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For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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INTRODUCTION

The human being has always been a violent creature. The history of mankind is fraught with warrior societies: the ancient city-states of Greece, the gladiators of the Roman Coliseum, the ravaging clans of the Mongols, the warrior-priests of the Aztecs. Every one of these societies conquered vast regions of the known world and established mighty empires that dominated for decades—sometimes centuries. Not one of these empires exists today. In the past it was believed that new weapons, new governments, or some cruel twist of fate led them to defeat and obscurity. . .



Halfway through the twenty-first century an archeological team unearthed a tablet while digging in an ancient Incan temple in South America. The ancient text was stamped with some strange symbol whose meaning was lost to time. The tablet referred to a being, perhaps a god or demon, known only as the Guardian. It told of how the Guardian appeared to the people of the land and told them of the "Time of Testing."

"Your actions and learning have shown that your society is ready to be Tested. If your mastery of the powers of mankind is complete, you will surely be worthy to possess the full powers of the Ultra Vortek. Should you be found wanting—if your finest warriors cannot defeat Me—your penalty will be the death of your empire. The life-force of

your nation will be returned to the Ultra Vortek; the well-spring from which mankind draws its eternal energy. Someday one of the races that takes your place will learn to control the Ultra Vortek, and will prove itself worthy of its destiny by defeating Me."

The final words of the Guardian were unreadable. The tablet had been broken and damaged at some point. The only remaining words the scientists could decipher made reference to the return of the Guardian for the Final Test of mankind. The scholars had no idea when this predicted event would take place.

The "Vortek Tablet" provided a link of understanding about the disappearance of the Incans and other warrior societies lost to the sagas of time. The strange triangular symbol stamped at the top of the tablet was similar to symbols found in other ancient sites. Many civilizations that never had contact with one another knew of this symbol. Its existence on ancient temples and arenas throughout the world had been an unsolvable mystery to modern-day scientists. . . until now.

Somehow this "Guardian of the Ultra Vortek" had tested these societies, found them lacking, and destroyed them. The tablet introduced more questions than it answered: "Who was this 'Guardian'? Where did it go, and more importantly, when would it return?"

EARTH'S DECLINE

The quality of life on Planet Earth took a decided turn for the worse during the hundred-year span after the discovery of the Vortek Tablet. Crime was everywhere, and government corruption was at an all-time high. Life for the average urban dweller was hard in the extreme—basic human rights were lost or denied. Although life looked bleak for many of Earth's inhabitants, that same hundred years did provide **some** miracles.

Advances in medical and micro technologies led to the evolution of two new human species. The first, and most easily identifiable, of the new races was the robot-synthetic, humanoid automations developed to provide cheap and efficient manual labor for the service and industrial-manufacturing industries. For fifty years the robots plodded along, performing their menial tasks while functioning under the dim glow of a limited artificial intelligence. Shortly thereafter a Defense Industries contractor developed a new bio-chip that became the standard "brain" in the new classes of working 'bot. This bio-chip was hailed as a revolutionary piece of hardware by robotic manufacturers. It had the ability to "reason and grow," making new robots more effective at their jobs. The bio-chip functioned so well that it produced one unforeseen side effect in its subjects: they became self-aware. The chip had the capacity to instill emotions and other "non-logical" thoughts and actions in the robots in which it was installed. Once they became self-aware and self-actualized, the robots realized that they had been mistreated for the last fifty-or-so years. They formed groups that began to petition the government for equal rights and status within society.

The second new race to walk the earth came from a more questionable background. Known loosely and collectively



as "SQUEEB units (Specially Qualified--Unique Engineered Eugenic Bio units)," these new creations possess the ability to alter their molecular structures into other shapes and forms.

The Military Industrial Complex, Ltd. originally designed Squeeb units to take the place of normal human beings on the battlefield. These super-soldiers were engineered and mutated to survive the hostile environments of modern chemo-nuclear warfare better than their human counterparts. Many Squeebs found ways to escape their military bondage after the World Conflict in 2112. They eventually banded together to form one of the top three Underground gangs. Because of their shapeshifting abilities, the "human" race keeps them at a distance. In many cities, open hostility between humans and Squeebs is the rule rather than the exception. Conflicts between Squeebs and 'Bots also exist, as both groups contend for the rights and status of normal humanity.

Needless to say, the evolution of these two new races generated further decline in the already turbulent urban situation. Societies became even more violent and barbaric. Special government police squads had to be formed to keep the population in line. Most people acquiesced to the crackdowns, but some went underground—laying the foundations that would later become the Gangs of the Underground.

Then the Guardian reappeared...

THE FINAL TEST

The Guardian made its presence known to every Underground gang leader and hitman on the same day, at the same time. "Be it known...I weary of this world and its inhabitants. The time has come for the Final Testing. Select your finest, your mightiest warriors, that they alone might save humanity from my wrath. If none can defeat me I will return the essence of this planet to the Ultra Vortek, moving on to a world more interesting and challenging than the one you have abused."



The gangs of the world were given ten years to weed out the weak from the strong. Countless trials and combats were held by the gangs to find their most worthy selections. Now the time has come for the very best warriors from the top gangs to compete against each other in the first round of the Final Test. Each of the selected warriors have been given one piece of the broken Vortek tablet. The pieces of the tablet must be collected and assembled by one individual. When the pieces are assembled, the tablet will open the Ultra Vortek and summon the Guardian for the Final Test. Seven warriors were chosen, only one will prevail. Will the survivor prove strong enough to defeat the Guardian and keep him from destroying the Earth?

The fate of mankind is in your hands...

THE GANGS OF THE UNDERGROUND

The MeatHackers

The MeatHackers are the oldest and most respected human-only gang. It was originally formed by a small group of lower-class people discontented with the policies of the government and the decline of basic human dignities in society. The MeatHackers have gained a "Robin Hood" reputation over the years. They steal from big corporations and government agencies and redistribute what they steal to the poor quarters and slums that the government has written off. The MeatHackers base membership on natural abilities. More than just a rag-tag collection of malcontents, the gang provides training and education to individuals who have become aware of the Ultra Vortek and can, to some degree, harness and use its powers. The faster society crumbles, the more people want to join the gang.

Being the largest human gang has its problems. The last several years have seen the factionalizing of the MeatHackers. A growing number of members, lacking any real control over their Vortek-given powers, have turned to weapons as tools of combat. The older members of the MeatHackers see weapons as a poor substitute to the ultimate goal of mastering the energies of the Vortek. Those members of a more war-like and reactionary nature claim that hand-held weapons are the only way to confront the government crack-down squads. Their ultimate hope is to take the fight out of the underground and into the streets in the form of an all-out revolution.

The PowerShifters

The PowerShifters are the only known band of underground Squeebs. It is rumored that a similar group of Squeebs has formed as a special clean-up squad for the government, but this has yet to be confirmed. The PowerShifters, a collective of ex-military Squeebs that were reported as either missing-in-action or AWOL (Absent Without Leave), formed over time into a viable underground society and political group. In the new life-form hierarchy, the Squeebs rank at the bottom. Norms are more tolerant of robots than they are of Squeebs, because, the majority of robots, although self-aware, are still on the low side of the intelligence quotient. They are more predictable and easier to manipulate than Squeebs. The modified human forms and shapeshifting abilities of the Squeebs force the majority of them to stay underground, away from the stares, comments, and occasional attacks by humans. Many Squeebs suffer from some form of post-traumatic stress disorder, which makes them erratic and sometimes psychotic. Their inability to deal mentally with the physical changes forced upon them by the government and the military make them unstable at the best of times. The leadership structure of the PowerShifters is also an unstable element. Outsiders are seldom sure who is in command. This makes for erratic ties between the PS and other gangs. It's hard to form an alliance with a group whose attitude towards you can change overnight.

The Society of Machines, Androids, and Cyborgs

The Society of Machines, Androids, and Cyborgs is an interesting mix of creations of both high and low levels of intelligence and awareness. Like the Norm human groups, there are many different branches and sub-groups to S.M.A.C. Unlike the humans, however, all of the robot groups fall ultimately under the command and leadership of one individual. They are a very organized and highly-disciplined group. Their bio-electrical means of communication allow for massive group actions. Sometimes these actions take place simultaneously across the globe, coordinated by the unknown leader of the S.M.A.C. Their efforts at seeking political autonomy are being met with a small but encouraging amount of success. Many upper-class humans, especially political leaders and high-level bureaucrats, are unsure of the motives and designs of the robot class, and therefore continue their efforts to keep the robots subdued and "in line."

THE WARRIORS OF THE UNDERGROUND

Seven warriors have been chosen for the Final Test. They represent the top three gangs across the globe. Each is unique in look and fighting style. Each has his or her own strengths and weaknesses. Some of the warriors fight fast and furious, while others take a more methodical, hard-hitting approach. Only one will survive to challenge the Guardian for control over the Ultra Vortek.

GETTING STARTED

1. Insert your Ultra Vortek cartridge into the cartridge slot of your JAGUAR 64-Bit Interactive Multimedia System.
2. Press the POWER button.
3. Press any FIRE BUTTON to go to the GAME OPTIONS screen.



GENERAL MOVES

Joypad -

Right: Forward

Up: Jump

Left: Back

Down: Crouch

A Button:

Punch Pummel

B Button:

Kick

C Button:

Jab

Keypad



The movement directions on the JOYPAD above assume that the player is on the left side of the screen.

Punch & Pummel	A Button (default)
Kick	B Button (default)
Jab	C Button (default)
Uppercut	crouch, punch
Sweep	crouch, kick
Hop Back	←, ←
Escape From Grab	tap punch button repeatedly

SELECTING A CHARACTER

On the Character Selection board, move the joypad LEFT or RIGHT until the character you want appears in the hand of the Guardian. Press the A Button to make your selection. The Guardian will say the name of the character you have selected to confirm your choice.

The following are profiles of each warrior of the Underground. Check them out; they will help you find the warrior best suited to your style of combat. Try the special moves listed below and experiment to discover more.

LUCIUS



Lucius is one of the moving forces behind the Underground. The high-ranking member of the Modern/Primitive split of the MeatHackers, he is acknowledged as the true master over the powers of the void of the Vortek. Originally schooled in Hap Ki Do, his Vortek-given energies have made him an even more dangerous opponent. His powers range from blue

plasma bolts of force to the ability to shapeshift into a bird of prey. Lucius has earned a place in the Final Testing.

Lightning Blast

Hawk Attack (low)

Hawk Teleport

ElectroTherapy

Spinning Back Kick

Hawk Attack (high)

Ground Spark Wave

↓, →, punch

jump, ↓, jab

jump, jab

→, ←, punch

(when close to opponent)

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DreadLoc



Although a relative newcomer to the Underground and its power structure, DreadLoc's proficiency with his Glaive-Staff has placed him second in the ranks of the MeatHackers. His street-smart style of weapons fighting makes him the leading opposition member calling for a division within the gang. His size and skill have allowed him to gather much support for the split. He knows that if he proves victorious in the Testing, he will become the unquestioned leader of the MeatHackers and the Underground.

Fire Breath
Speed Slice
Come to Daddy
Spin Staff
Upclose Combo
Low Jab
Angle Spear Dive
Back Off, Man!

→, ←, punch
hold ←, →, punch
→, →, punch
↓, →, jab
???
???
???
???

Buzzsaw

Originally designed for the now defunct and illegal logging industry, BuzzSaw was the last upgrade of the logging 'bot. His humanoid body, festooned with sawblades of varying sizes, was designed to top and cut down the largest trees in the Pacific Northwest. His brain, one of the most advanced bio-chips available on the market, gave him the reasoning abilities and overall intelligence that allowed him to become a guiding force for the members of S.M.A.C. in their struggles for equality.



Hi Buzzsaw

Pain Machine

Low Bolo

Gut Spear Uppercut

Airgrab and Slam

Ricochet Blades

Gut Grinder

→, →, punch

hold ←, →, kick

→, →, jab

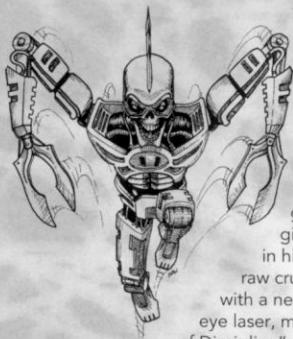
hold ←, →, punch

???

???

???

SkullCrusher



The Skl-Krushr series of 'bot was developed for use in medium and heavy guage construction. SkullCrusher was a singular design concept, made to do the tasks of several lesser 'bots. A superior-grade motor system gives him great strength in his grappling claws. His raw crushing power, coupled with a new gigiwatt cutting-torch eye laser, makes him the "Minister of Discipline" within the ranks of

S.M.A.C. All 'bots must work for the collective or suffer being junked by SkullCrusher.

Brain Fryin' Microwave
Creeping Ground Blast
Choke & Thump
Grim Dive of Death
Charged Particle Blast
Stride & Slide
Knife Head Butt

→, →, punch

→, →, jab

hold ←, →, punch

hold ↓, ↑

???

???

???

Volcana

Volcana's genetic line was introduced after the last World Conflict. Bureaucratic corruption had reached the point that certain government agencies felt the need to create a Squeeb that could infiltrate rival agencies. Engineered as an Internal Affairs spy and intelligence gatherer, she and her sisters were given heightened powers of intellect and hand-to-hand combat skills that could be hidden from their "targets." She now uses her talents and abilities to further the political goals of the PowerShifters.



Flame Blast

Fireport (behind)

Fire Breath

Flying Firediver

Fireroll

Aerial Firebomb

Fire Wall

Fireport Uppercut

↓, →, punch

↓, ←

←, punch

(when close to opponent)

hold ←, →, jab

???

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???

???

Grok



Grok was designed to work with the Los Angeles Mega-City Combat Engineer Corps in "urban pacification and reeducation" missions. His tough exterior, hiding a normal human skeletal frame, made him uniquely suited to the dangerous and "high-impact" work of cleaning out small bands of urban guerrillas and snipers. Once a safe path through a strife-ridden neighborhood was clear, the "normal" troops would move in and take control. The process used to create his granite-like

skin was so complex and expensive that he was the only one of his genetic line produced.

BoulderMorph
GroundPounder
Boulder Bounce (Air)
The Tenderizer

hold ←, hold (↓ + jab)
hold ←, jab
???
???

Mercury

One of the stranger Squeebs to be designed, the Mercury series was developed by the military, in conjunction with the Nuclear Regulatory Commission, as an internal mechanic. His ability to melt into a liquid form was vital to his job. He was injected into the pipes of a fusion reactor to perform maintenance on the reactor core and internal operating systems. The



process used to create the Mercury series was successful on the physical end, but many test subjects couldn't handle their new form and went insane. Mercury was the most stable result of this process. He has taken it upon himself to master several new forms that are well suited to the Final Testing.

Spinning Blade Sweep
Big Goopy Pounder

Sawblade
Porcupine Spike Defense

↓, ↓, (kick + jab)
←, →, punch
(when close to opponent)
hold ←, →, kick
???

ANNIHILATION TIME

The Warriors of the UnderGround are as different as different can get. Each has an individual style, strength, and weakness. All of the characters have a variety of special moves and "Annihilators." In addition to the "Annihilator" moves, there are several background-related moves as well; experiment to find them all. We wouldn't want to spoil your fun by telling you everything, now would we?

SCREEN INFORMATION

The screen contains information to help you keep track of your status during the fight. The timer, located under the roving eye of the Guardian, tells you how much time is left in the fight. When it reaches zero, the match ends. The warrior with the most health at the end of the match will be the winner.

A health bar is located at the top of the screen underneath the character names. It decreases a small amount every time a warrior takes damage. When all of the color is gone from the bar, that character loses the match. The triangle marker keeps track of how many matches a warrior has won. The winner of the fight is the warrior who wins 2 out of 3 matches.



The eye, located between the health bars, is the ever-watching gaze of the Guardian. He has taken it upon himself to keep track of the progress of the warriors so that he may be better prepared for the Final Test.

THE FINAL TEST IS AT HAND

In the one-player game you must defeat every warrior of the Underground and then some. Once you have slaughtered your way through the other warriors, you must take on the Shades of the Defeated. The Shades, negative energy remnants of defeated warriors, are the Guardian's last line of defense. If you survive the onslaught, you will have your shot at defeating the Guardian and taking control of the Ultra Vortek.

CREDITS

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Producer	Kris N. Johnson
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Sound Effects	Dale Meier William C. Walker

Guardian Voice

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Toni Fitzgerald

Lamont Hanna

The Tinman

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Quality Control

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Commodore Amiga™

Adobe Photoshop™

Adobe Premier™

Equilibrium Debabelizer™

Newtek Lightwave 3D™

Strata Studio

Additional Thanks

Everyone at Atari, Blaine, Damen, Darren, Dave, Sean, Trudee, Andrea, Jeremy, Century, Chris, Sean A., Bruce

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500782-002
Printed in USA