

On Nu Earth, the war-torn planet on the edge of the galaxy, only one man walks without fear. Only one man dares breathe the deadly chem-clouds that wreath its killing fields. On Nu Earth, soldiers know him as the Genetic Infantryman called Rogue Trooper.

Rogue is the only survivor of the GI regiment betrayed and slaughtered at the horrifying Quartz Massacre. His buddies Gunnar, Helm and Bagman remain, their personalities imprinted on microchips that are now parts of Rogue's weapons system.

Step into Rogue's boots in this action-packed arcade adventure. Track down the traitor, destroy the enemy and restore your buddies to life!



Galactic greetings, Earthlets!

I, Tharg, alien Editor of 2000AD, the galaxy's greatest comic, congratulate you on your good taste in buying this zarjaz game featuring my scrotnig hero Rogue Trooper. Be sure to adjust your circuits before you play – thrillpower level is 100%!

THARG



ISBN 0-333-43499-4



9 780333 434994

Commodore
64/128

ROGUE TROOPER



ROGUE TROOPER



ROGUE TROOPER

by Design Design

LOADING

Spectrum 48k: LOAD "" <ENTER>
Spectrum 128k: Select BASIC 48 then LOAD ""
 <ENTER>
Commodore 64/128: SHIFT RUN/STOP
Amstrad CPC 464/664: CTRL + small ENTER
Disc Machine: | (SHIFT + @) tape then CTRL + small
 ENTER

Once loaded, the program is menu-driven.

WELCOME TO NU EARTH!

Welcome to Nu Earth, the war-torn planet on the very edge of the galaxy. The planet is so ravaged by chemical warfare that no one can breathe its atmosphere or swim in its seas. No one but you that is. You are Rogue Trooper, the fighting legend of Nu Earth, genetically engineered to live and breathe in the poisonous chem-clouds of the planet.

You are the sole survivor of the Quartz massacre, when the entire regiment of Genetic Infantrymen was betrayed to the Norts and destroyed by their crack Sun Legion. Your only companions are three of your GI buddies, their personalities stored at the moment of their deaths as bio-chips, now mounted on your gun, backpack and helmet.

Your driving urge is to find and expose the traitor responsible for the slaughter of your comrades. This quest has forced you to desert from your own side, the Southers. You must search Nu Earth for eight vid-tapes filmed by Millicom satellite's security cameras. This particular satellite was the field control for the GI drop on the Quartz Zone. It was from this satellite that the

traitor's signal informed the Norts of the GI drop. Destroyed shortly afterwards by a Nort killer satellite, the wreckage is scattered over the surface of Nu Earth. The vid-tapes in their armoured cases will have survived the destruction and can provide the only concrete evidence of the traitor's identity.

Finding the tapes would involve exhaustive searching across vast, inhospitable terrain – something that neither side feels the need to do. It is up to you, Rogue Trooper, to battle to survive and to find the tapes.

You chip buddies will advise you (see top right of the screen) and support you along the way – Helm will add protection to your helmet; Gunnar will make your firing more fierce; and Bagman will dispense the Battle computer (top left of screen), ammo, grenades and all kinds of equipment as and when you need it. You must bear in mind that despite being clones, the chip buddies do have personalities of their own. Gunnar, for example, has psychopathic tendencies and will want to shoot not only for survival, but just to see a little action.

Tread carefully Rogue. Nu Earth is swarming with Norts who will shoot you on sight and Southers who have no time for a deserter. You must survive until you have found the tapes. Take them to the Millicom space vehicle to prove the traitor's identity. Then, at last, your chip buddies can be re-gened to their former GI existence.

Rogue Trooper appears in the comic *2000AD*, published by IPC Magazines Ltd.

Program, packaging and documentation © 1986 Macmillan Ltd. All rights reserved. This program is protected by the Laws of Copyright. Any unauthorised copying or reproduction is strictly illegal. This program may not be offered for hire or loan.

For more information on PIRANHA games contact:

Richard Bason
4 Little Essex Street
London WC2R 3LF
(01-836 6633)