

Rocket Ranger

Operating Instructions for the Commodore 64/128

System Requirements

1. A Commodore 64 or 128.
2. A color TV or monitor.
3. A 1541, 1571, or compatible disk drive
4. A joystick.

Starting the Game

Turn on your disk drive and insert the disk labeled Reel One. Then turn on your computer. On a 128 or 128D, the game will autoboot. On a 64 type **LOAD """,8,1** and press **RETURN**.

Playing the Game

Game Controls

Rocket Ranger is entirely controlled by joystick. Many parts of *Rocket Ranger* use menus. For best results, tap the joystick lightly to move the menu selector bar and press the button to select an option. Pressing the button during text screens and some noninteractive screens will eliminate the usual delay and cause the game to proceed to the next screen.

Because a complete game usually takes less than an hour there is no save game feature.

The Object of the game

As *Rocket Ranger*, you must stop the Nazi war machine from spreading over the entire planet. Find the five secretly located rocket labs and obtain the components to build a rocket ship. Then, capture enough lunarium to fly to the source of the Nazis' power--the moon!

Ft. Dix

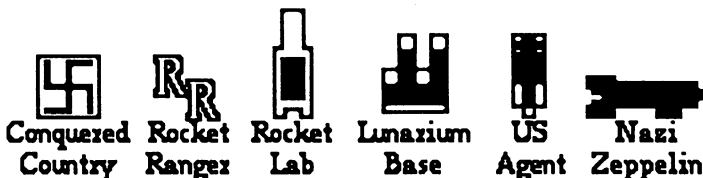
You begin the game at Ft. Dix, New Jersey. This is your base of operations in your secret war against Nazi oppression. After reading Chapter 1, press the button to continue. You will see the Ft. Dix menu. The choices on the menu are: **WAR ROOM**, **FUEL DEPOT**, **ROCKET LAB**, and **TAKEOFF**.

IMPORTANT: *You may not remain at Ft. Dix longer than twelve consecutive months or you risk a court martial for cowardice. Wars are won by fighting, NOT by hanging out in New Jersey.*

WAR ROOM

Military Intelligence has assigned five agents to help you locate Nazi Rocket Factories, Lunarium Bases, and Targets. There are 26 countries your agents may infiltrate in their search, corresponding to your Secret Decoder Wheel. They may also organize groups of partisans to fight against the Nazi invaders. **NOTE:** The War Room is the **ONLY** place you will be able to contact your agents.

The following icons may appear on the War Room map:



Controlling Your Agents

To direct an agent, move the tip of the arrow pointer onto the country he is in and **PRESS** the button. You will hear a low buzz if you make an invalid selection.

The following information will be shown on the screen when you select a region:

<COUNTRY NAME>
<COUNTRY STATUS>
<AGENT ORDERS>
<AGENT COVER>
RESERVES ASSIGNED
AGENTS
CHANGE ORDERS
CHANGE COVER
REPORT
CONTINUE

Agents: You can transfer agents in and out of countries by putting the selector bar around this choice and holding down the button. The word **Transfer** will appear. Move the joystick left or right to transfer the agent(s) until you have the combination you desire.

Change Orders: When you place an agent into a country, his normal orders will be to **INFILTRATE**. This option allows you to change those orders to **ORGANIZE RESISTANCE** and back to **INFILTRATE**. Put the selector bar on this option and press the button to change orders. The new orders will be reflected in <AGENT ORDERS> above.

Change Cover: Agents are normally placed in **LOW PROFILE**. You may, however, change their cover to **HIGH PROFILE**. Orders will be carried out more quickly by agents in High Profile, although the risk of capture is higher for an agent in High Profile. Agents in Low Profile will appear as black icons on the War Room map, while agents in High Profile appear as white icons.

Report: When an agent is ready to **REPORT**, his icon will flash rapidly on the map. Select his location and choose this option. As long as you keep the agent in the same country, you may read his latest report as often as you wish. You may press the button to end a report. If your agent is captured while reporting, however, your nemesis Colonel Leermmeister may interrupt the message to gloat over his victory. If you abort an agent's report before his capture is announced, he may seem to disappear!

Continue: Select this to go back to the main War Room map.

TIME

The month and year counter appear in the War Room as well. Watch the time carefully. You may only stay at Ft. Dix for 12 months. Stay longer, and you will be arrested for cowardice!

NAZI EFFICIENCY

This indicates the speed at which the Nazi Zeppelin Fleet will conquer countries. The Nazis begin the game at 50% efficiency, and will remain at this level unless you do something about it! Your agents may request you to fly out to their location and disrupt a Nazi action. These Targets include Zeppelin and Aircraft factories, Radar Installations, etc. Successfully attacking these targets can reduce the Nazis' efficiency by ten percent per target. Nazi efficiency may fall below 50%, but will increase slightly each week up to the maximum. Raiding lunarium bases reduces their ability to build lunarium bombs, as does attacking the Bomb Factory in Germany.

If the Nazis take Professor Barnstorff to Germany, they will use his expertise to increase their efficiency to 75%. If he reaches the moon, efficiency may go to 90% or more, so remember to watch out for him (and his lovely daughter Jane).

War Room Strategy

The game can be won or lost in the War Room. Your agents are trained professionals and can mean the difference between freedom and oppression in the world.

The orders you give your agents will depend on your goals. The Nazis hide their bases well. You cannot simply fly out to a country and expect to find a base there. Your agents are the **ONLY WAY** you can locate Rocket Labs, Lunarium Bases and Strategic Targets. They are trained professionals working around the clock to uncover these Nazi installations. When a country has been infiltrated, the status line for that region will say either **INFILTRATED** or **SECRET BASE FOUND**, if there is a Lab or Base there.

Organizing resistance in a country will slow the pace of Nazi conquest, and your sympathizers will send lunarium back to Ft. Dix if there is a lunarium base in their country. If an agent has successfully organized resistance, the region's status line will have yellow letters. A non-infiltrated region with resistance will say **RESISTING**. Once resistance has been established in a country, the agent can be removed and assigned elsewhere. A country with an active resistance movement will delay a Nazi conquest for several months, buying you valuable time. These regions will have a flashing swastika icon as they battle the Nazi invaders.

You may use your agents in high profile, or use multiple agents in a country to speed their efforts. However, in both cases, agents run a higher chance of blowing their cover and being shot. Using low profile is slower, but safer. Agents located in countries occupied by the Nazis face a greater risk of exposure as well.

Your use of lunarium is probably the most important key to victory in the battle for democracy. It's important that you find ways of augmenting your supply. You may obtain more lunarium in two ways: organizing resistance at a lunarium base or by raiding the lunarium base yourself. When you organize 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. If a lunarium base is located early in the game, establishing resistance there can greatly reduce the time and risk involved in acquiring enough lunarium to fuel your rocket ship. In the time it takes to

locate and obtain all five rocket parts, the partisans will likely have provided enough lunarium to reach the moon. Raiding lunarium bases yourself can maintain your personal supply, saving time and trips back to Ft. Dix. 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 the Ft. Dix. Don't forget: Your agents can be given new assignments only from Ft. Dix.

FUEL DEPOT

This is where lunarium at Ft. Dix is handled. Your original supply of lunarium and any sent back by partisans is kept in LUNARIUM STORAGE. You may, as necessary, transfer lunarium from storage to either the ROCKET PACK or the ROCKET SHIP. To move lunarium from one place to another, push the joystick up or down to move the transfer arrow, then left or right to move the lunarium. You cannot carry more than 200 units of lunarium in your rocket pack, and no more than 200 units in the rocket ship.

Press the button to leave the Fuel Depot.

ROCKET LAB

After you successfully find and steal rocket parts, you may go here to see how many of the five parts you have. If you have completed the rocket ship and have loaded enough lunarium you will immediately blast-off for the moon.

Press the button to leave the Rocket Lab.

TAKEOFF

When you decide to leave Ft. Dix, you must first select a destination and then load the appropriate amount of lunarium into the fuel chamber of your Rocket Pack. Choosing TAKEOFF from the Ft. Dix menu will bring up the "destination" screen. Your current location is the country where the "RR" icon is located. Refer to the map on the back of your Decoder Wheel if you are unsure of a country's name.

Selecting a Destination With the Secret Decoder Wheel

Once you have decided upon a destination, press the button to load lunarium into your rocket pack.

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, simply line up the name of your current location with the notch on the Wheel, and scan down the potential destinations, noting the proper lunarium amount for the destination you desire.

To load lunarium, move the joystick LEFT or RIGHT to INCREASE or DECREASE the indicated units of lunarium. Press the joystick button to stop transferring lunarium, and press the button a second time to confirm the amount of lunarium transferred. Should you accidentally enter the wrong amount of lunarium, simply push and hold the joystick before confirming to change the amount of lunarium loaded into the rocket chamber. If you wish to STAY in your current location, enter ZERO for the amount of lunarium in your rocket chamber.

The Takeoff Sequence

Once you've loaded lunarium into the rocket chamber, you will go to the Parade Grounds at Ft. Dix. To take off, press the button at the moment your foot touches the ground; you will hear a sound cue as well. Pressing the button at the right moment will move you one step forward. Repeat this until you hear the beeping signal that indicates you have sufficient velocity to take off. When you hear this, push the joystick up to take off. The more lunarium you have, the longer you will have to run to take off.

If you do not make it far enough across the screen in the allotted time, or you push the joystick up too early, Rocket Ranger will not be able to take off. You get three attempts. After that you will take off automatically, but you will lose two months practicing takeoffs. If you have difficulty with the takeoff, try spending a game repeatedly flying to Canada and back again. This will allow you the most chances to practice taking off.

Fighting the War

War is hell. You won't be able to just fly around casually stealing rocket parts and lunarium. The advance of the Nazi forces must be slowed if you wish to succeed in your efforts. 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:

Rocket Factories

When you fly out after Rocket parts, brawny Nazi supermen will attempt to prevent the theft by battering you into unconsciousness. Attacking your opponent takes two steps. First, PRESS and HOLD the button. Then, while the button is still pressed, 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. Don't forget to release the button in between blows. If the button is NOT pressed, you can guard your HEAD by pushing the joystick UP, and guard your BODY by pushing 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.

Lunarium Bases

The Nazis have two bases where their giant rockets touch down, loaded with lunarium for their brutal bombs. The main site is in the desert; an alternate site is at a jungle temple. You will probably have to raid both sites to get the 200 units of lunarium necessary to pilot your rocket to the moon!

Desert

The main lunarium base is protected by anti-aircraft guns. The guns must be destroyed before you can safely approach the base. Simply moving the joystick will change your vertical and horizontal position. PRESS the button to FIRE your radium pistol. To adjust your firing angle, move toward the top or bottom of the screen. You will need to dodge exploding flak while taking out the gun emplacements.

Jungle

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. After you've raided the temple, it will be rebuilt by the Nazis and have a larger crew of gunners assigned to it. Stay on your toes!

Targets

When you approach a Target or the bomb factory in Germany, you will encounter squadrons of vicious ME-109s. Darting in and out of the cloud banks with machine guns blazing, they'll want to reduce you to flying hamburger. Don't be an easy target. Avoid crossing their flight path. To deal with these aggressors, PRESS the button to FIRE your radium pistol. To control your movements in the air, move the joystick UP, DOWN, LEFT, RIGHT, and DIAGONALLY to go in those directions. When moving UP and DOWN, tap the joystick for a slight change in altitude. If you move your figure near the top or bottom of the screen, you may also change the way you are aiming the pistol. Cruising close to the cloud layer will aim you upwards. Hovering at the higher altitudes will position your aim downwards. 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!

Saving Jane and Otto

Professor Otto Barnstorff is a brilliant American scientist, and his devoted daughter Jane is as beautiful as he is intelligent. Unfortunately, the Nazis have plans for both of these innocent bystanders. Whenever the opportunity arises, the Nazis will send a zeppelin to their Washington D. C. home and abduct them. Unchecked, they would put Otto to work increasing the efficiency of their lunarium refining operation, and Jane would likely end up in the mines on the moon.

You must prevent this from happening as best you can. When Jane and Otto are kidnaped, you will have three opportunities to rescue them.

Step One: The Zeppelin

Your first opportunity to save the Barnstorffs will take place over the Atlantic Ocean. You may fly out and attempt to board the Nazi zeppelin. You must first close in on the airship while destroying the Nazi gunners' aerial torpedoes. Avoid exploding torpedoes at all cost. Aim your radium pistol at the gondola of the zeppelin. Be careful not to shoot too high, or you may hit the gas chambers and blow up the ship!

When you first attempt rescuing Jane and Otto, they probably will not recognize you. You must persuade Jane to let you take control of the zeppelin and go back to Ft. Dix.

Step Two: Germany

If you fail to rescue the Barnstorffs in the Mid-Atlantic, they will reach Germany. You will probably have to fly against a squadron of ME-109s to reach the Bomb Factory complex where they are being held. If you arrive before they are moved, you will be taken prisoner and make contact with Jane and Otto. The Nazis will interrogate you; you must look for an opportunity to escape.

Step Three: The Desert Base

Your last chance to save the Barnstorffs before they are taken to the moon takes place at the Nazi desert base. Blast the ack-ack batteries quickly, or their rocket may launch before you arrive. Again, you will probably be captured and interrogated, and will have to escape with the twosome in tow.

The Wrist Computer

When you are in a region other than the USA, 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. If it turns out you do not have enough lunarium to make it back to Ft. Dix or to a lunarium base that can be raided, put no lunarium into your rocket chamber. The Wrist Computer display will then reappear allowing you to SEND an SOS, if necessary. The ride back to America will cost you two months.

Going to the Moon

Once you manage to collect all five rocket parts, and 200 units of lunarium, you can fly to the moon to eliminate the source of the Nazis' lunarium. When you arrive, you will have to take out a squad of Nazi Zombie Women guards before the thick lunarium dust starts to affect you. With luck, you may even discover the secret behind the Nazis' mysterious leap in technology.

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