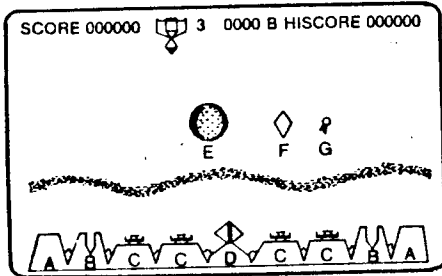


ATARI VERSION
 BY
 RORKE WEIGANDT
 AND
 ERIC HAMMOND

You are Marauder, conqueror of planets, feared by alien forces throughout the galaxy. Your mission: Overcome alien ground defenses and destroy the planet's power source before time runs out.
 Two stages - played separately - make up Marauder.

STAGE I



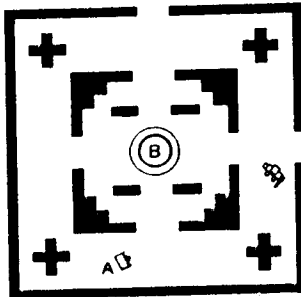
- A. 500 points/Missile Base
- B. 500 points/Mine Launcher
- C. 500 points/Laser Turret
- D. 800 points/Fireball Launcher
- E. Indestructible Fireball
- F. 100 points/Mine
- G. Missile

You are the pilot of a ship attacking an alien planet and its defense installations. Destroy the ground defenses of the planet and land in the ruins of the fireball launcher.

But watch it! The defending aliens have a barrage of defenses to protect themselves - lasers, space mines, indestructible fireballs, missiles and an energy shield - all of which can destroy your spacecraft.

STAGE II

SCORE 000000 MEN 6 0000 B HISCORE 000000



- A. Robot - 300 points
- B. Hitting Power Center collects bonus points

Your ground assault begins in the center of the city near the entrance to a labyrinth. Your Mission: Search out and destroy the power source.

Be careful! Defending robots prowl the corridors of the labyrinth and will shoot you on sight. To add to the danger, you are not aware of their location until they are within your field of vision.

The robots can communicate with each other, and see and hear your shots. Kill and outrun them while you make your way through the maze to the power source. A single shot from your hand laser destroys the power source; it's worth the value of the bonus points still on the timer.

EXTRA SHIPS

You get an extra ship at:
100,000 points in Stage I
50,000 points in Stage II

TO BEGIN PLAY

Insert your disk into the drive and turn on its power. Then turn on the computer.

Use the OPTION key to toggle between Stage I and Stage II. Use the SELECT key for starting skill level. There are ten (0-9) selectable skill levels, but you must earn levels 10 to 15. Press the START key or the Joystick button to begin.

If you are in Stage I and you hit the OPTION key for Stage II, you won't go to the second stage until the START key or Joystick button is pressed.

JOYSTICK CONTROLS

Stage I

Button fires missile.
SPACE BAR for power boost which requires a four-second interval between uses.

Stage II

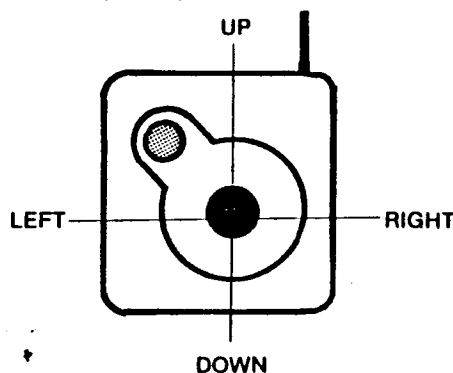
Button fires missile.

SPECIAL COMMANDS

Restart game - Press START.

Pause - Press ESC.

Resume - Press ESC or Joystick button.



MRD-201

