

RAID ON BUNGELING BAY™

by Will Wright



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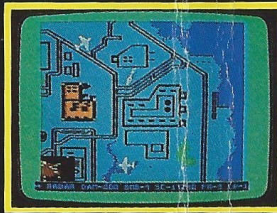
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RAID ON BUNGELING BAY AS 12007

It's a machine... yet, it lives. It reasons. It defends itself. It is programmed for survival. It is programmed to destroy.

On a small planet in a remote corner of the universe, the evil Bungeling Empire has created the most fearsome enemy you will ever face: The War Machine. Directed by an Artificial Intelligence bent on total conquest, it is a complex of factories scattered throughout six heavily defended islands. Day and night, these factories churn out an endless armada of remote-controlled weapons of doom. Their ultimate aim is clear: the final destruction of Civilisation As We Know It!

Before all of Humankind is crushed beneath the Empire's iron heel, one faint hope remains. A single, highly mobile raider might, just might, be able to penetrate the Bungeling defences. Only a fighter pilot of enormous skill and strategic savvy could dare attempt such a mission. We turn to you in our hour of desperate need.



At dawn, you move. From an off-shore carrier base, you will command a very fast, but very vulnerable, helicopter. You must launch a surgical strike at the very heart of The War Machine. You will be attacked by every weapon known to man, and some not yet dreamed of. Somehow you must carpet-bomb the Bungeling factories into obliteration before they complete their Ultimate Weapon.

We wish you all the luck in the galaxy. You'll need it!

Surveillance Report:

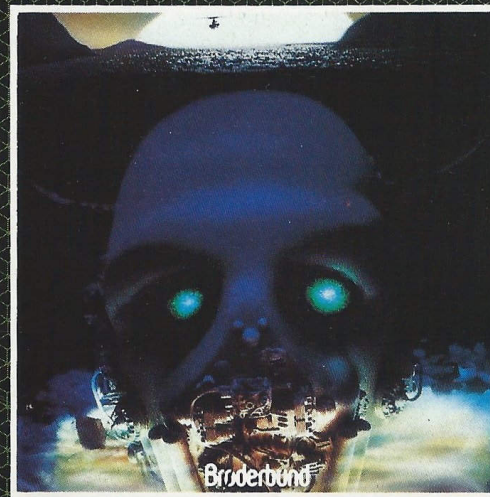
Flash! We have just received a fragmentary map of the island system, smuggled to us by the last resistance fighters. It contains the location of the Bungeling factories, and a coded clue to where to find a secret weapons cache. Examine the map carefully - you may need it to survive!

- Realistic helicopter controls
- 360° scrolling screen
- Victory parade plus a newspaper account of your raid
- keyboard or joystick control



AS 12007

Brøderbund™



Fast Load
Chrome Tape

An action/strategy
war program for the
COMMODORE 64
U.S. Top 20 HIT

ariolasoft



To Start

Turn on your computer. Insert cassette into cassette player. Press Shift and Run/Stop together. Press Play on tape. At 'found' press SPACE BAR. Your screen will remain blank during loading. Plug your joystick into Port 2.

To leave demo

Push joystick button or space bar to leave demo and start game action.

Helicopter Control

You may use joystick or keyboard control. If you use the keyboard make sure the caps lock is off.

	Joystick	Keyboard
Accelerate	up	i
Decelerate	down	k
Counter-clockwise	left	j
Clockwise	right	l
Fire	button	-
	(quick press)	-
Bomb, take off, land	button	-
	(1 sec press)	-
Bomb	-	z
Fire, land, take off	-	space bar

The Game

As a highly skilled helicopter pilot, your task is to freeze construction of The War Machine by halting the production of the six war factories, which appear as coloured 'L'-shaped buildings with smokestacks. Each factory is supplied by computerised tanks and boats of the same colour.

The War Machine:

The War Machine is located on islands spanning an area of 100 screens. The screen wraps around from top to bottom and side to side.

Your helicopter:

You have five helicopters to accomplish your mission. Push the joystick button to start the helicopter when on your carrier. Each helicopter holds an unlimited supply of missiles and nine bombs. When your damage reaches 100, your helicopter will die. You can repair and reload with bombs at any time by landing on your carrier. You may also discover a supply of bombs on one of the islands that is yours for the taking if you land nearby. If your carrier is sunk, then the helicopter you are flying is your last one and you cannot repair damage.

Your radar:

The small square in the bottom left corner is your radar. It covers an area of 9 screens. Your helicopter is represented as a small blue dot in the centre. The ocean shows up black, the islands brown and the enemy units as yellow. Your carrier is a tall blue dot.

Your weapons:

Bombs can hit everything except airborne planes. Missiles can hit everything except factories and the battleship; these must be bombed. A factory is almost destroyed when smoke no longer rises from its smokestacks.

Enemy weapons:

Tanks and Boats—These supply the factories and

increase the rate of production. They also fire at you with small arms causing light damage. The boats are colour-coded with the factories they supply.

Anti-Aircraft Guns—These guns can cause heavy damage. On the higher levels (three or less factories remaining), they fire heat-seeking missiles.

Fighter Planes & Radar—The white planes are fighters which fire air-to-air missiles resulting in heavy damage. If they find you they will chase and fire at you until you lose or eliminate them. The radar installations on the ground aid fighters in locating you.

Bombers—The black planes are bombers which occasionally attack your carrier. When this happens you will receive a warning message and will have a limited amount of time to return to the carrier and shoot them down before they sink your carrier.

Battleship—The enemy battleship is built on one of the islands during the course of the game. You can delay its construction by bombing. Once it is built it will put out to sea and head for your carrier. It will eventually attack and sink your carrier if you do not sink it first. It is armed with heat-seeking missiles.

On-screen information

Arrow—The small arrow in the bottom left corner always points to your carrier.

DAM—Indicates the amount of damage to your helicopter.

BMB—Bombs remaining

SC—Score

FR—Enemy factories remaining

LR—Your lives remaining

The border colour changes to yellow when your

damage reaches 50, and to red at 80. Your maximum speed is decreased at these points.

Scoring

Tanks and Boats—50 points

Radar and Guns—100 points

Black Planes and White Planes—200 points

Battleship—5000 points

Factory—5000 points

Bonus—5000 points for each life you have left at the time of victory (including the life in progress)

End Game Sequence

Viewing Your Score:

After each game, the screen will freeze, allowing you time to view your score. Press your joystick button to continue.

Newspaper Headlines and Victory Parade:

If you have successfully eliminated all six war factories you will see a newspaper headline story describing your victory. After you have read the newspaper account, press your joystick button to view a parade given in your honour.

Recording Your High Score:

If your score is one of the top ten, the high score chart will appear on the screen. Type your initials next to your score and press RETURN. The game will return to the demo mode.

Special Keys

left arrow — restart

"f1" — view high scores (restarts game)

"run/stop" — pause



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(ii) To enter the prize draw, you must answer the question on the voucher correctly and fill in all the details on the back. **ALL VOUCHERS FULLY COMPLETED WILL GO INTO THE DRAW.**

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