# ROCKET RANGER™

**AMIGA VERSION**

## HOW TO USE THIS CARD

Rocket Ranger is not just a game, it is an experience. Playing Rocket Ranger is very intuitive, so try exploring on your own for a while. Then if you need help, consult this reference card.

## SYSTEM REQUIREMENTS

1. An Amiga 500, 1000, or 2000 with at least 512K of RAM.
2. A joystick connected to Port 2.

## OPTIONAL EQUIPMENT

1. An external disk drive (strongly recommended).
2. Mouse connected to Port 1.

## GETTING STARTED

If necessary, boot your Amiga with Kickstart 1.2. At the Workbench prompt put Reel One in the internal drive. If you have an external drive, put Reel Two into it. The game loads automatically. If you have only one drive, follow the prompts on screen to change reels. Press any key to skip the intro.

NOTE TO 512K USERS: Rocket Ranger uses ALL of the memory in the 512K machine. You must shut down any other applications and windows you have to run the game. It is suggested that you start Rocket Ranger up directly after Kickstart.

## OBJECT OF THE GAME

As Rocket Ranger, you must stop the Nazi war machine from spreading over the entire planet. Steal the five randomly placed parts needed to build a rocket ship, then obtain enough lunarium to fly to the source of the Nazi's power– the moon!

## PAUSING/SAVING THE GAME

To pause the game, press the right mouse button. A screen containing the options ''Resume'' and ''Screen'' will appear. The game is now paused. To continue playing, click on the ''Resume'' option. Click on the ''Screen'' option to hide the game. This looks like a CLI screen. To continue playing close up the CLI window, pull down the Workbench screen and click on ''Resume''. Please consult your Amiga owner's manual if you need help closing and moving windows. NOTE: A complete game usually takes less than an hour, so there is no save game feature.

## HOW TO PLAY THE GAME

You will have to figure out much of what is going on in this fantastic universe on your own, but along the way you must master eight arcade sequences and a complete strategy game. Rocket Ranger is completely joystick controlled. NOTE: For best results, tap the joystick lightly when changing menu selections.

## FT. DIX MENU

After reading Chapter 1, press the button to continue (to advance past text screens, and most other screens in the game, press the button). You will see the Fort Dix menu. The choices on the menu are: WAR ROOM, FUEL DEPOT, ROCKET LAB and TAKEOFF. IMPORTANT: You cannot remain in Ft. Dix longer than twelve months in a row or you risk a court martial for cowardice. Wars are won by fighting, NOT by hanging out in New Jersey.

## WAR ROOM

You have five agents that will help you find the rocket parts, enemy targets, and enemy bases. There are 26 different regions you can access here, corresponding to your Secret Decoder Wheel. The following icons can appear on the map—some immediately, and some only after your agents find them:

| Zeppelin Fleet | Agent | Nazi Base | Your Location | Nazi Zeppelin | Rocket Lab |
|---|---|---|---|---|---|

The War Room is the ONLY place you will be able to contact your agents. To direct an agent, move the tip of the arrow pointer onto the region he is in and press the button. You will hear a sound cue if you are not in a valid region. The following information will be shown on the screen when you select a region:

<div align="center">

&lt;REGION NAME&gt;

&lt;REGION STATUS&gt;

&lt;AGENT ORDERS&gt;

&lt;AGENT COVER&gt;

RESERVERS        ASSIGNED

AGENTS

CHANGE ORDERS

CHANGE COVER

REPORT

CONTINUE

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**AGENTS:** You can transfer agents in and out of regions by placing the selector bar around this choice and pressing the button. If you have several agents in RESERVES or ASSIGNED, this may take several presses until you have the combination you desire.

**CHANGE ORDERS:** The first time you place an agent into a region, you may not select this option. You may only order an agent to ORGANIZE RESISTANCE AFTER he has successfully INFILTRATED a country. Put the selector bar on this option and press the button to change orders. The new orders will be reflected in &lt;AGENT ORDERS&gt; above. When an agent has successfully organized resistance, the region will change to the same color as the United States. The Nazi war effort will be delayed for several months when they try to conquer regions that are resisting. These regions will flash red as they battle with the Nazis.

**CHANGE COVER:** Orders will be carried out more quickly by agents in HIGH PROFILE (while icons on the War Room map) or if two or more agents are assigned to the same region. However, in both cases the agents run a higher change of blowing their cover and being shot. Agents who are located in countries occupied by the Nazis face a greater risk of exposure as well. Agents in LOW PROFILE (black icons) will take longer to accomplish their mission, but have less chance of being caught.

**REPORT:** When an agent wishes to REPORT, his icon will FLASH rapidly on the War Room screen. Put the selector bar on REPORT and press the button. As long as you keep the agent in the same region, you may read his latest report as often as you wish.

**CONTINUE:** Select this option to go back to the main War Room map.

**NAZIEFFICIENTY:** This is how quickly the Nazis move. Several things affect this rating. They start at 80% efficiency but if the Nazis take Professor Barnstorff to the moon, they will use his expertise to raise efficiency to 100%! Besides protecting the Professor, you must also pay close attention to your agents. Occasionally they will find important Nazi targets. You can slow down the Nazi war machine by hitting these vital targets, as well as by raiding bases for lunarium.

## FUEL DEPOT
This is where lunarium is handled. The three places lunarium can be moved to/from are: LUNARIUM STORAGE, ROCKET PACK, ROCKET SHIP. To move lunarium from one place to the other, push the joystick up or down to move the transfer arrow, then left or right to move the lunarium. You cannot carry more than 250 units of lunarium in your rocket pack, and no more than 500 units in the rocket ship. Click the button to leave.

## ROCKET LAB
After you successfully find and steal rocket parts, you may go here to see the ship being built, or to see how many of the five parts you still need. Click the button to leave.

## TAKEOFF
Whenever you leave Ft. Dix, you must do the takeoff sequence. Choosing Takeoff from the Ft. Dix menu will bring up the "destination" screen. Follow the prompts on the screen to take off.

## SECRET DECODER WHEEL
The rocket pack has a self-navigation system. By transferring the proper amount of lunarium into the pack, you may travel to any region of the world using your Secret Decoder Wheel. To use the Wheel, line up the name of your current location (see the RR icon on the destination map) with the notch on the wheel and scan down the potential destination regions, noting the proper lunarium amount for the destination you desire. Then, to enter this amount, press the joystick button. You will be prompted to load lunarium from your tank to the rocket chamber. Move the joystick LEFT or RIGHT to INCREASE or DECREASE the indicated units of lunarium. When satisfied, press the button AGAIN. Should you accidentally enter the wrong amount, you will be given an opportunity to correct the error. If you wish to STAY in your current loation, enter ZERO for the amount of lunarium in your rocket chamber.

## WRIST COMPUTER

When you are in a region other than the USA (Ft. Dix) you will access your Wrist Computer at the end of any action. The choices on the wrist computer are: PICK DESTINATION and SEND SOS. PICK DESTINATION works the same way as the Takeoff option from Ft. Dix, but you will automatically takeoff after you transfer the lunarium to your rocket chamber. SEND SOS should be used when you do not have enough lunarium to make it back to Ft. Dix.

## LUNARIUM

This is the key to winning the game. You must be efficient in using your lunarium, as well as finding new supplies. You may obtain more lunarium in two ways: organising resistance at a base or by raiding the base yourself. When you organise resistance, the partisans in that region will raid the base from time to time and send back whatever lunarium they steal. This will be reflected in your lunarium storage at the Fuel Depot back at Ft. Dix. Raiding the base yourself is faster but clearly more dangerous. If you successfully raid a base, you will put whatever lunarium you find in your rocket pack. If you capture more than your pack can hold the remainder will be sent back to Ft. Dix.

## COMBAT

War is hell. You won't be able to just fly around casually stealing rocket parts and lunarium. Hostile Nazi forces will assault you constantly in a variety of ways. Keep a tight grip on your radium pistol and be prepared for the following: Aerial Combat: Press the button to fire your radium pistol. There is a limit on how many shots you can fire at once, so be alert. To control your movements in the air, move the joystick UP, DOWN, LEFT and RIGHT to go in those directions. When moving UP and DOWN, tap the joystick for a slight change in altitude. If you hold the joystick UP or DOWN, you will also change the way you are aiming the pistol. Avoid exploding flak or moving directly in front of attacking planes. Don't be discouraged if you have difficulty with control at first, it takes a little practice. After all, it isn't easy steering when you're flying at over 300 miles per hour!

Ground Combat: Press the button to fire your radium pistol. You will usually be in a position that doesn't provide much cover. To protect yourself move to the lowest firing position and HOLD the joystick DOWN to duck. You cannot be hit this way. Move LEFT, RIGHT, UP and DOWN to adjust your aim. Stay on your toes!

Hand to Hand Combat: No help from futuristic tehcnology here. Attacking your opponent takes two steps. First PRESS and HOLD the button. Then, push the joystick UP to swing HIGH, or DOWN to swing LOW (including shots below the belt. Remember, this is war!). Push LEFT to swing left-handed, and RIGHT for the right hand. If the button is NOT pressed, you can guard your HEAD by holding the joystick UP, and guard your BODY by holding the joystick DOWN. Watch your opponent closely. When he lowers his arms, go for a blow to the head. When he covers his face, work on the body.

## MAKING BACKUP COPIES OF THE MASTER DISKS

The two Rocket Ranger disks, labeled Reel One and Reel Two, are not copy protected. Using Workbench or CLI you can create backups of these master disks for your own personal use. If you do not know how to copy disks, please refer to the Amiga owner's manual that came with your computer. After making the backup copies, store the original masters in a safe location.

Please do not give away backup copies. Rocket Ranger is the most ambitious game ever created for the Amiga, involving over 5 man years of development. We would love to create even more ambitious products in the future, but will be unable to do so if software theft prevents us from paying our bills. If you support us, we will support you.

## HARD DISK INSTALLATION

Rocket Ranger uses a special DOS that loads from floppy more quickly than Amiga DOS loads from a hard disk. Therefore, hard disk installation is not possible with Rocket Ranger.

Rocket Ranger reference card compiled by Patrick Cook.