

CINEMAWARE

presents

ROCKET RANGER



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ROCKET RANGER

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Additional Computography
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Chief Graphic Artist
Additional Artwork

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20 December 2040

Do not throw this manual away! Read it carefully! Good men have risked their lives to send this manual to you:

One hundred years ago, in 1940, the Nazis won World War II. It was a horrible mistake, a cosmic error that has plunged our world into a century-long nightmare of fascist terror. But you are going to change history. With our help you will prevent the Nazis from winning the war. You will end this nightmare before it begins.

We, an underground group of freedom loving scientists, sent the objects that have just appeared in your laboratory. If the coordinates on our time machine were set properly, it is now May, 1940. Please examine these objects closely. Nothing like them exists in your time. The large device is a rocket pack and the smaller objects are a decoder, radium pistol and wrist monitor. We have included instructions on their use in this manual. These tools give you the power to change history.

We, your children, beg you to help us.

After the Nazis won the war, Hitler's Third Reich established a world government run by the Fuhrer's fascist puppets, an empire of evil dominating the entire earth. The members of our group are scientists forced to work at a Nazi weapons research facility located at the place you called Fort Dix, New Jersey. But it bears little resemblance to the New Jersey you know in 1940.

We live and work as virtual prisoners, developing new weapons for the Nazi conquest of space. Our loved ones are held in the Reich's "Permanent Vacation" camps, allowed to live only as long as we continue our obscene research. The building housing our laboratories occupies the site of your laboratory; so we are in the same physical space, although we exist in different times.

One of our projects is an experimental time machine. We have not yet perfected human time travel and we cannot send objects through space. But we can project inanimate objects through time. In the physical sense, the objects we sent you did not move - we simply altered the time-plane of their molecular structure.

Our Nazi masters are about to discover that the time machine works. This, then, is our only chance to attempt contact with the past - if the Nazis discover that we have used the machine, our lives are forfeit.

In the year 2040, no power is great enough to resist the Reich; but in your time, there is a chance. We believe that one man, armed with the right tools and advance warning of coming events can stop them. Though the Nazis have rewritten history to justify their perverted doctrines, we have uncovered proof that they should not have been able to win the war. We've learned that the country you call the United States was the world's strongest industrial power. With enough time to marshal her resources, the United States and her allies would have defeated the Nazis.

Rescue attempt 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 costs. Aim your radium pistol at the gondola of the zeppelin to take out the gunners. Be careful not to shoot too high, or you may hit the gas chambers and blow up the ship!

Rescue attempt two: Germany

If your rescue attempt is unsuccessful in the Mid-Atlantic, the Barnstorffs will reach Germany. You will probably have to fly against an ME-109 squadron 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. Make your daring escape by bruising another of those Nazi guards.

Rescue attempt 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. 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 country 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; you will takeoff after the 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 than can be raided, put no lunarium into your rocket chamber. The Wrist Computer display will then reappear allowing you to SEND SOS, if necessary. The ride back to America will cost you three months.

Going to the moon

Once you manage to collect all five rocket parts and 500 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 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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Operating instructions for IBM PC and compatibles

System Requirements

1. An IBM PC< Tandy 1000 or 100% compatible with a minimum of 384K RAM.
2. A CGA, EGA, or VGA card, with an appropriate monitor. VGA displays EGA graphics.
3. MS-DOS Version 2.1 or higher.

Note: A PC AT or equivalent high-speed machine is **STRONGLY** recommended.

Optional Equipment

1. A second disk drive for 5.25" version (strongly recommended)
2. Joystick connected to port A
3. A hard disk drive. The installation instructions are in the file README.DOC on Reel One. View the README.DOC file using the MS-DOS "TYPE" command.
4. A turbo board will improve the performance of Rocket Ranger.

Note: Joystick users should not alter the speed of ?? after the game has loaded.

Backup copies

The two 5.25" Rocket Ranger disks, labelled Reel One and Reel Two, are not copy protected. The 3.5" disk is also unprotected. Using standard DOS commands, you may create backups of these disks for your own personal use. If you do not know how to copy disks, please refer to the manual that came with your computer or operating system. After making the backup copies, store the original masters in a safe location.

Please do not give away backup copies. Rocket Ranger is one of the most ambitious games ever created for IBM, 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.

Starting the game

Boot your system with DOS version 2.1 or higher, then place Reel One in drive A:. If you are booting DOS from a hard drive, enter A: at the DOS prompt. If your system has dual 5.25" drives, place Reel Two in the B: drive to eliminate disk swapping.

At the A: Prompt enter.

EGA if your system is equipped to display EGA graphics.

TANDY to run in 16 colour mode on a Tandy system.

CGA if your system can only display CGA graphics or if your EGA/Tandy system has a slow processor. CGA runs considerably faster than the more colourful EGA mode.

And press RETURN. To skip the credits and introductory sequence press RETURN a second time. You may do this at any point until the Rocket Ranger logo appears. If you intend to play using a joystick, it must be plugged into port A before you load the game. The joystick should not be touched during loading. A joystick calibration test will appear before the game begins.

Follow the instructions that appear on the screen.

Playing the game

Using The Keypad as a Joystick

Rocket Ranger can be played entirely using a joystick. If you do not have one, keyboard controls are laid out to simulate the directions of a joystick. Using the numeric keypad, the 5 key can be thought of as the centre position. The 8 key is up, the 2 key is down, the 4 key is left, and the 6 key is right. The 1, 3, 7, and 9 keys are used for diagonal movement. Both the space bar and the ENTER/RETURN keys can be used as action buttons. All control references in this manual refer to joystick control, but apply equally to keyboard control.

Many parts of Rocket Ranger are controlled by menus. 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 non-interactive screens will eliminate the usual delay and cause the game to proceed to the next screen. If you need more time to read text screen, push and hold the joystick in any direction. Centre the joystick to continue.

Other Keyboard Commands

The following are additional functions controlled by the keyboard:

The + and - keys (located on the keypad) increase and decrease game speed.

If you are using a system with a very high clock speed (over 15 Mhz), it may be necessary to slow the game down to more playable speed. The game automatically starts at the highest speed the system will allow. The difficulty or skill level remains the same regardless of speed.

The key will toggle CGA palettes.

The M key will turn only the music off and on again.

The S key will turn sound off and on again.

The P key will pause the game Press R to resume.

Note: Because a complete game usually takes less than an hour there is no save game feature. Also, these keys may not work on each screen. If a key doesn't seem to have an effect, try it during the next screen.

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 Ft. Dix menu. The choices on the menu are: WAR ROOM, FUEL DEPOT, ROCKET LAB, and TAKEOFF.

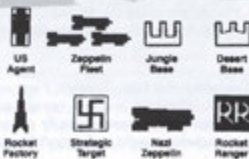
Important: You may not remain at Ft. Dix longer than twelve consecutive months or you risk a court martial for cowardice. Wars are won by fighting, NOT by hanging out in New Jersey.

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, (as represented on your Secret Decoder). They may also organise 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:



But in 1940 the balance of power suddenly shifted. German technology leaped ahead several decades, perhaps through the discovery of lunarium, and the Nazis won the war before America could intervene. According to legend, the Nazis attacked in zeppelins that flew in the stratosphere, so high that even the newest American fighter planes could not reach them. There was no defense against the power of these Death Ships. Entire nations were conquered from the air by the Nazi zeppelin fleet.

We know that the Germans had several key bases in different parts of the world. Your mission is to find these bases, use the rocket pack and radium pistol to penetrate their defences, and destroy their sources of power.

You were not randomly chosen to lead this mission. You were selected from an old personnel roster, after we discovered that you attended school with the daughter of Otto Barnstorff, Barnstorff, America's top scientist, was somehow linked to the source of the Nazis' power. From an old family diary, we have learned that the Nazis will soon kidnap Barnstorff and his daughter Jane and send them to Germany in a zeppelin. Use the wrist monitor to track their movements, and use the rocket pack to them. It has a full load of lunarium fuel; you may be able to steal more from the Nazis.

So we place our fate in your hands. We cannot predict how your actions will affect the future – in fact, our own lives may no longer exist in the altered world that results. But we see no other way to stop this Thousand Year Blight, and it must be stopped.

We have given you the power to change history. My God! The Gestapo is at the door goodbye and good luck!

Operating instructions for the Amiga

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 a 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 the "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.

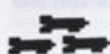
Ft. Dix menu

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. 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:

<REGION NAME> <REGION STATUS> <AGENT ORDERS> <AGENT COVER>
<RESERVERS ASSIGNED> AGENTS CHANGE ORDERS CHANGE COVER
REPORT CONTINUE

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 ORGANISE 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 <AGENT ORDERS> above. When an agent has successfully organised resistance, the region will change to the same colour 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 (white 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 chance of blowing their cover and being shot. Agents who are located in countries occupied by 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.

Nazi efficiency

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 to 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 the 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

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. To use the decoder (take your current destination see the RR icon on the map) then scan down and across for your desired location, noting the amount of lunarium required. Then, to enter this amount, press the joystick button. You will be prompted to load the 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 location, 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 or 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 technology 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 Rangers disks, labelled 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 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.

Operating instructions for the Atari ST

System Requirements

An Atari 520, or Mega ST with a minimum of 512K RAM

Colour monitor

A 3.5" disk drive

A joystick connected to port 1.

Optional Equipment

A second 3.5" disk drive or hard drive.

Backup copies

The three 3.5" Rocket Ranger disks, labelled Reel One, Reel Two, and Reel Three, are not copy protected. Using TOS, you may create backups of these master disks for your own personal use. If you do not know how to copy disks, please refer to the manual that came with your computer. After making the backup copies, store the original disks in a safe location. Please do not give away backup copies. Rocket Ranger is one of the most ambitious games ever created for the Atari ST. 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.

Starting the game

Insert Reel One into your startup drive, then turn on your monitor and computer. The game will load automatically. The game will prompt you whenever you need to swap the disks. If you have two drives, you may put Reel Two in the second drive.

To skip the introduction and credits, press the Esc key.

Game controls

Many parts of Rocket Ranger are controlled by menus. Move the joystick up and down to move the menu selector bar and press the button to select an option. Pressing the button during text screens and some non-interactive screens skips the animation and causes the game to proceed to the next screen.

The space bar will pause the game. A dialogue box will appear, indicating that the game is paused. Press the space bar again to resume play.

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 parts 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 I, 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, (as represented on your Secret Decoder). They may also organise 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. At the beginning of the game, all of the countries on the map (except Germany and the USA) are coloured tan. When your agents organise a resistance in a country (see below) the colour changes to the same colour as the USA.

When the Nazis conquer a country, it changes to the same colour as Germany. If the Nazis attack a country with organised resistance, that country will flash red during the battle, then eventually turn Nazi brown.

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 country:

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

Agents: You can transfer agents in and out of the countries 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: Agents may be ordered to infiltrate or to organise a resistance. An agent's current orders are shown on the <AGENT ORDERS> line above.

A country must be infiltrated before a resistance movement can be formed; this menu choice cannot be used until the agent has successfully infiltrated. When this happens, put the selector bar on this option and press the button to change orders.

Change Cover: Agents may be ordered to use one or two types of cover. An agent's cover is shown the <AGENT COVER> line above.

Agents are placed in a country in LOW PROFILE (black icons). You may change them to HIGH PROFILE, which will allow them to carry out their mission more quickly. However, an agent in High Profile stands a greater chance of being captured and killed. Place the

selector bar on this option and press the button to change over.

Report: When an agent wishes to report, this icon will flash 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. Press the button in the middle of a report to stop reading before it is finished.

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

Nazi efficiency

The Nazi Efficiency rating (in the upper right corner of the War Map) indicates the speed at which the Nazi Zeppelin Fleet will conquer countries. The Nazis begin the game at a maximum level of 80% efficiency, and will remain at this level unless you do something about it! Your agents may request you to fly out to their locations and disrupt Nazi action. These targets include zeppelin and aircraft factories, radar installations, etc. Successfully attacking these targets can reduce the Nazis' efficiency by ten per cent per target; however, efficiency will rarely fall below 50%, and will increase slightly each week up to the current maximum. You may attack each target once (except the bomb factory in Germany). You may attack the bomb factory as often as you like, reducing efficiency five per cent per successful attack. If the Nazis take Professor Barnstorff to the moon, they will use his expertise to increase their efficiency to 100%, so keep an eye on 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. Infiltrating a country is the only way an agent can discover rocket labs and strategic targets. You may fly to countries and infiltrate them yourself, but the cost in time lost and lunarium used may be heavy. Until you locate lunarium bases you are dependent upon your agents. Remember: your agents can be given new assignments only from Ft. Dix.

Organising resistance in a country will slow the pace of Nazi conquest, and your sympathisers will send lunarium back to Ft. Dix if there is a lunarium base in their country. If an agent has organised a resistance the country's colour will change to light brown. 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 flash red 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 covers 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: organising resistance at a lunarium base or by raiding the lunarium 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. 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 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 Fuel Depot at 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 to either the ROCKET PACK or the ROCKET SHIP, to move lunarium from one place to another, push UP or DOWN to move the transfer arrow, then LEFT or RIGHT to move the lunarium. Your rocket pack cannot carry more than 250 units of lunarium; the rocket ship no more than 500. Press the button to leave the Fuel Depot.

Rocket lab

After you successfully find and steal rocket parts, you may go here and see the ship being built and 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.

Selecting A Destination With The Secret Decoder

Once you have decided upon a destination, press the button to load lunarium into your rocket pack, which has an automatic navigation system. Use your Secret Decoder to determine the proper amount of lunarium to travel any region of the world. To use the Decoder, simply line up your current location and then scam down and across to your chosen destination, noting the amount of lunarium required.

To load lunarium, move the joystick RIGHT or LEFT to INCREASE or DECREASE the lunarium in your pack. 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 the joystick before confirming to change the amount of lunarium loaded into the rocket chamber. If you wish to STAY in your current location, either ZERO for the amount of lunarium in your rocket chamber.

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.

Rocket factories

When you fly out to steal 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 fire button. Then, while the button is still pressed, push the joystick UP for an uppercut, LEFT for a left jab, RIGHT for a right cross, or DOWN to punch below the belt (remember, this is war!) Release the button 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 the giant rockets touch down, loaded with lunarium for their brutal bombs. The main site is in the desert; an alternate site is a jungle temple. You will probably have to raid both sites to get the 500 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. Moving the joystick without firing will change your vertical and horizontal position. PRESS the button to FIRE your radium pistol. To adjust your firing angle move the stick UP or DOWN. 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 or 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-109 fighter planes. Darting in and out of the cloud banks with machine guns blazing, they will try 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 or DIAGONALLY to go in those directions. When moving UP and DOWN, tap the joystick for a slight change in altitude. If you move further UP or DOWN, you will also change the way you are aiming the pistol. Cruising low on the screen will aim you upwards. Hovering higher 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 the Barnstorff's Washington D. C. home and abduct them. Unchecked, they will put Otto to work increasing the efficiency of their lunarium refining operation, and Jane will likely end up on the mines on the moon. You must prevent this from happening. The outcome will be determined by how quickly and efficiently you eliminate the Nazi opposition. When Jane and Otto are kidnapped, you will have three opportunities to rescue them.

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 country:

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

Agents: You can transfer agents in and out of the countries by placing 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 ORGANISE 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 icon on the War Room map, while agents in High Profile appear as white icons.

Report: When an agent wishes 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 Leemeister may interrupt the message to gloat over his victory. If you abort an agent's report before this 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. To make time pass more quickly in the War Room press the W key. This will cause one week of time to pass. You will see the map update rapidly if you repeatedly press the W key.

Nazi efficiency

This indicates the speed at which the Nazi Zeppelin Fleet will conquer countries. The Nazis begin the game at 80% 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 up to twenty percent per target. Nazi efficiency will never fall below 50%, and 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 the moon, they will use his expertise to increase their efficiency to 100%, 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. Infiltrating a country is the only way an agent can discover rocket labs and strategic targets. You may fly to countries and infiltrate them yourself, but the cost in time lost and lunarium used may be heavy. Until you locate lunarium bases you are dependent upon your agents.

Organising resistance in a country will slow the pace of Nazi conquest, and your sympathisers will send lunarium back to Ft. Dix if there is a lunarium base in their country. If an agent has organised a resistance the country's colour will change to light brown. 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 flash red (or change to black in CGA) 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 covers 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.

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Once you have decided upon a destination, press the button to load lunarium into your rocket pack, you may travel to any region of the world using your Secret Decoder. To use the Decoder, simply line up the name of your current location with the desired destination, noting the proper amount of required lunarium.

To load lunarium, move the joystick LEFT or RIGHT to INCREASE or DECREASE the lunarium in your pack. 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 the joystick before confirming to change the amount of lunarium loaded into the rocket chamber. If you wish to STAY in your current location, either ZERO for the amount of lunarium in your rocket chamber.

The takeoff sequence

Once you've loaded lunarium into the rocket chamber, you will be on 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. Pressing the button out of sync will cause you fall back a step. 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 practising takeoffs. If you have difficulty with the takeoff, trying spending a game repeatedly flying to Canada and back again. This will allow you the most practice taking off.

Fighting the war

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Rescue attempt 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.

Rescue attempt two: Germany

If your rescue attempt is unsuccessful in the Mid-Atlantic, the Barnstorffs will reach Germany. You will probably have to fly against an ME-109 squadron 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. Make your daring escape by bruising another of those Nazi guards.

Rescue attempt 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. You will probably be captured and interrogated, and will have to escape with the twosome in tow.

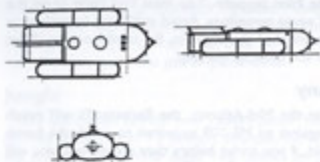
The wrist computer

When you are in a country 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: you will takeoff after the 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 than can be raided, put no lunarium into your rocket chamber. The Wrist Computer display will then reappear allowing you to SEND SOS, if necessary. The ride back to America will cost you three months.

Going to the moon

Once you manage to collect all five rocket parts and 500 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 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.



Operating instructions

Congratulations! You have been allowed to purchase a Himmelwurfer, the Reich's most reliable rocket pack since 2025. This manual contains important information about your rocket pack's safe operation and maintenance. Reichlaw Number S2237-2 requires you to read these instructions carefully, familiarising yourself with the controls described in order to make your flights trouble-free and enjoyable, under penalty of death.

Break-In period

During the first 3,000 kilometers of flying, avoid cruising for extended periods at a constant speed, this break-in procedure also applies to exchanged or refitted engines, during and after the break-in period, be sure to fly the rocket pack at moderate speeds until the engine is warmed up. Remember, your Himmelwurfer Dealer knows your pack best. Consult him for factory-approved service assistance, under penalty of death.

Harness precautions

Your harness is a one-piece combination harness with an emergency release designed to unlock easily in the event of a water landing. Before buckling, adjust the rocket pack to a comfortable position; stand erect and follow the pack to settle naturally onto your shoulders.

- Comfort clips sold on the black market are not recommended since they could impair the function and safety of the harness. Note that use of these clips is a capital offence.
- Never attempt to buckle more than one person into the harness. This practice will lead to your immediate arrest and imprisonment in the Lithuania Permanent Vacation Camp.

- All parts of the harness be regularly inspected for fraying, loosening, wear and other damage. In accordance with Reichlaw Number 43368-7, treatment for injuries caused by latch or retractor failure can be withheld.

Parachute care

Your emergency parachute is designed for descents with a maximum load of 150 kilograms. Maintenance of the parachute is not required under Reichlaw, but it should be repacked and maintained regularly to ensure safe operation. The release pull is located on the left side of the rocket pack. To release the emergency parachute, pull down on the lever.

Replace the emergency parachute if:

- The fabric appears frayed, damaged or worn.
- Any holes or tears appear in the fabric
- It fails to open.

Important safeguards

- When flying at high altitudes be sure to wear a Himmelwurfer Climatiser Flightsuit, available only to Party Members in good standing. Cold temperatures and this atmosphere make high altitude flight extremely hazardous. Also note that this is punishable by death.
- Although our M2000 model rocket pack is rated for transoceanic flights, specialised advanced training is recommended before undertaking long flights over water. Names of unauthorised persons attempting transoceanic flights will be turned over to Permanent Vacation Squad.

Guidance system

Your Himmelwurfer rocket pack is equipped with an automatic guidance system allowing easy navigation between all major regions of Europe, Africa, North America and South America. To use your SECRET DECODER simply enter the code for your destination and your Himmelwurfer will automatically fly the most direct route at a comfortable altitude.

If desired, your Himmelwurfer's guidance can be connected to other aircraft. Simply use the built-in retracting interface cable to connect the pack to the aircraft's control unit. The guidance system can then be used to guide the aircraft to any participating Reichport well as to approved planetary destination the Solar System.

Lunarium safety

The Himmelwurfer M2000 is designed to use lunarium fuel, available at your nearest Reichmart Filling Station at prices established by the Party's Fair Pricing Commission. The prices are fair. You will like them. Due to the known hazards involved in handling lunarium, always have a factory-trained, female Reichmart attendant refuel your rocket pack, under penalty of death.

- Contact with lunarium will cause sterility and loss of intelligence in males. Females are unaffected.
- If lunarium is ingested internally, victim will begin glowing. Do not touch victim. Call the nearest hospital or Body Disposal Squad immediately.
- We hope you enjoy the convenience of safe, clean lunarium fuel.

Our warranty

At a Fair Party Price, Himmelwurfer will repair or replace any factory-installed part that is defective in material or workmanship under normal use. Normal use excludes any use that is punishable by death. This warranty begins on the date the rocket pack is sold to the first retail purchaser. The rocket pack is covered for 20 years or 20 kilometers, whichever comes first. Thank you for choosing Himmelwurfer, and Heil Hitler!

Schmeisser radium pistol



Authorised use

The Schmeisser Radium Pistol is the official hand weapon of the Waffen SS, and is authorised for use only by Party Members in good standing. Any other use of this pistol is prohibited by Reichlaw and is punishable by death or Permanent Vacation.

Safety Guidelines

The Schmeisser Radium Pistol fires a bolt energy that explodes on impact with great destructive power. Users of this weapon are cautioned to handle it with extreme care, especially within range of Nazi Party Members in good standing.

Each pistol contains a shielded radium power supply guaranteed for 50,000 troublefree and lethal shots. Follow these precautions to avoid possible exposure to excessive radium energy:

- Do not attempt to open power supply since exposure to charged radium can be dangerous.
- Do not operate the pistol if it becomes damaged. Damaged pistols can explode.

Telefunken wrist monitor



Authorised use

The Telefunken Wrist Monitor is the official portable computer of the Waffen SS, and is authorised for use only by Party Members in good standing. Any other use of this device is prohibited by Reichlaw and is punishable by death. For further information you must consult the enclosed Quick Reference Card penalty of death.