ROTOR

The ROTO–RAIDERS prime directive is to maintain an infiltration force of ROTORs, or flying battle tanks, behind enemy lines. These craft have to destroy the primary defence systems, steal energy for later use in the ROTOR's energy transformer, discover ammunition and fuel dumps andtransfer these to home base and lastly collect sun simulator crystals to provide power for the home journey.

Trainees must show ability using the ROTOR flight simulator. Once awarded sufficient 'prestige units' you will be sent on a mission to an enemy fortress in one of the four corners of the world: BIOS in the north, KARIO in the south, NAPAIJ in the east and STYRENE in the west. Fortresses are divided into sectors of increasing complexity and difficulty. As you work up the ranks, more challanging missions are available through the security password system on your pocket computer informer. After completing all the 'CLASS 6' missions, you will become a ROTOR ace and receive the ROTOR ELITE medal and a lifelong pension.

LOADING THE PROGRAM

Atari ST and Amiga: insert game disc and turn on computer.

PC: insert game disc and type ROTOR CGA:EGA:VGA:/J (joystick operation)

THE POCKET COMPUTER INFORMER

This allows you to select a mission and monitor and rate your performance. The informer provides on–sreen prompting with the controls selected by moving up and down the joystick or the cursor keys. Your selection is activated by pressing the FIRE button or SPACE key. A control can only be activated once it turns blue. Initially you will only be able to select training in the manouvering simulator as a paswsord system exists. The password to the next level is only rewarded upon receipt ofsufficient prestige units. To enter a password change a letter by moving the joystick up or down, or by pressing the left and right cursor keys, and select by pressing FIRE or SPACE.

THE FLIGHT SIMULATOR

Before you are allowed to fly on a mission, skill in handling the ROTOR must attained. The simulator allows you to get the feel of the ship, open a container and remove its contents. The combat simulator allows you to practise in a hostile environment. All procedures must be adhered to (ie collection of sun crystals).

MISSION PROFILE

Each mission will be to one sector of a fortress in one of the four terrains. It will consist of an enclosed area in which your ship can manouvre with a number of closed containers and antagonists. Information about the sector will be displayed by your informer, and your mission is to return as many mines as possible and destroy as many antagonists as you can. Refuel and upgrade your ROTOR by using the energy pearls to power the transformer. Collect sufficient sun–simulator crystals in order to leave the fortress. To collect an item, shoot at the container several times to open it and then manouvre your ship close enough in order to use the tractor beam. After collection shoot the container to increase prestige units. Leave when your ship coordinates match with those of the exit coordinates.

THE ON–SCREEN COMPUTER

Provides mission data. The bottom set of coordinates show the ships position, the top set shows the exit position after collection of sufficient crystals. A radar scanner displays surrounding layout, dots above the scanner indicate the number of lives left. The three indicators show time left until a mine explodes, time left until a laser beam resumes and number of crystals needed to get the exit coordinates.

THE TRANSFORMER (see also the STATUS BAR diagram)

There is raw energy to be found in four types of pearls of various energy which enable enhanced operational features. Any pearls collected are displayed on the icon bar on the text display. Too many pearls collected overflow the transformer and restarting collection is neccessary. Activate the transformer by holdind down FIRE and SPACE. Icons turning red indicate feature is not selectable.

CONTROLS

	JOYSTICK ST/AMIGA	KEYS(LEFT) PC	KEYS(RIGHT) PC
ROTATE LEFT	LEFT	<	X
ROTATE RIGHT	RIGHT	>	C
THRUST	UP	C	<
PICKUP	DOWN	X	>
SHIELD	DOWN + FIRE	Z	?
COMPUTER	LEFT/RIGHT	?	Z
FIRE	FIRE	SPACE	SPACE
ACTIVATE TRANSFORMER	HOLD FIRE	HOLD SPACE	HOLD SPACE

ABORT GAME	ESC	SELECT SILENCE	3
PAUSE GAME	P	SELECT LEFT HAND KEYS	4
SELECT SOUND EFFECTS	1	SELECT RIGHT HAND KEY	5
SELECT MUSIC(AMIGA)	2		

SCORING

Your score takes the form of a 'prestige unit'(PU) account of which you can credit in one of two ways. Firstly during each mission you can score by either shooting antagonists or collecting mines, however this score will only transfer to your account upon completing a mission or by using the 'DROP CARGO' feature . Losing a ship will lose score . Secondly upon completing a mission you will be awarded a PU bonus if over 95% of the sector was destroyed.

CONTAINER CONTENT

CONTENT	TYPE	VALUE	DISCRIPTION
	UNOPENED	NIL	Initial state of all containers. Several hits will reveal contents.
	EMPTY	50 PU	Nothing to collect. Shoot the container for extra PU.
	PEARL 1	1 SLOT	Advance transformer position once.
	PEARL 2	2 SLOTS	Advances transformer position twice
	PEARL 3	3 SLOTS	Advances transformer position three times.
	PEARL JOKER	? SLOTS	Advance transformer position unknown amount.
	FUEL	200 FUEL	Adds 200 units of fuel to the ROTOR tank.
	MINE	1000 P	Main reason for mission in fortress. High score value if returned to base.
	SUN-CRYSTAL		Collect for sufficient power to leave fortress.

ANTAGONISTS

ANTAGONIST	NAME	VALUE	DISCRIPTION
	CANNON	100 pu	Fires hells which erode the ship's armour plated hull.
	SNAKE BASE	200 p	Directed beam which fires snake–like beams eroding hull.
	LASER SWITCH	10 FUEL	Indestructible laser controller, multiple hits will stun controller.
	LASER BASE	0	Creates deadly beam to touch. Indestuctible in every way.
	GENERATORS	150 PU	Generates gravity field attracting or repelling nearby a ship.

STATUS BAR

									SCORE	ARMOUR	CARGO	FUEL
1	2	3	4	5	6	7	8	9	00000			820

1. REFUEL		Adds 200 units of fuel to the tank
2. ROTATION		Increases the ROTOR rotation rate
3. ENGINE UPGRADE		Increases the ROTOR thrust
4. DROP CARGO		Credits score to PU account, empties the cargo hold and saves position
5. HULL RENEW		Adds 10 units of armour to the ROTOR hull
6 .LASER UPGRADE		Increases the ROTOR fire power
7. STORM BOMB		Destroys all antagonists and containers near the ROTOR
8. POWER SHIELD		Provides a shield against enemy fire
9. DUPLICATE SHIP		Provides an extra ROTOR