

LOADING INSTRUCTIONS:

DISKETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert diskette into drive - turn on computer.

CASSETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert cassette into cassette player - rewind fully.
- o Press 'PLAY' on cassette player.
- o Hold down 'START' key on computer.
- o Turn on computer.
- o Press the 'RETURN' key after you hear the tone.
- o Allow the tape to continue loading after the 'intro'.
- o If you have a disk drive, be sure to DISCONNECT the drive before loading the cassette.
- o If program will not load, try other side of cassette.

Artworx will replace any defective cassette or diskette free of charge within 90 days from date of purchase. If you damage your cassette or diskette any time after the warranty period, send it plus \$5.00 to Artworx for replacement.

ROCKET RAIDERS

Artworx

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ROCKET RAIDERS

written by Richard Petersen
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The asteroid base is about to come under heavy attack by an alien colony from another galaxy. The attack can occur day or night. Fortunately, your colony is equipped with defenses that can provide ample time for your people to seek shelter in the mine shafts inside the asteroid.

Reports indicate that these aliens will relentlessly pound away at your colony with rockets and from time to time the mother ship will send down various sizes of killer saucers. Each is capable of great speeds, maneuverability and aggressiveness. Some are even equipped with cloaking devices making the craft invisible! All of the ships are loaded with pulsar bombs which, when dropped, send great electric charges into the city, disrupting energy supply in vital areas. If a saucer penetrates the protective shields, it is capable of destroying the entire base with one shot from its main cannon.

Your city is protected by an ion shield that will vaporize any saucer that enters it, thus saving the colony from destruction. Unfortunately, part of the shield is almost always damaged in various degrees each time it is hit. The weakened areas may allow some of the faster rockets to penetrate and ultimately hit your city if not intercepted in time. The shield is useless in stopping the mother ships or their weapons and is turned off every time you fire a missile at the enemy so that your missile will not be vaporized.

Your missile launcher is capable of blowing up incoming rockets and killer saucers with magnetic impulse missiles. You must protect the launching pad at all costs; a direct hit may leave you defenseless. To use the joystick to control the movable crosshair sight, press the fire button to launch a missile to intercept the enemy. You will see the missile travel into space, explode and hopefully destroy its target. Your base has a virtually unlimited supply of missiles, but limited energy.

Initially, your colony has 500 units of energy on tap at any given time. In an emergency, all of its energy is diverted to the base's defenses. The speed at which the missiles travel through space is directly proportional to the amount of energy available. With low energy, you will be practically defenseless because the impulse rockets will have very little power to shoot a missile. The force field will darken in color as your energy decreases. A percentage of the base's energy will be depleted every time it sustains a hit from a rocket or pulsar bomb. Firing a missile will consume a small percentage of energy. No energy is used when the force field is

The amount of energy remaining and your score will be continually updated and displayed at the bottom of the screen. A direct hit on a small rocket is worth 3 points. A hit on a large (brighter) rocket is worth 5 points. Hitting both with one missile will earn you a 50 point bonus. Each time that you down a killer saucer, your score will increase by 25 points. After you reach 200 points, a bell will signal a bonus of 200 energy units. For every 100 points after that, your base will get another 100 energy units.

As the battle continues, the enemy will fire rockets more often and at faster speeds while zeroing in on your missile launcher. They will also be checking your energy level, sending out killer ships more often when you are vulnerable. Keep your crosshair sight moving to line up your next shot even though another is still on the way. Only wait for a target to come to you if you must; a killer saucer can cause a lot of damage by the time it is an easy mark. There is a slight chance that hitting a war ship right over the launching pad could damage it from falling debris. Avoid wasting energy by making your shots count. If you are attacked by an invisible saucer, watch carefully for its silhouette against the landscape. The siege goes on until the base is totally destroyed by the aliens.

GOOD LUCK!!