Rocket Raid

**Thank you for downloading Rocket Raid for your personal computer. Feel free to mail the author
and ask any questions: jburke@frank.mtsu.edu**
Please read this instruction document thoroughly to ensure maximum enjoyment of your new game.

How to Play :

The controls are simple: *Use the <u>mouse</u> to aim the cursor.*
Press the <u>left mouse button</u> to fire a rocket.
Press the <u>right mouse button</u> to collect power-ups (see below).
Press the <u>spacebar</u> for the super bomb.
Press <u>P</u> to pause.

Your goal is to destroy incoming enemy rockets before they reach the cities at the bottom
of the screen. Fire your rockets just below the enemy for best results (See the picture
below.) The game is over when all the earth's cities are gone.

**One Super Bomb (spacebar) is given to you at the beginning of each stage. Use it to destroy
all the rockets on the screen. Remember, you only get one per stage - use it wisely.**

**Sometimes, when an enemy rocket is destroyed, a power-up icon will appear (see picture
below). Move the cursor over the icon and press the right mouse button. These power-ups
will give you special abilities. For more reference, see the *Power-up* section below.**

**Press the pause button (P) to freeze the action at any time. When the game is paused press
quit (Q) to leave the current game and return to the title screen.**

Scoring Points:

<u>Basic scoring</u>
enemy rocket…………………………350
enemy ship……………………………2000
boss ship………………………………6000
extra rockets*…………………………150
extra cities*……………………………2000

*added at the end of each level

<u>Combos</u>

3 in a row…………..300
4 in a row…………..500
5 in a row…………..800
6 in a row…………..1000
7 or more in a row…2000

Combos can be obtained by destroying more than one rocket at the same time. (NOT necessarily with the same shot!!) For example, when the enemy is approaching your cities, aim for the enemy at the top of the screen first - then attack the ones closer to the bottom. When the rockets explode, they will do so at the same time! Combo time!

Power-ups

Power-ups (see above for 'how to collect power-ups') always come in the proper order. This order is as follows:

1st………………..load speed x 5
2nd………………2000 points
3rd………………..10 extra rockets
4th………………..2000 points
5th………………..killer droid
6th………………..load speed x 8
7th………………..15 extra rockets
8th………………..death charge
9th and beyond….2000 points + ???

- The load speed refers to how many rockets can be fired at once the default is 3.
- The player has no control of the killer droid, but it (green cube) will destroy anything in its path.
    - The death charge is the same as an extra super bomb. It will be detonated as soon as it is obtained.

Troubleshooting:

If you are having difficulty running Rocket Raid please don't hesitate to mail me at jburke@frank.mtsu.edu

Some other points:
Remember RR is a MS-DOS game; if you can get it to work in Win95 – Try exiting to DOS.

Run install again if you are unsure about the sound setup.

Remember that the rocket.zip file needs to be unzipped with the directory structure intact. (-d option w/ pkunzip; click Recurse subdirectories in WinZip)

Final note:

Rocket Raid music is provided by Midzilla Music and Sound. Visit their website at http://users.aol.com/sjuncal/theax.html

The Rocket Raid website is here : http://www.mtsu.edu/~jburke

If you feel up to the challenge, send your high scores to me – jburke@frank.mtsu.edu
Enjoy the game!