

VORRAK

AVALON HILL'S TRADEMARK NAME FOR ITS
MICROCOMPUTER GAME OF ASTEROID INFILTRATION.

INSTRUCTIONS

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Baltimore, MD., Printed in USA.
Atari 800®, 48K Memory

The mighty Vorrakian orbital fortress has enslaved the people of Chi Draconis for decades. Since its arrival, it has decimated the Draconian Star Force, extracted a staggering tribute of transuranic ore, and held the entire system hostage under its planet-cracking antimatter missiles. Without a fleet, the Draconian's cause seemed hopeless. Until now . . .

Long range neutrino scans have revealed a flaw in the asteroid-fortress. Probes clearly show a narrow fissure in the surface. A fissure that seems to extend to the very core of the fortress!

The pitiful remains of the fleet wouldn't have a prayer. But a lone fighter might have a chance to penetrate the fortress, to destroy the emerald power crystal.

The fissure is not unguarded, of course. At the very least, the fighter will have to deal with a Vorrakian squadron on patrol over it. And the deep scans hint at other, more deadly barriers.

The people of Chi Draconis cry out for deliverance! Will you dare the challenge of VORRAK?

LOADING INSTRUCTIONS

ATARI Diskette Load

- A. Insert BASIC cartridge and plug joystick into port #1.
- B. Turn on disk drive.
- C. Wait for busy light to go off.
- D. Insert the game disk.
- E. Turn on the computer.
- F. The game will automatically be loaded and started.

ATARI Cassette Load

- A. Insert BASIC cartridge and plug joystick into port #1.
- B. Power up the system.
- C. Insert the cassette.
- D. Type RUN "C:"
- E. Computer will beep. Press PLAY on the cassette player, hit RETURN key.
- F. When the first segment is loaded, do not rewind or stop the cassette. The program is in four segments.
- G. The title will be displayed.

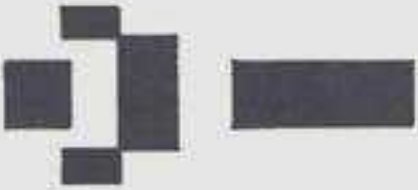
H. Three times the computer will ask you to press the RETURN key. This is to load segments two through four.

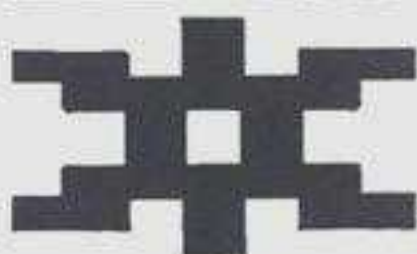
I. Segment three takes a while to load, please be patient.

J. After loading segment four, game will automatically start.

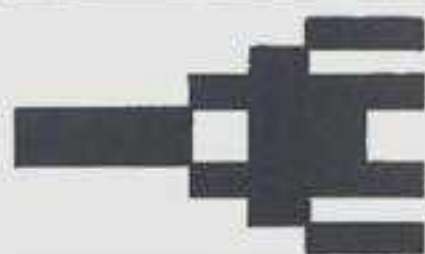
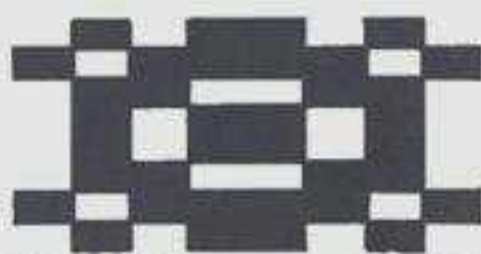
You start the game with five fighters. The current fighter appears at the left edge of the screen. Moving the joystick up or down moves the fighter up or down. Your fighter coasts to the right at a constant speed you cannot reduce. You can, however, speed up temporarily. Pressing the joystick to the right will fire your thrusters. You will move at a faster speed as long as you hold the joystick to the right.

Pressing the red button fires your laser. Its range is roughly the length of your fighter, which isn't much. It's a good tactic to hold your laser and sweep it past your target. Short bursts are ineffective.

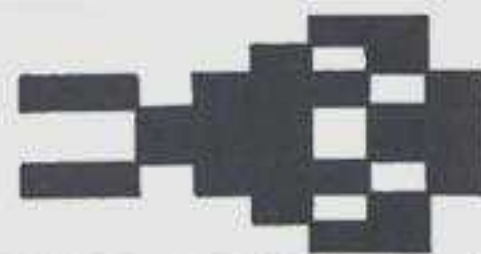
Object	Score	
Mine _____	20 points	
Vorrak Ship _____	30 points	
Android _____	50 points	
Power Emerald _ segment	90 points	



Mine
2 Types
of Mines



Vorrak Ship
2 Types
of Ships



Android

Power Emerald
segment



Hitting an object, hitting the walls of the asteroid, or being shot will destroy your ship. The next ship in your group will start over at

the beginning. The line of ships in the lower right hand corner keeps track of how many ships you have left.

The diskette version has a difficulty level feature. If you complete a pass through the entire cave, you will get to do it over again, with a more difficult cave. If you manage to make it through the next two caves (each harder than the last), you will get to try the first one again—with a more sluggish joystick.

The cassette version will keep you in the same cave, but will replace all the objects you shot.

When you finally lose all your ships, the computer will display your score and rank. Ranks are as follows:

Score	Rank
0-500	Ground Gripper
501-1000	Co-pilot
1001-1500	Shuttle Pilot
1501-2000	Fighter Pilot
2001-4000	Interceptor Ace
4001-6000	Eliminator Ace
6001 +	Eradicator Honcho

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price.

The Avalon Hill Game Company

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced within thirty days provided you send proof of purchase. Thereafter, send \$5.00 with the software for handling and postage.

DESIGN CREDITS

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Program Development: Winchell Chung
Package Design and Art: Bob Haynes
Prep. Dept. Coordinator: Elaine Adkins
Typesetting: Colonial Composition
Printing: Monarch Services, Inc.

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