

CollectorVision
Games

Guide No. 092414

**COLECO
VISION**

**CARTRIDGE
INSTRUCTIONS**

VANGUARD

centuri



So, are you adventurous to travel to the City of Mystery? Then come aboard and fly to Planet Aterria. Unfortunately, the planet is filled with hazardous tunnel that makes your journey more difficult.

COLECO

INTRODUCTION

So, are you adventurous to travel to the City of Mystery? Then come aboard and fly to Planet Aterria. Unfortunately, the planet is filled with hazardous tunnel that makes your journey more difficult. Ultimately, when you get to the City of Mystery, you get to meet the almighty Gond. However, the great Gond isn't too happy to meet and tries to lock you out of the City of Mystery and crash your welcome party. He's welcome to accept a hearty blast of beam of death destruction to destroy him into smithereens. But, you have to time it just right to pierce through his holy(bad pun) shield.

GETTING READY TO PLAY

ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

This version of Vanguard is to be played in your Colecovision. The cartridge doesn't even fit in an Intellivision or an Atari 2600, so a Colecovision is your best bet playing this game. It will work with the new Colecovision Phoenix.

Make sure that the console is hooked up to the TV somehow. The only feature that the F18A offers in this game is the 32 sprites on a line, which will solve the sprite flicker. I wanted to try to match the graphic as close as the arcade version.

USING YOUR CONTROLS

This game uses one controller. Moving the controller stick will move your ship in all direction. The fire 1 button fires your forward laser. To fire your upper, lower, or back laser, hold a direction and press fire 1. Fire 2 button will shoot laser from both gun on top and bottom of your ship. You can use the keypad

2,4,6,8 to fire your laser in specific direction while being stationary. You're limited to fire 3 lasers on screen. You can pause your game by pressing the zero key. Useful if you need to catch a falling vase that the cat just knocked over.

OPTIONS

Normal starts you off with 4 ships.

Easy starts you off with 6 ships.

Simple starts you off with 8 ships.

The game will allow you to continue repeatedly in the first round to get the hang of the game. After that round, no more continue. You do get an extra life at 10,000 and 50,000 points. So the maximum ship you can have is 10 ships.

HERE'S HOW TO PLAY



The game action screen is divided into two parts, the HUD and the action. The blue map area is where you are on the planet. You have the Fuel Bar, which you need to destroy enemies to regain a little bit of fuel back. Otherwise, you'll veer into the ground or the side of the planet terrain. The power bar is your

invincibility timer. If you get the power up, you're invincible for a few seconds.

ZONE INFORMATION

Planet Aterria is divided into different zones.

The Mountain Zone is the first zone you venture through. It is the easiest part of the journey. Harley and Mist mostly exist in this zone. It has the Energy Pods you can pick up to crash into them increasing your chance surviving.

Rainbow Zone scrolls diagonally up or down depending where you are at on the map. Be careful not to crash your ship into stars. You'll be either facing Helms or Ammos in this sector. They come in 3 first few seconds, then 5 will appear.




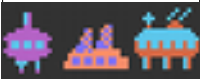



Styx Zone, this time the sticks are your main hazard. This will require your best maneuver skill to move around the terrain without crashing into them. But wait, you also have Harley and Mist to deal with. Watch out!!!




Stripe Zone, you're up to take out the base defenses with your deadly laser cannon. However, the barriers and the invincible Floating Payne will try to halt your progress. Not to forget, you have Garime that will also try to stop you if you choose to take the upper tunnel. There's an Energy Pod in that zone that will increase your fun meter to crash into everything for a few seconds.

Bleak Zone, you are scrolling vertically. You have to steer your ship to dodge the side of the terrain. You have the laughing Kemlus Snake and the crazy missile, Romedas to deal with.

The last zone, Mystery City. At last, you get to meet Gond. Dodge the laser that come from the side. If you wait and let the gates close while dodging the laser, then you get a higher bonus defeating Gond. If you get killed in this battle, Gond will laugh his butt off, and off to the next round with 1 less ship and no bonus for not defeating Gond.

Enemies and Scoring

Name	Picture	Description	Points
Mist		Occasionally shoots, and also move up and down before committing to a line.	70
Harley		Flies straight, has a chance to fire.	50
Helm/ Ammo		A balloon like enemy that floats up and down. Usually comes in a group of 3 or 5.	80/100
Base		Enemy base objects, just begging to be destroyed.	100-400
Floating Payne		Indestructible enemy that has his tentacle sticking out of a ground to attempt to stop your approach.	Can't be destroy so no points.
Barrier		Will try to destroy you, so destory them before passing through	800
Garime		Monster like creature floats up and down.	100-400

Kemlus		Come from top or down of the screen. Mount one for 1090 points. Don't mount more than 3 times	100-400
Romeda		Flies down from screen, later round fires laser sideway. Beware of the fireball that it leaves behind when it is being destroyed.	100-400
Gond		The more gates close behind your ship, the bigger the bonus. Closing all of them and then pierce the shield will net you a lot of points. Good luck!	1000/200 0/4000/ 8000/??? ??

Sound Test Menu

Pressing up or down changes the sound effect number. Pressing fire 1 button plays that sound. Pressing fire 2 button halt all current sound effects. Some sound effect needed to be played in pairs like sound number 6, explosion, or 11, ship take off. It will automatically play sound number 7 or 12. Otherwise, you will just hear the last noise sound effect play.

Invicibility	Sound number 9 (paired with 10)
Rainbow Zone	Sound number 14 (paired with 15)
Crazy Worm	Sound number 16 (paired with 17)
Gond	Sound number 18 (paired with 19)
Introduction	Sound number 20 (paired with 21)

Of course you can just only hear the 2nd channel if you play the (pair with #). I have made a sequencer before but it was pretty buggy. It's safer to put the music data into one data structure instead of having one sound effect to be the instrumental tone

effect to play back music. I have someone help me with music, so it worked out pretty well.

HINTS AND TIPS

Grabbing the energy pods will restore your fuel to the maximum, as well as mounting a Kemlus. Useful to survive this game.

Rainbow Zone, find a spot that the Helms and Ammos won't hit you. Leave some of them alive to avoid having one spawn above or below you, be sure to check on your fuel level.

COMMENTS

There are 11 speech samples in this game. I couldn't figure out which the other 2 samples are and when they play.

I have the laughter play upon losing against Gond to tick player off. Usually this plays when a gate has been closed. Due to the use of the digital sound, the game has to freeze to play back sample. So this is a good compromise.

I didn't program your ship's laser hit the other enemy's laser because the software collision detection is expensive and I didn't want the game to slow down. So I have omitted this feature and this made the game a bit easier.

I have accidentally overwritten the main bank source code with another one and saved it. Due to the nature of converting C to asm, it also produced a copy of the source code, but it will be hard to rebuild. IntyBASIC has this feature too. Handy when you corrupt or overwrite a source code with ArduBoy source code.

I was going to make a harder version, but when I add something to the game, something else breaks. I am really at the compiler's limitation. I am really out of space in the main bank. Even if I put

data in other bank, it will still bug out. I wanted to be finished with this game. Hopefully, you will enjoy it as I enjoyed making it.

Note that there is an Easter egg.

For nerds:

Memory banks Stat:

Main bank: Music, sound, main game loop, trampoline

Bank 1: Enemy behavior, sprite rotation routine, zone level script, color tables

Bank 2: Speech

Bank 3: Kiwi logo animation, tilesets, title screen

Bank 4: FMV

Bank 5: Round 2 tilemap

Bank 6: Round 1 tilemap, Gond laughter

Bank 7: Rainbow and Bleak Zone tilemap

CREDITS

Original arcade game by SNK

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