il pulsante di fuoco per ricominciare.

A – Annulla

SPAZIO – Chiedi aiuto