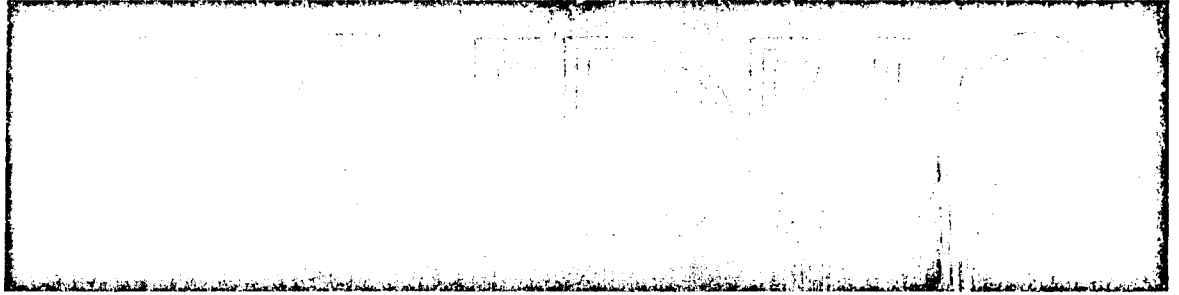
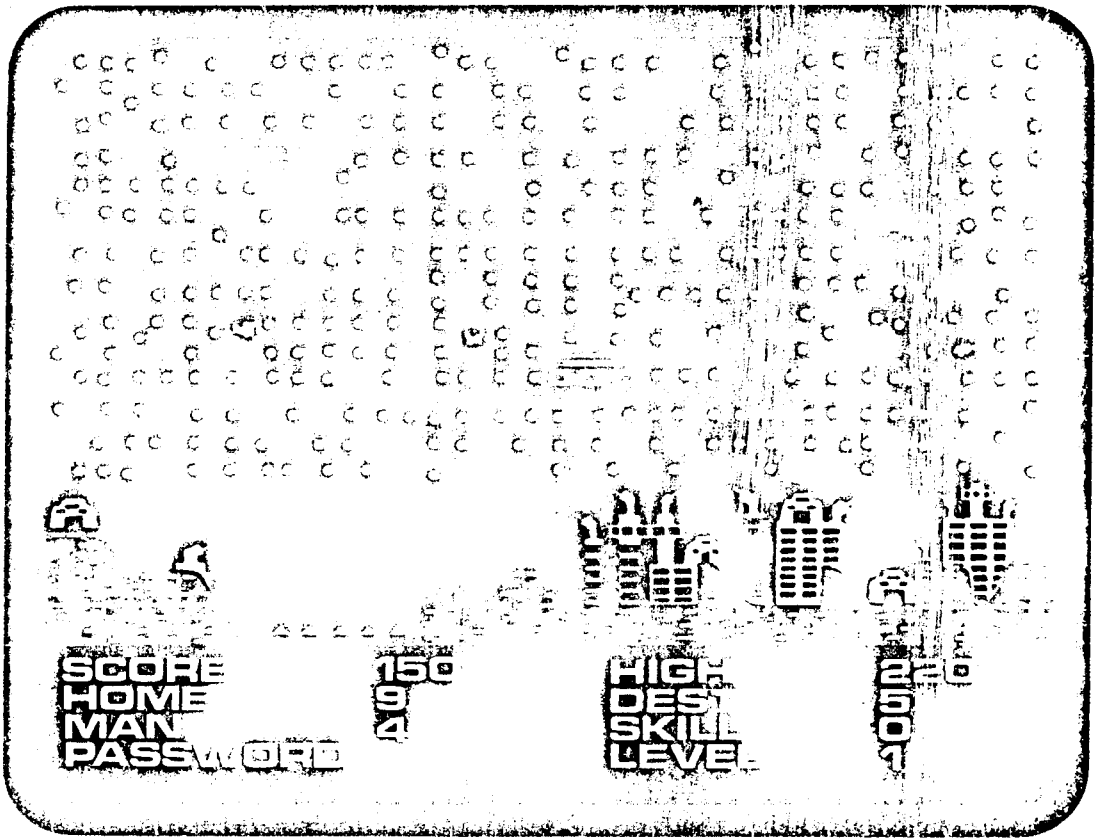


# RAIDUS



**A REAL TIME ACTION GAME FOR THE ATARI® 400/800 COMPUTERS**



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## LOADING INSTRUCTIONS

Insert basic cartridge into left hand slot, and plug joystick into port 1.

**CASSETTE:** -Insert cassette into 410 recorder  
-Rewind tape, then press play button  
-Type RUN "C: then press return twice  
-Cassette will automatically load and run

**DISK:** -This is an autoboot disk  
-Insert disk in drive  
-Turn computer on  
-Disk will automatically load and run

## PLAYING OF THE GAME

To start the game, type in code sequence for desired difficulty level and press return. Difficulty level automatically defaults to level 1.

**OBJECT OF THE GAME:** -Leave mother ship,  
-Fly down to planet surface,  
-Find and destroy Evil Overlord,  
-Fly back to mother ship and dock,  
or -Continue to destroy Overlords for points.

Upon being destroyed you will lose 1 ship, and your next ship (if any) will materialize back at the mother ship.

One of your ships will be destroyed if:

- you are hit by enemy fire from the Crone ships or the land based Star Blasters, or;
- you crash into the mother ship, a Crone ship, a space boulder, or the planet surface.

## OPERATION OF CONTROLS

**Movement** - You have unlimited fuel.  
- 8 direction flying is available by moving the joystick to the desired angle.  
- Acceleration is accomplished by applying bursts of thrust in the desired direction.  
- Holding joystick in one direction will cause increased acceleration - avoid moving too fast.  
- Decelerating and stopping is accomplished by applying thrust in the opposite direction of movement.  
- With the joystick in the centre position the ship will continue to drift maintaining a constant direction and velocity.

**Firing** - You have unlimited ammunition.  
- Depressing the red firing button disengages movement control and activates the blasters.

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## CONTROL BUTTONS:

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Option - No  
Select - No  
Start - Will  
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## OPTIONS

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## SCREEN DISPLAY

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**HIGH:** - High

**HOME:** - Nurr

**DEST:** - Nurr

**MAN:** - Nurr  
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**SKILL:** - Rattr

**PASSWORD:** - Coc

**LEVEL:** - Diffic

- Moving the joystick with the firing button depressed will activate one of the 8 blasters.
- Short range automatic fire can be achieved by holding the joystick in one direction while firing.
- Long range fire can be achieved by single movement of the joystick in the desired direction while firing.

#### CONTROL BUTTONS:

- Reset** - Will erase the memory. The game must be reloaded to continue. (Disk will automatically reboot.)
- Option** - No effect
- Select** - No effect
- Start** - Will restart the game, maintaining high score and level. No re-starts are allowed during game play.

#### OPTIONS

There are 216 difficulty levels accessed by code sequence.

Upon successful return to the mother ship after destroying the Evil Overlord, you will be given the code sequence for the next level. Be sure to write it down!

The difficulty level determines the speed of your ships, the speed of the Crones, the number of space boulders, and the distance to the Evil Overlord.

#### SCREEN DISPLAY AND SCORING

- SCORE:**
  - 10 points per Crone ship destroyed. Points doubled if flying along the planet surface screen, and increased if your ship has just destroyed an Overlord.
  - Bonus points and 1 additional ship for destroying each Evil Overlord.
- HIGH:** - High score is the best score for that playing session.
- HOME:** - Number of horizontal screens away from mother ship.
- DEST:** - Number of horizontal screens away from Evil Overlord.
- MAN:**
  - Number of your ships left for that game, including the one currently in play.
  - Game starts at 5, and is restored to 5 upon successful docking at completion of mission.
- SKILL:** - Rating given to determine skill level relative to level of play.
- PASSWORD:** - Code sequence for that level of play.
- LEVEL:** - Difficulty level now in play, 1 to 216 as applicable.

# RAIDUS

By Daniel J. Dorey

16K Cassette

32K Disk

This game requires the Atari Basic cartridge and one joystick

The Cronian Empire suppresses its conquered populations by the installation of mechanical "Evil Overlords" on each planet. These devices act as a central control for the tyrannical Cronian security. The planned rebellions can only succeed with the destruction of these Evil Overlords.

Raids by individual attack fighters are the only possible method of penetrating the formidable Cronian planetary defences.

## **YOU ARE A LONE RAIDER ABOUT TO EMBARK ON A MISSION FILLED WITH PERILS!**

Upon launch from the mother ship you must fly down to the planet surface; locate and destroy the Evil Overlord; and return to the mother ship.

The dangers are many:

- Can you penetrate the Cronian air defence system?  
You must avoid or destroy the endless pairs of Cronian ships that pursue you. You have at your disposal short range automatic blasters and long range single shot blasters.
- Can you reach the planet surface?  
You must avoid the countless space boulders that surround the planet.
- Can you survive the land based Cronian defences?  
You must avoid the deadly fire from the numerous Cronian Star Blasters.
- Can you find and destroy the Evil Overlord?  
It is located somewhere in the spectacular alien cityscape. You have a direction finder to aid you in pinpointing the location of the Evil Overlord.
- Can you return to the mother ship without falling prey to any of these hazards?

## **THE OUTCOME OF THE MISSION IS IN YOUR HANDS!**

RAIDUS is not a game that you will easily master. The 216 code-accessed levels of play will ensure that it remains challenging for a long time.

The use of player-missile graphics, redefined characters, and machine language sub-routines allows the smooth play action and superb animation that RAIDUS features. The graphics are the highest resolution possible on a television screen.

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