JAMESTOWN

LEGEND OF THE LOST COLONY

INSTRUCTION MANUAL

INTRODUCTION

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WELCOME TRAVELER, TO JAMESTOWN: THE NEW FRONTIER OF BRITISH COLONIAL MARS.

SIR WALTER RALEIGH, FLEEING BRITISH PERSECUTION, HAS COME TO THE NEW WORLD SEEKING RETRIBUTION, FREEDOM AND A CHANCE TO CLEAR HIS NAME.

HOWEVER, UPON REACHING HIS DESTINATION RALEIGH FINDS HIMSELF AMIDST THE FRONT-LINES OF A WAR BETWEEN BRITISH COLONISTS AND THE INDIGENOUS MARTIAN ARMIES.

ABOARD HIS FLYING CONVEYANCE RALEIGH MUST SWATH A PATH TOWARDS HIS DESTINY. WHAT FOES OR FRIENDS AWAIT HIM IN THIS MYSTERIOUS LAND?

AND WHAT SECRETS DO THE DARKEST PARTS OF THE PLANET HOLD...?

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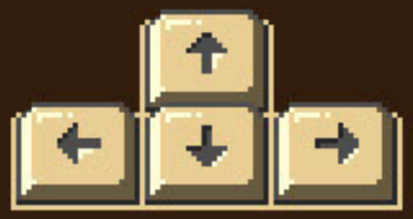
CONTROLS

THERE ARE MANY WAYS TO CONTROL JAMESTOWN: LEGEND OF THE LOST COLONY.
USING ANY OF THE DEVICES LISTED BELOW YOU CAN JUMP INTO THE FRAY!

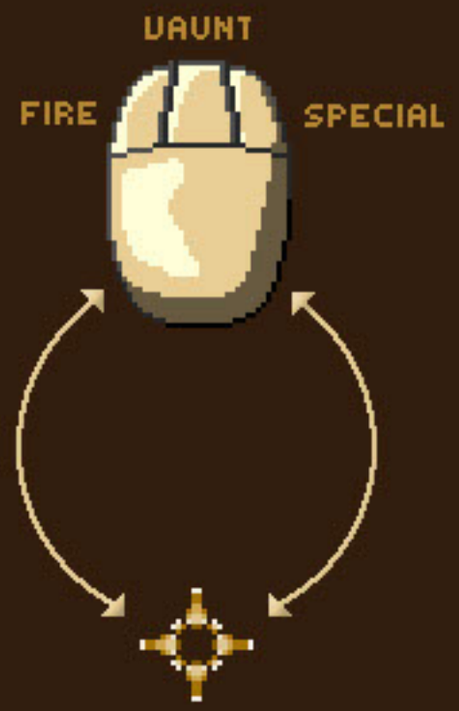
KEYBOARD





MOVEMENT

MOUSE



MOVEMENT

XBOX CONTROLLER





MOVEMENT

(OTHER CONTROLLERS MAY VARY BASED ON SPECIFIC HARDWARE)

MULTIPLE PLAYERS MAY BIND INTO THE GAME AT THE BIND SCREEN.
ADDITIONAL MICE, KEYBOARDS OR CONTROLLERS CAN BE PLUGGED IN TO ACCOMMODATE UP TO 4 PLAYERS.

REBIND CONTROLS?

DEFAULT CONTROL BINDINGS ARE LISTED ABOVE
HOWEVER, KEYBOARDS AND CONTROLLERS ALLOW YOU TO FREELY REBIND YOUR BUTTONS.

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SHIPS

FIRE | SPECIAL | FIRE | SPECIAL | FIRE | SPECIAL | FIRE | SPECIAL



BEAM

FIRE:
A WIDE ANGLE SPREAD SHOT.

SPECIAL:
A FOCUSED BEAM DESIGNED TO DO HEAVY DAMAGE.

TIP:
BEAM IS DESTRUCTIVE AND SLOWS DOWN PLAYER FOR PRECISION.

GUNNER

FIRE:
A RAPID-FIRE GATLING GUN AND WAVE SHOT.

SPECIAL:
CHANGE DIRECTION OF THE WAVE SHOT.

TIP:
PRESS AND RELEASE SPECIAL TO HOLD FIRE IN DESIRED DIRECTION.

CHARGE

FIRE:
A RAPID-FIRE GATLING GUN.

SPECIAL:
A SLOW-MOVING SPHERE THAT DEALS DAMAGE OVER TIME.

TIP:
CHARGE BALL WILL SLOW DOWN THE FARTHER IT TRAVELS.

BOMBER

FIRE:
A STRING OF DAMAGING PELLETS.

SPECIAL:
DETONATE THE FIRED PELLETS, CAUSING SEVERE DAMAGE.

TIP:
HOLDING DOWN SPECIAL WILL CAUSE DAMAGE TO NEARBY ENEMIES.

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VAUNT

VAUNTING IS A CRUCIAL PART OF JAMESTOWN: LEGEND OF THE LOST COLONY.
IT PROVIDES PROTECTION, FIREPOWER AND ADVANCED SCORING.

PICKING UP GOLD WILL FILL YOUR VAUNT-METER.
WHEN FULL, YOUR VAUNT CAN BE ACTIVATED.





ACTIVATING VAUNT WILL PRODUCE A LARGE SHIELD AROUND YOU.
THIS SHIELD DISSOLVES BULLETS WITHIN IT FOR A SHORT TIME.

AFTER THE SHIELD VANISHES, YOUR VAUNT-METER WILL DRAIN.
TO MAINTAIN VAUNT, PICK UP MORE GOLD TO FILL YOUR METER.





WHILE VAUNT IS ACTIVE, YOUR SHIP DEALS TWICE AS MUCH DAMAGE.
IN ADDITION, A SCORE MULTIPLIER WILL BE IN EFFECT FOR THE DURATION.

WHEN YOUR VAUNT ENDS, YOU WILL BE AWARDED A LARGE SUM OF POINTS.
THE NUMBER AWARDED IS BASED ON HOW LONG YOU MAINTAINED VAUNT.

+2640

WHEN PLAYING WITH MULTIPLE PEOPLE, YOU CAN ACHIEVE MASSIVE SCORES BY VAUNTING SIMULTANEOUSLY.
DOING SO WILL INCREASE THE MULTIPLIER EXPONENTIALLY FOR EACH ADDITIONAL VAUNT.

2x - 4x - 8x - 16x

WHEN SURVIVAL IS MORE IMPORTANT THAN REWARDS, AN EMERGENCY VAUNT CAN BE USED.
THIS SECOND VAUNT WILL GIVE YOU A SMALLER SHIELD, BUT LESS POINTS ARE AWARDED.
AFTER ITS USE, YOU WILL BE UNABLE TO FILL YOUR VAUNT-METER FOR A BRIEF TIME.



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PICK-UPS

10 POINTS



GIVES A TINY
AMOUNT OF VAUNT

100 POINTS



GIVES A GOOD
AMOUNT OF VAUNT

1000 POINTS



GIVES A LARGE
AMOUNT OF VAUNT

2000 POINTS



CHOCK FULL OF VAUNT



BRINGS BACK ALL DOWNED PLAYERS INSTANTLY



BRINGS BACK ONE DOWNED PLAYER INSTANTLY
(FOUND ON HIGHER DIFFICULTIES)

SCORE & DUCATS

SCORES IN JAMESTOWN CHALLENGE PLAYERS TO
COMPETE FOR LEADERBOARD SUPREMACY.
TO GET A HIGH SCORE YOU SHOULD:

- PLAY ON HIGH DIFFICULTIES.
- COLLECT ALL THE GOLD THAT ENEMIES DROP.
- FIND THE "SPECIAL KILLS" FOR VARIOUS ENEMIES.
- ABSORB LOTS OF BULLETS WITH THE VAUNT SHIELD.
- MAINTAIN VAUNT FOR A LONG TIME.
- ACTIVATE VAUNT WITH LOTS OF PLAYERS.

A BONUS WILL BE GIVEN AT THE END OF THE MISSION
BASED ON HOW FEW CREDITS YOU USED.

DUCATS ARE THE CURRENCY OF JAMESTOWN.
USE THEM TO PURCHASE FEATURES IN THE SHOPPE.



YOU CAN GET DUCATS BY:
COMPLETING MISSIONS
(REWARDS ARE GREATER FOR HIGH DIFFICULTIES)

SURVIVING EACH CHALLENGE LEVEL
(EACH FIRST COMPLETION AWARDS A LARGE SUM)

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MENU INTERFACE

MISSION MAP

THE CARTOGRAPHY OF LEVELS IN JAMESTOWN.

LOCKED MISSION

REQUIREMENTS FOR UNLOCKING THIS MISSION HAVEN'T BEEN MET.

CURSOR

ON THIS SCREEN, ALL CONTROLLERS MAY MOVE THE CURSOR.

BONUS LEVELS

A LIST OF BONUS CHALLENGES (UNLOCKED BY BEATING ONE MAP ON DIFFICULT).

GAUNTLET MODE

PLAY THROUGH ALL THE LEVELS WITH LIMITED CONTINUES (UNLOCK IN THE SHOPPE).

SHOPPE

GATHER YOUR DUCATS AND PURCHASE FEATURES HERE.



DIFFICULTY GEMS

SHOWS ALL DIFFICULTIES THE SELECTED MISSION HAS BEEN COMPLETED ON.

OPTIONS

A LIST OF SETTINGS FOR JAMESTOWN: LEGEND OF THE LOST COLONY.

LEADERBOARDS

CHECK THE ONLINE OR LOCAL LEADERBOARDS.

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GAME INTERFACE

LIVES

NUMBER OF TIMES YOU CAN GET HIT BEFORE USING A CREDIT. (SINGLE-PLAYER ONLY)

SCORE COUNTER

YOUR CURRENT NUMBER OF POINTS, THIS REPRESENTS A COMBINED SCORE FOR ALL PLAYERS.



VAUNT METER

SHOWS HOW MUCH VAUNT YOU'VE GATHERED AND HOW MUCH LONGER YOUR VAUNT WILL LAST.

SCORE STARS

A GRAPHICAL REPRESENTATION OF YOUR SCORE, HIGHER SCORES EARN YOU MORE STARS.

SCORE MULTIPLIER

MULTIPLIES THE SCORE GAINED FROM ENEMIES AND PICK-UPS. (RAISED BY VAUNTING)

CREDITS

NUMBER OF CONTINUES YOU HAVE REMAINING. IF THIS GOES UNDER ZERO, IT'S GAME OVER.

PLAYER

THE CONVEYANCE THAT WILL SHAPE YOUR DESTINY.

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BONUS LEVELS

BONUS LEVELS IN JAMESTOWN: LEGEND OF THE LOST COLONY CONSIST OF 20 CHALLENGE LEVELS.
TO UNLOCK THE FIRST CHALLENGE PACK, YOU MUST FIRST BEAT ANY MISSION ON DIFFICULT.
ADDITIONAL CHALLENGE PACKS UNLOCK AFTER COMPLETING 3, 6, 10, AND 16 BONUS MISSIONS.

TIMED CHALLENGES

GOAL: SURVIVE UNTIL THE TIMER RUNS DOWN TO ZERO!

SCORE CHALLENGES

GOAL: RACK UP ENOUGH POINTS TO MEET THE SCORE REQUIREMENT BEFORE THE TIMER EXPIRES.

THE KEY TO MOST SCORE CHALLENGES IS TO TAKE ADVANTAGE OF THE SPECIAL KILL ASSOCIATED WITH THE SPECIFIED MAP.

E.G. IN "TRAINYARD SIEGE" DESTROY THE MAIN CAR LAST TO EARN MORE POINTS AND GOLD.

RING CHALLENGES

GOAL: FLY THOUGH ALL THE RINGS AS YOU MOVE THOUGH THE LEVEL. LETTING A RING REACH THE BOTTOM OF THE SCREEN WITHOUT BEING ACTIVATED WILL RESULT IN A MISSION FAILURE.



STANDARD RING:
DON'T MISS EVEN ONE.



MULTI-RING:
REQUIRES MULTIPLE PLAYERS TO FLY THROUGH.



REVIVE RING:
BRINGS BACK PLAYERS



CHALLENGES CAN BE PLAYED WITH UP TO 4 PLAYERS.
BRING A FRIEND... OR THREE!

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LEADERBOARDS

BY CONNECTING TO STEAM WHILE PLAYING JAMESTOWN: LEGEND OF THE LOST COLONY, PLAYERS CAN SUBMIT THEIR HIGHEST SCORES TO THE ONLINE LEADERBOARDS: A GLOBAL LIST OF THE HIGH SCORES.

SCORES ARE STORED ONLINE AND LOCALLY. THEY DEPICT:
YOUR STEAM NAME, THE SCORE ACHIEVED, THE DIFFICULTY PLAYED AND THE SHIPS USED BY EACH PLAYER.

#1:	Jim	1,579,518
1	legendary	[Beam, Chrg, Beam, Beam]

SCORES CAN BE UPLOADED AT THE END SCREEN OF ANY CAMPAIGN MISSION OR GAUNTLET RUN.
YOU MUST BE LOGGED INTO YOUR STEAM ACCOUNT IN ORDER TO UPLOAD YOUR SCORES.

GLOSSARY

CONVEYANCE - A STEAM-POWERED AIRCRAFT ENGINEERED BY SIR WALTER RALEIGH.

DUCATS - THE CURRENCY OF THE GAME, USED TO BUY NEW SHIPS, MISSIONS, AND CONTENT.

GAUNTLET - A GAME MODE THAT PLAYS THROUGH ALL FIVE LEVELS CONSECUTIVELY, WITH LIMITED CONTINUES.

GOLD - THE GOLDEN NUTS AND GEARS DROPPED BY ENEMIES THAT PROVIDE POINTS AND VAUNT.

REVIVE - AN ITEM THAT BRINGS DOWNED PLAYERS BACK INTO THE GAME IMMEDIATELY.

REVIVE ALL - BRINGS ALL PLAYERS BACK INTO BATTLE.

REVIVE ONE - BRINGS ONE PLAYER BACK INTO BATTLE.

UNVAUNTABULLET - SPECIAL BULLETS THAT CAN HIT YOU THROUGH THE VAUNT SHIELD.
(APPEAR ONLY ON JUDGEMENT DIFFICULTY.)

VAUNT MODE - A MODE WHERE YOU DO EXTRA DAMAGE AND GAIN EXTRA POINTS.

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