

3D Stooges Presents!

GORF

G.O.R.F Classic For The Jaguar 64

This product is for use **ONLY** with the Jaguar 64 bit game console.

The Jaguar version of G.O.R.F. Classic is a tribute to a great game and to a great pioneer who invented it and the astrocade hardware it ran on. Astrocade you say? Yes I said astrocade as in the home game system. They share the same chipset and memory mapping, only the home system is limited in resolution and memory capability but was very expandable.

Jamie Fenton (formerly Jay), in the late 70's early 80's, leading a team of tech engineers, designed the Astrocade chipset used both in the Home Astrocade System and several early 80's arcade machines. Games like G.O.R.F., Wizard Of Wor, Robby Roto, Sea Wolf II and Space Zap as well as others used this powerful chipset combo.

This Astrocade home system was the first system to have a REAL ability to write, save and load homebrew software using basic (a Jamie Fenton brainchild again) and assembly language. This simple little cart sized powerhouse had a 2000 baud modem built right in and was responsible for many homebrew games for the abandoned system. Hey, sound like a great system we Jag fans know? (See kids, G.O.R.F./Astrocade and Jaguar have much in common, so it only made sense to do this tribute on the Jaguar!)

Jamie was manager for the design team for the Astrocade home unit as well as G.O.R.F. and Robby Roto the arcade units. Jamie also created a pinball machine for Bally/Midway called "Fire-

ball" in the late 70's. G.O.R.F. was the game that sparked my fire to learn how to code and one day release my own video game. THANKS JAMIE! It is to you Jamie and all of the other great video game pioneers, as well as all you loyal Jaguar fans that we dedicate and attribute this game to. I hope you all enjoy this game as much as we enjoyed developing it for you. Jamie, I hope we've made you proud! On behalf of the Stoooge crew, Scott Walters, Terance Williams and myself...thank you!

– Steve Scavone, CEO, 3D Stooges Software

Note: No Gorfians were mistreated or abused during the making of this game!

The Game

THE EVIL GORFIAN ROBOT EMPIRE HAS ATTACKED!

Earth and it's underlying space properties have been invaded by the menace known throughout the universe as G.O.R.F., or the Galactic Orbital Robot Force!

These evil robot warriors seek to destroy the Earth and all her underlying jurisdictions! THIS INCLUDES YOU! Luckily for you, at your disposal is a very powerful space fighter vehicle. It is up to you to repel the invasion and launch a fierce counter attack to push back the advances of the GORFIAN Empire!

The Gorfian emperor will try to break your will, with his many insults of doom and despair. Hear him as he taunts and threatens you and as he commands his evil robot armies against you! It's up to you to shut his trap and send him and his evil hordes back to their own galaxy.

As you battle the Gorfian Empire, You will engage various hostile spacecraft such as planet invaders, laser squads, space attackers, warp travelers, and even a dramatic confrontation with the capital ship, the weaponry loaded Gorfian Flagship.

The more invaders you repel, the higher your score and rank will increase. However the more you advance the deadlier and more agile the



invading forces become. How long can you stand up to this deadly robot force? There is only one way to know... 'INSERT COIN'. Let's get started.

Missions

Astro Battles:

Battle off a horde of invaders BEFORE they Land on Earth and take over! As they drop their energy bombs down on you, they move faster and faster, getting lower and lower. You are protected only by a destructible shield above you. The shield offers minimal protection so keep your eyes peeled and your missiles ready!



Laser Attack:

After you defeat the Earth invasion, fly off to outer space to repel the nasty, deadly LASER ships and the KAMIKAZE ram ships. Beware as the deadly G.O.R.F.s and KAMIs try to ram you while the killer LASER ships fire fatal beams of energy at you. There is no room for complacency here.



Galaxians:

Watch out as you battle a full squadron of enemy space fighters that will either try to bomb or ram into your ship. Like a swarm of gnats, these invaders show you no mercy as they dive at you and attack you from all sides. As they attack, they fire small but deadly anti-matter orbs.



Space Warp:

Here you will enter a warp in space and face spiraling, sub-quark hurling, WARPSHIP marauders. You best be agile! Those sub-quark missiles fired by the warp ships are as accurate as a weapon can be. And yes, they will try to ram you as well. The only way to survive is to be one step ahead. Blink and your done for!



Flagship:

This is where you meet the most deadliest of all G.O.R.F.s: The Gorfian Commander in his giant FLAGSHIP. You better be on your toes when taking on this fireball shooting mega ship. Break through his shield and blast away at his hull. Debris and G.O.R.F.s will thwart your efforts. One shot to his reactor core and he's history! One miscalculation, and your history! Good Luck! You'll need it!



Game Options

To Enter the game options screen, press the 'OPTION' key on your Jaguar's left or 1st Joypad when NOT in a game. You will see a list of 5 numbered options and one fire button (B) option. Press the corresponding key to change the setting for that option. There are also the '*' and '#' key option where we tribute Jamie Fenton, and give credit to everyone who worked hard on this game. Last but not least, The "D" pad controls the SFX and G.O.R.F. voice volume levels. There is also the PAUSE option.

To exit the Options screen hit the 'OPTION' key once again and you will then see a message telling you it is saving your choices before exiting.

Number key options:

KEY / FUNCTION / ALLOWABLE SETTINGS

'1' / SHIPS / '3 OR 6' (default) or '2 OR 4'

This simulates the ships per coin credit dip switch of the G.O.R.F. arcade machine. If set to '3 OR 6', the player can start off with either 3 or 6 ships depending on the amount of coin credits accumulated. In the '2 OR 4' setting, the player can start off with either 2 or 4 ships depending on how many coin credits are accumulated.

'2' / PLAY / 'COIN' (default) or 'FREE'

This simulates the free play or pay to play dip switch of the G.O.R.F. arcade machine. Set to 'COIN', you need to press the 'C' fire button to ring up credits before you can play.

This was done to simulate an actual coin mechanism and one could simply connect a real mech to the joystick button if one so desires. Set to 'FREE' you just need to hit the one or two player (keys '1' or '2') start buttons. This setting gives the player the maximum 4 or 6 ships ONLY depending on the 'option 1' setting.

'3' / EXTRA SHIP / 'YES' (default) or 'NO'

This simulates the free ship after first flagship destroyed dip switch of the G.O.R.F. arcade machine. Set to 'YES' you will receive one extra ship for destroying the flagship on the first round (mission 5). Set to 'NO', no ships are awarded at any time.

'4' / DEMO SOUNDS / ON (default) or OFF

This option allows sounds to play during the demo/attract mode. Set this option to 'ON' to here sounds during the demo mode OR to 'OFF' to keep them quiet. The G.O.R.F. will still speak and you will still here a coin drop sound if you press a button.

'5' / JOYSTICKS / ONE (default) or TWO

This allows for two joysticks in a two player game instead of the default one stick for both players as does the arcade machine. When set at 'ONE', both players share the stick. This setting assumes a joystick plugged into controller port one. When

set at 'TWO' both players have their own stick. Player one uses the left controller port and player two uses the right controller port. This setting assumes a joystick plugged into both controller ports one and two. The Left controller port always has priority in NON game or demo mode.

'PAUSE' / PAUSE / NO (default) or YES

This will allow pausing during a game but is an option to further help simulate the no pausing of a classic arcade machine. Set to 'NO', the player wont be able to pause the game. Set to 'YES' allows the game to be paused during play.



Fire Button Options:

BUTTON / FUNCTION / ALLOWABLE SETTINGS

'B' / BOOT UP / CONSOLE (default) or ARCADE

If set to CONSOLE mode this option boots the Jaguar with the logo and title screen, other screens as a normal cart game. If set to ARCADE mode this option boots the Jaguar without the logo, title or other screens other than what you see when you power up a real G.O.R.F.. Options are still available in demo mode as usual.

Volume Controls Options:

You wont see the controls at first, but when you press the "D" pad button it will bring up the 'SFX' and the 'VOX' volume controls when in the option screen. After a few seconds of no "D" pad activity, the two volume controls will disappear and stay hidden till you press the "D" pad again.

The direction in which you press the "D" pad, is what will determine how the volume changes. The following shows how:

'DOWN' – Decrease sound effects master volume

'UP' – Increase sound effects master volume

'LEFT' – Decrease Gorfian voice master volume

'RIGHT' – Increase Gorfian voice master volume

Asterisk and Hash Keys:

'#' – Press this key to show the credits screens

and thanks. A second '#' press shows the game credits (props to da crew), and a third '#' press exits back to the options screen. Or if you wait a while it will eventually return on its own.

'*' – Press this key to show the Jamie Fenton tribute screen. A second '*' press exits back to the options screen. Or if you wait a while it will eventually return on its own.

'** AND #' simultaneously will reset the Jaguar as usual. But be forewarned: Resetting from the options screen will not save the changes to it. You MUST exit via the option key.

Game Play:

Input During Play:

'D' PAD – Moves player in 8 directions.

'B' – Fires the player's missile.

'PAUSE' – Pauses the game during play if option #4, 'PAUSE' is set to 'YES'. Enables/Disables all sound as well.

'C' – Simulates a coin mech during demo and play mode only if option #2, 'PLAY' is set to 'COIN'.

'1' KEY – Selects a one player game if enough credit exists or option #2 is set to 'FREE' play.

'2' KEY – Selects a TWO player game if enough credit exists or option #2 is set to 'FREE' play.

Other Input:

This is for us to know and for you to find out.

Credits

3D Stooges is:

Terance "The Graphics Man" Williams
of Force Design. Artwork, advertising, promotion and testing.

Scott "JagMod" Walters
Business Manager. Lead debugging, coding, hardware, packaging and manufacturing.

Steven "The Gorfian Empire" Scavone
C.E.O. Lead coder, sound, art, design, and Gorfian crew chief.

Eternal Thanks To

Kevin Manne

of NUON-Dome.com. Packaging design, advertising, PR and lead testing. K3V1N, thanks for all your hard work and support. Your dedication is second to none! Not to mention your high quality work! Again, thanks!

Jason Smith

of Jaguar Sector II fame. Game tester and great support on JS III! Jason, I still want to play one of those VR deals. Expect a visit someday!

Glenn "AtariFan" Bruner

Game tester and all AMERICAN HERO! Support our troops as Glenn is one of them. God bless you Glenn and thank you and all the enlisted for your selfless and heroic service to ensure our freedoms! God Bless the Armed Forces and the United States of America!

Saturn Kincaid

Game tester and official Stooges administer of beatdowns! Thanks for your never-ending playing the death out of G.O.R.F. classic to ensure great quality to the Jaguar fans! And please don't hurt me...just kidding!

Jaguar Fans EVERYWHERE!

There is no one as dedicated and loyal as you are! Hey everyone over at JS II You Guys Rule!

...Most of all...

God Almighty. With Him, ALL things are possible!

Please! By all means...Enjoy G.O.R.F. Classic.

Legal

3D Stooges warrants this product for 90 days from date of purchase to be free from defects in material, operation and workmanship. What this means is 3D Stooges will replace the game with a working copy for up to 90 days if found to be defective. This game has been extensively tested during its development and is known to be free from any possible defect in operation. However, 3D stooges is NOT responsible for any possible oversight in development and is not liable for any defect discovered by the user. 3D Stooges is NOT liable for any damage this product causes to your hardware. There is very little likelihood of such damage but is not the responsibility of 3D Stooges to correct if such an event is to occur. Some games and their associated patterns may cause reactions in some people with epilepsy and other similar health disorders. 3D Stooges can not and will not be responsible for any illness, health loss or even death caused by use of this product. By using this product you agree to the above and any other agreement in this package. Some states may not allow such limitations. Your rights vary from state to state.

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