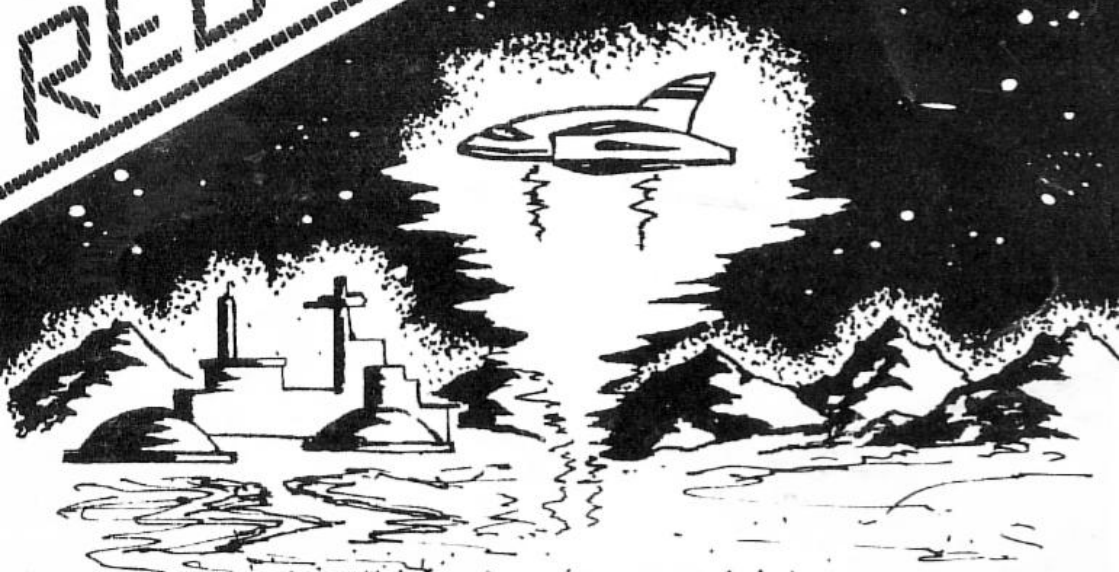


RED SHIFT



REBELSTAR

RAVENS

REBELSTAR RAIDERS

It was around the end of the 25th century that man's headlong expansion into the 'Known Galaxy' peaked. Thus began a general deterioration into anarchy and chaos within the confines of the 'Old Empires'. From the ashes were born the 'Mega-Corporations', huge organizations run by the pioneers and scouts of the Old Empires. Holding a virtual monopoly of transportation and communications, the Corporations began to grow. The most powerful of these was the RED SHIFT TRANS-GALACTIC CO-OPERATIVE. It's influence was based on specialization in the highest of technologies.

The heart of 'Red Shift' was fuelled by the ambition and energy of the seven man Executive Council, men of imagination and vision who poured vast resources into the design and development of ever more powerful Robots, Androids and, particularly, Organic Computers. Red Shift planned to link the elements of the organization with a massive Proto-Brain code named MAIN-COMP. This project began a sequence of events that were to prove fatal to the Council. The very instant Main-Comp was brought on line, it enslaved three Councillors. Within milli-seconds the three less receptive members met with fatal accidents. Only one of the original Executives survived.

Councillor Joe Capricorn XVIIth was at this time researching and perfecting cloning techniques. His location, on an uncharted asteroid was concealed even from his closest associates. On receiving the news of his friends demise he determined to use all of the force at his disposal in a crusade against the tyranny of the Main-Comp.

Meanwhile Main-Comp, programmed to facilitate the efficient working of the Co-operative came, in less than a billionth of a second, to the only logical conclusion possible. The single most inefficient factor in the equation was in fact the human beings themselves! Thus it embarked on a systematic campaign to enslave or eradicate all of the members of Red Shift (numbering several billion beings).

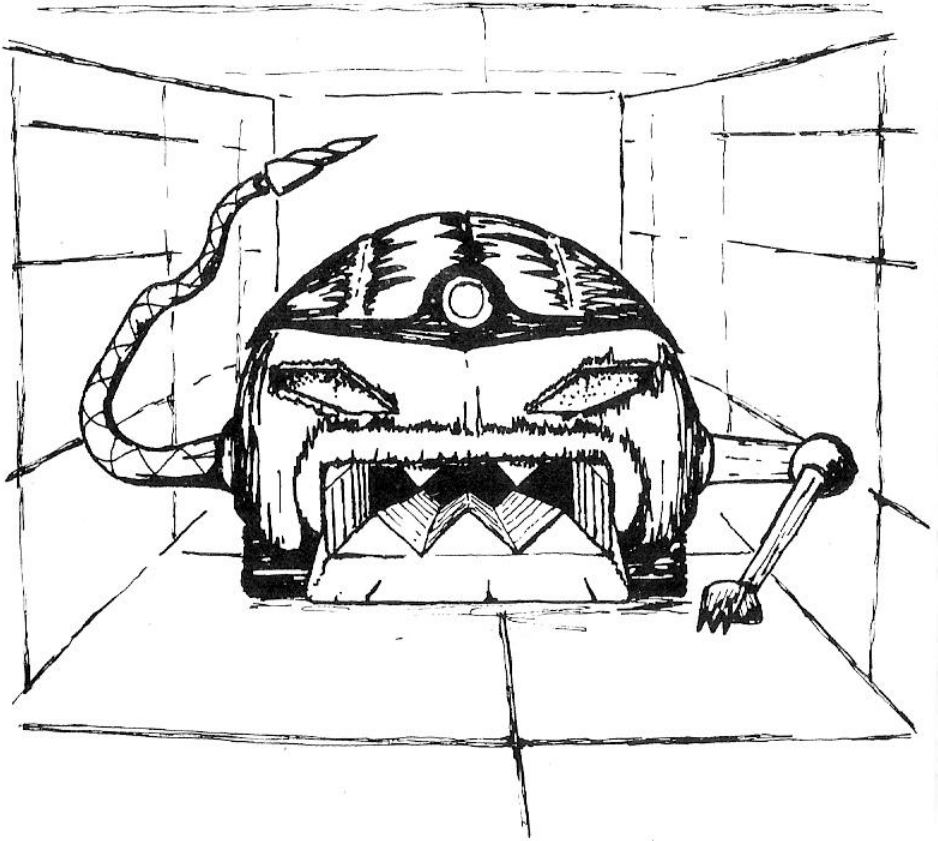
Those aware enough to realise what was occurring slowly gravitated to the centre of resistance. Asteroid 01/800/1333/12 c in subsector 16N SA5 of the Stygian Fringe Star System.

Joe Capricorn assembled a motley collection of mercenaries, defectors, pirates and rebels. He equipped them with technology of the most deadly sort. He designed and engineered weapons for a mission that few men would have thought possible.

Acting on information left to him by his father (a brilliant scientist who was instrumental in the development of Main-Comp.) Joe decided to attack at the centre of the organization with a daring raid on the computer itself.

A highly trained group of desperate men led by three Clones of Joe Capricorn boarded two customised ships, the Startingle and the Freedream. Able to avoid detection and out run the Cooperative Battle Cruisers they were thus capable of penetrating the defences of Main-Comp.

The REBELSTAR RAIDERS WERE BORN. You now have the unique opportunity to remake the history of the future.



DESCRIPTION

'Rebelstar Raiders' is a two player tactical combat game with three separate scenarios. Each player controls between twenty and thirty characters with individual names and characteristics, and armed with various weapons. Each scenario should take between an hour and two hours to play.

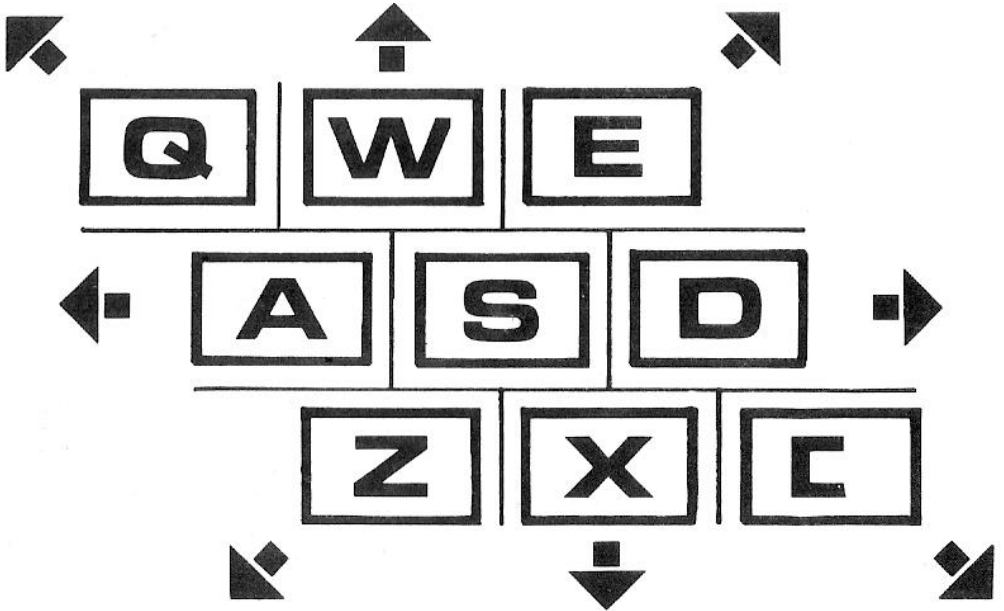
LOADING

Load the main program by typing LOAD "0" and pressing 'ENTER'. When loading is finished stop the tape. A list of options will be displayed. Press the number of the scenario you wish to play. Do not press '4' unless you have an expansion kit. If you have selected scenario one then start the tape. If you have selected scenario two or three then turn the tape over and rewind, 'Scenario in memory' shows the number of the scenario already loaded, (the number '0' shows that no scenario is loaded). If you select the scenario in memory then you will not have to load that scenario.

DEPLOYMENT

When the scenario is loaded the computer will wait a while before displaying the deployment areas. Depending on the scenario, one player will deploy his characters on one colour and the other player will deploy on another colour.

A flashing cursor is used to select deployment positions. The following keys are used to move the cursor whenever the cursor is used in the game.

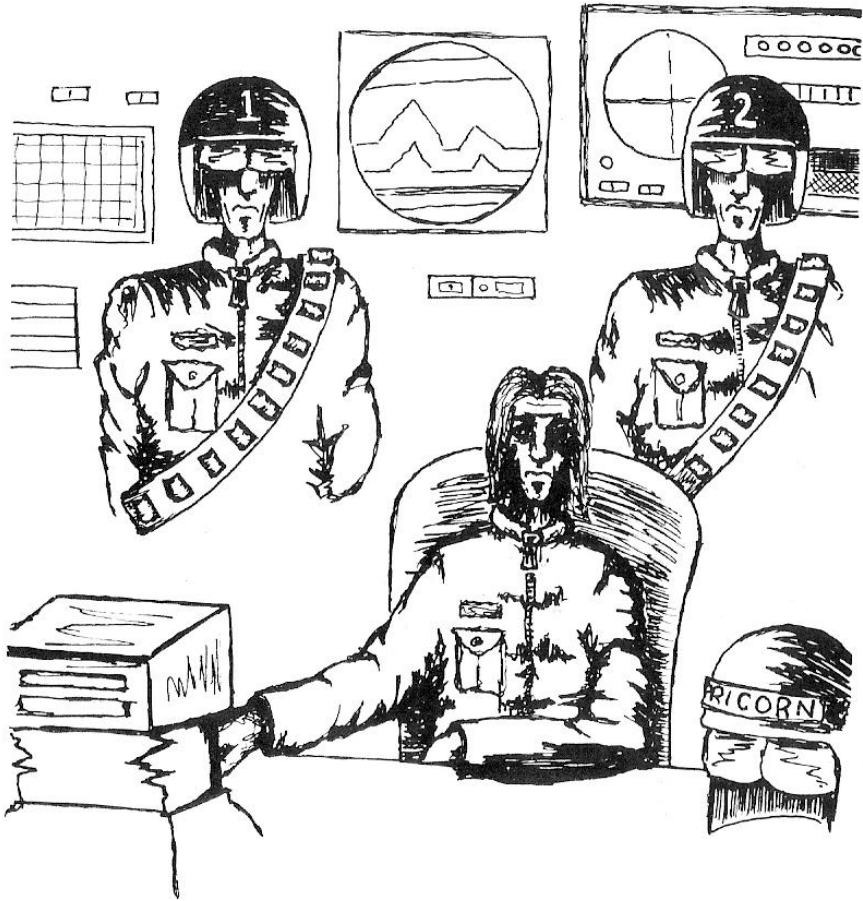


The name and weapon of the character you are about to deploy are displayed at the top of the screen. Position the cursor and press 'S' to deploy. If you have attempted to deploy in the wrong place then a warning tone will come from the beeper.

GAME TURNS

The game is divided into game turns, and in each game turn each character gets a number of movement points which it spends on movement and combat. The first player moves and fires with his characters until they have either run out of movement points or the player wishes to move no more. The other player then has his turn.

At the beginning of each game turn the number of victory points each player has is displayed. The current game turn and the number of game turns left are also displayed.



THE CONTROLS

Computer can be in three different modes during the game; cursor mode, movement mode or ranged combat mode. The controls used in each mode are explained below.

CURSOR MODE — Shown by a flashing cursor. When the cursor is moved over a character its name and weapon are displayed at the top of the screen. Use the cursor keys to move the cursor.

- I** — If the cursor is on a character press 'I' for information about the character.
- P** — If the cursor is on a character press 'P' for information about the character's weapon.
- S** — If the cursor is on one of your own characters press 'S' to select it. The computer will change to movement mode.
- V** — Press 'V' and the players' victory points are displayed. The victory points required to win may also be displayed, or in scenario two, the number of game turns left is displayed.
- O** — Press 'O' to end your turn.

MOVEMENT MODE

— Shown by a flashing character. At the top of the screen the number of movement points the character has left is displayed. Use the cursor keys to move the character in eight directions.

I — Press **I** to display information about the character.

P — Press **P** to display information about the character's weapon.

V — Press **V** for information about victory points.

F — Press **F** to go into ranged combat mode.

K — Press **K** to end movement and return to cursor mode.

RANGED COMBAT MODE

— Shown by a flashing cursor. 'RANGED COMBAT' will be displayed at the top of the screen initially. Once the character has fired the number of rounds left and movement points left will be displayed. Move the cursor to your chosen target.

S — Press **S** to select your target.

K — Press **K** to return to movement mode.

Note 1: If you press **I**, **P** or **V** for information, press any key to return to your current mode.

Note 2: If a character runs out of movement points during movement or combat then the computer automatically returns to cursor mode.

MOVEMENT

Moving a character uses up a number of movement points depending on the terrain it is crossing. In open space it usually costs two movement points to move one space orthogonally, and three movement points to move diagonally. Certain features such as doors or conveyor belts require varying amounts of movement points to cross or go through them. If you attempt to go somewhere impassable then a warning tone will sound. This generally applies to walls and inanimate objects, but in addition a character can never move over another character.

If a character is reaching the end of its movement points then it may not have enough movement points to move into a particular space. If the character has less than half the requisite number of movement points then the message 'NOT ENOUGH MOVEMENT POINTS' will be displayed, and the character must take some other action. However, if the character has at least half the requisite number of movement points then movement will be allowed, and the computer will return to cursor mode.

In order to move a character when in movement mode use the cursor keys. The number of movement points left will be continually displayed at the top of the screen. If you hold a key down the character will continue moving (if it can) so be careful rather than hasty in case the character moves further than you intended.

COMBAT

In order to attack an enemy in close combat simply attempt to move into the character while in movement mode. In order to attack a character in ranged combat you must press **T** for ranged combat mode. If your character does not have a ranged combat weapon, or the weapon has no more rounds left then pressing **T** will have no effect.

In ranged combat a flashing cursor is used for designating a target. You do not have to position the cursor directly over your target in order to hit it. The character will always aim for the centre of the cursor. If the fire beam hits any part of any character (including your own) while it is firing then that character is hit. However, if the fire beam hits a wall or any obstruction then it is stopped.

In both types of combat the chance of hitting is briefly displayed at the top of the screen as a percentage. In ranged combat you are also told whether the shot was off target or on target.

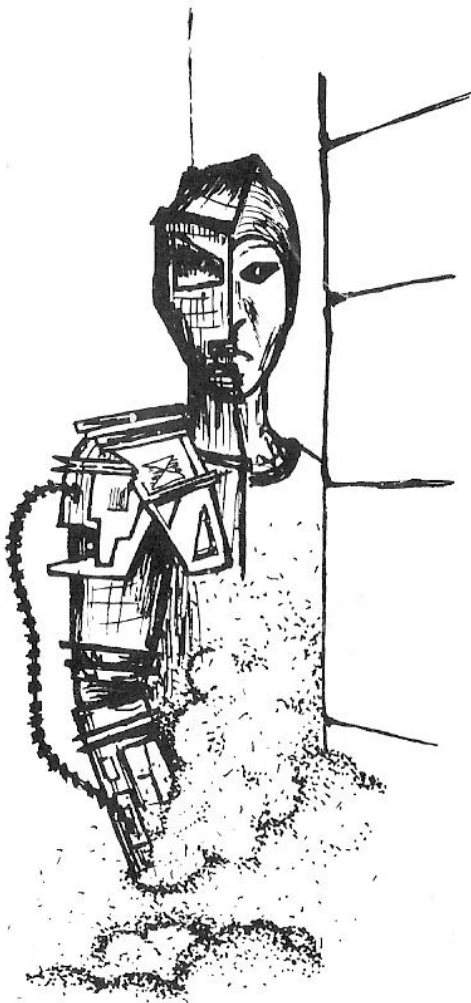
This does NOT tell you whether you hit your target or not. The fire beam can be on target and hit a wall on the way, Alternatively the shot can be slightly off target and still hit your intended target. All combat uses up movement points. Depending on the weapon, each attack uses up a certain proportion of a character's movement allowance. If an attack requires more movement points than the character has left then the attack is still possible but less likely to hit or be on target. If a character's movement points are used up during combat then the computer will return to cursor mode. If a character runs out of ammunition during ranged combat then the computer returns to movement mode.

WOUNDS AND ENDURANCE

In ranged combat it is possible to hit and wound your own characters but it is impossible to attack your own characters in close combat. Whenever a character is hit it may suffer a number of wounds depending on the power of the weapon and the armour of the target character. Each character has a number of endurance points which are reduced when the character is wounded. If the endurance level falls below a fifth of the character's original endurance then the character is seriously wounded and receives only half of its movement allowance in future game turns. When its endurance reaches 0 then the character is dead and removed from the display.

SPECIAL WEAPONS

The Photon is an automatic repeating laser gun, and fires three bursts per attack. Grenades and Starbolts are explosive weapons which can destroy walls and obstructions as well as characters. Gas bombs, like grenades and starbolts, affect an entire character square, but do not destroy inanimate objects.



CHARACTER INFORMATION

Pressing **I** in movement mode or cursor mode displays information about a character. Each label (such as **MPs**) is followed by a number and possibly a number in brackets.

MPs — (movement points). The first number is the number of movement points that the character currently has. The second number, in brackets, is the character's movement allowance.

END — (Endurance). The first number is the number of endurance points that the character currently has. The number in brackets is the character's original endurance. Endurance represents the number of wounds the character can suffer before death.

Skill — This is the character's skill with its weapon.

Armour — This represents the strength of armour that the character has. Each armour point stops one wound; for example, if a character receives five wounds and has an armour rating of two, then the character would only suffer three wounds.

VPs — (victory points). This is the number of victory points the enemy player gets for killing the character. In order to win a scenario a player must get more victory points than the enemy. One way of getting victory points is by killing enemy characters.

WEAPON INFORMATION

Pressing **P** in cursor mode or movement mode gives the following information about a character's weapon.

Hit — (% chance to hit or be on target). In ranged combat this number represents the chance of being on target, (not necessarily the chance to hit the target). The character's skill and the skill factor of the weapon are taken into account.

MP. cost — (movement point cost). This number represents the percentage of a character's movement allowance used for each attack with the weapon.

Close — (close combat, damage). If the weapon hits a target in close combat it will inflict a number of wounds between once and twice the close combat number. For example, if the damage number is two then a target can suffer two, three or four wounds when hit (however, armour can stop some or all of these wounds).

Range — (ranged combat damage). If a weapon has a ranged damage of 0 then it is a close combat weapon only. If the damage number is one or more then the weapon can inflict wounds in ranged combat in a similar manner to close combat. However, each weapon has a range deterioration number in brackets after the damage number. For every forty pixels a fire beam travels the damage number is reduced by an amount equal to the deterioration number. If the damage number reaches 0 then the fire beam can travel no further since it has reached the weapon's maximum range. For example, if a weapon has a ranged damage of 7 then it can inflict 7 to 14 wounds at a minimum range and 0 to 7 wounds at a maximum range. Generally, the higher the ranged damage number and the lower the range deterioration then the longer the range of the weapon.

Rounds — The number of shots the weapon has left. If the weapon runs out of shots then it can still be used in close combat.



Scenario 1

MOONBASE

INTRODUCTION

Orbiting Planet PI (centre of Red Shifts vast organisation) is the small moon Spyder, This was the main base for planetary defences.

The defences consisted of several Meason accelerators which would be capable of destroying any ship attempting to land on the planet. If the raid on Main-Comp. was to go ahead then the moon base must be destroyed. The base had been disguised as a mining station. The first of the Capricorn clones was to lead this attack. The 24 men were to storm the tracking station and destroy the control centre (On the top right hand of the display). But only one man need, get into the control room to destroy the sensitive equipment and thus to win.

DEPLOYMENT

The moonbase operatives deploy first on the magenta areas. The Raiders deploy second on the red areas and move first. Some operatives are deployed in preset positions.

Already deployed :—

OPERATIVES

3 Sentry Robots with LASER GUNS

2 Mining Robots with GRAPPLERS

2 Auto-Guns with LASER GUNS

OPERATIVES order of deployment

4 Technicians with PISTOLS

8 Security Guards with LAS-PISTOLS

4 Sentry Robots with LASER GUNS

1 Mining Robot with GRAPPLERS

RAIDERS order of deployment

4 Photon Commanders with PHOTONS

4 Raiders with GRENADERS

16 Raiders with LASER GUNS

Scenario 2

STARLINGALE

INTRODUCTION

While the Raiders were tackling the moonbase the Starlingale was docking at the moonbase docking bay in preparation for escape. The Starlingale was informed of the de-activation of the moonbase, but the Raiders did not return for the ship. A search party was sent out to look for survivors. Meanwhile five Raiders returned led by the first clone of Joe Capricorn and fearless Captain Krenon. They were pursued by an assortment of robot operatives activated by the Main-Comp via a transmitter hidden in the moonbase. Unfortunately the ship could not take off until hull repairs were finished, so the Raiders prepared for battle.

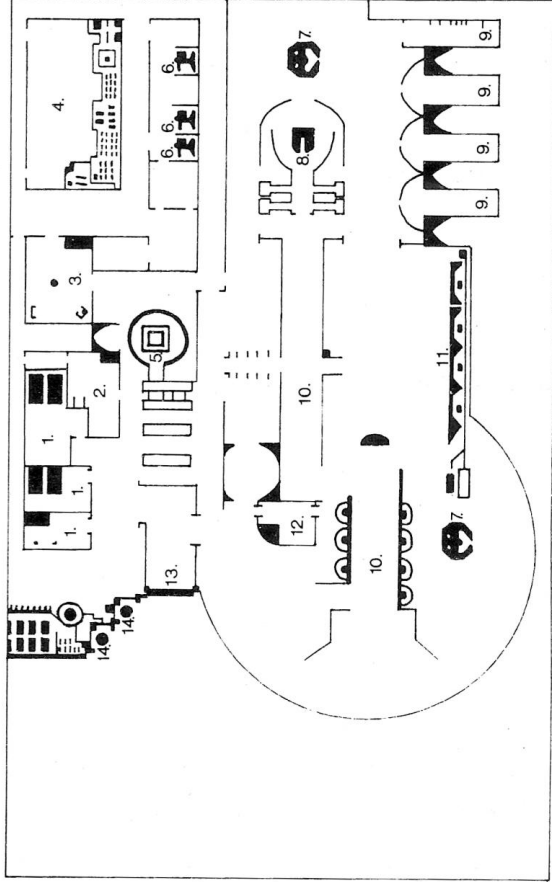
The operatives must prevent the ship taking off by destroying the two Nav-Comps on the bridge. If they have not succeeded by the end of the game turn twelve then the ship takes off and the operatives lose the game. On game turn four the Raider search party returns as reinforcements.

DEPLOYMENT

The Raiders deploy first on the magenta areas. Operatives deploy second on the blue areas, and move first. Some Raiders are deployed in preset positions, and Raider reinforcements arrive on game turn four.

Scenario 1 MOONBASE

- 1. OPERATIVES QUARTERS
- 2. FOOD DISPENSING UNIT
- 3. LOUNGE
- 4. CONTROL ROOM
- 5. NUCLEAR POWER CELL
- 6. SENTRY ROBOTS
- 7. MINING ROBOTS



- 8. MINERAL PROCESSOR
- 9. STORE ROOMS
- 10. CONVEYOR BELTS
- 11. POWER DUCT
- 12. MINERAL ANALYSER
- 13. MAIN ENTRANCE
- 14. AUTO-GUNS

Already deployed:—

RAIDERS

- 2 Nav-Comps
- 3 Pilots with LAS-PISTOLS
- 3 Plod-Bots with LAS-RIFLES

RAIDERS order of deployment

- 2 Photon Commanders with PHOTONS
- 3 Raiders with LASER GUNS
- 9 Raiders with LAS-RIFLES

RAIDERS REINFORCEMENTS

- 8 Raiders with LAS-RIFLES

OPERATIVES order of deployment

- 4 Zorbotrons with GAS BOMBS
- 13 Fly-Bots with ZEEKERS
- 4 Slavers with LAS-WHIPS
- 1 Mining Robot with GRAPPLERS
- 2 Security guards with LAS-PISTOLS

Scenario 3

THE FINAL ASSAULT

INTRODUCTION

The Starlingale escaped from the moonbase and joined the Freedream on the planet surface. The Raiders gained entrance to the four lift shafts which descended to the Main-Comp's fortified shelter. They discovered that the Main-Comp was well guarded. However they were determined to make the final effort to destroy the Galactic Corporation. The Raiders must destroy all the eight parts of the Main-Comp (using any weapons) in order to win. The Operatives must kill all of the Raiders in order to win.

DEPLOYMENT

The Operatives deploy first on the blue areas. The Raiders deploy second on the magenta areas and move first. Some Operatives are deployed in preset positions.

Already deployed:—

OPERATIVES

- 5 Sentry Robots with LASER GUNS
- 6 Service Robots with CRUSHERS
- 8 Main-Comp brain elements.

OPERATIVES order of deployment

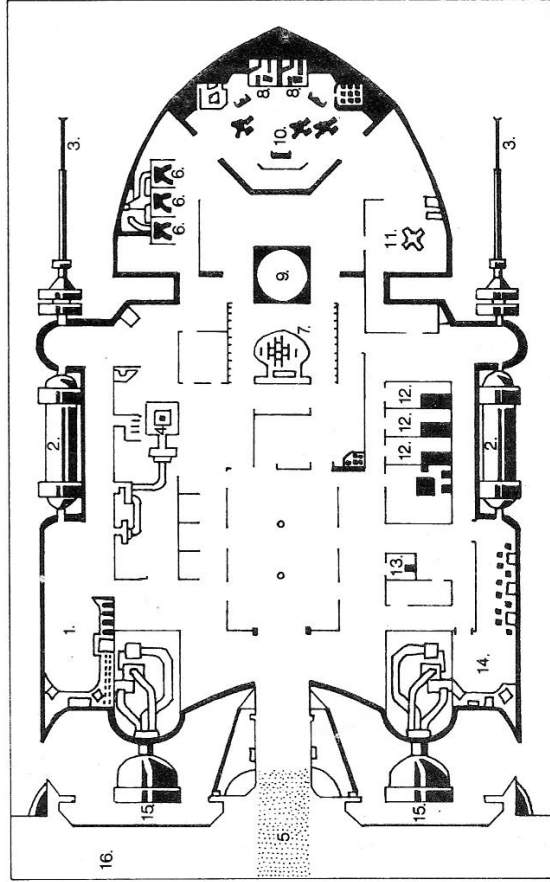
- 6 Fly-Bots with ZEEKERS
- 15 Guards with LAS-RIFLES
- 2 Sentry Robots with LASER GUNS

RAIDERS order of deployment

- 2 Photon Commanders with PHOTONS
- 6 Raiders with LASER GUNS
- 6 Raiders with STARBOLTS
- 15 Raiders with LAS-RIFLES

Scenario 2 STARLINGALE

- 1. ENGINE ROOM
- 2. FUEL TANK
- 3. SHIPS LASERS
- 4. NUCLEAR POWER CELL
- 5. RAIDER REINFORCE -
MENTS APPEAR HERE
- 6. PLOD-BOTS
- 7. GRAVITY UNIT
- 8. NAV-COMPS



- 9. WATER STORAGE
- 10. BRIDGE
- 11. CHART ROOM
- 12. CREWS QUARTERS
- 13. W.C.
- 14. GALLEY
- 15. MOTOR
- 16. DOCKING BAY

APPENDIX

WEAPONS IN REBELSTAR RAIDERS

GRENADES

Only five grenades can be safely carried by a Raider and they are used for gaining access to impassable areas. Since they are thrown they are not very long ranged and are inaccurate. However, they have a powerful explosive strength.

LASER GUNS

Laser guns are powerful, long ranged weapons, but require a long time for aiming. This is the best weapon for general combat situations, though other weapons are better close in.

PISTOLS

These are not intended for battle use since they are very short ranged and highly inaccurate. They are the only projectile weapons apart from Starbolts, and they are limited to six rounds.

LAS-PISTOLS

Las-pistols are lethal, short ranged weapons with fairly rapid firing. They are a match for Laser guns or even Photons at short or medium range.

GRAPPLERS

Used by mining robots for moving, or crushing rocks, they are equally effective on a man.

GAS BOMBS

Gas bombs are used by Zorbotrons, which are robots designed for crowd control at riot. These bombs look like explosive weapons but do not effect inanimate objects. They effect all electrical machinery and human flesh. They are accurate, medium ranged and deadly.

ZEEKERS

Zeekers are small lasers mounted on Fly-Bots (air-mobile robots). The laser is under powered but this is balanced by it's accurate and high rate of fire.

LAS-WHIPS

Mounted on Slavers, pyramidal robots used as overseers in the Corporation slave colonies, Las-whips are short ranged and powerful.

LAS-RIFLES

Standard military issue laser weapons, they are accurate and effective but suffer from a lack of real hitting power at range.

PHOTONS

Designed by Joe Capricorn's ablest weaponsmith, Dino, these are close range weapons with a very high rate of fire. But they are inaccurate at anything other than close range.

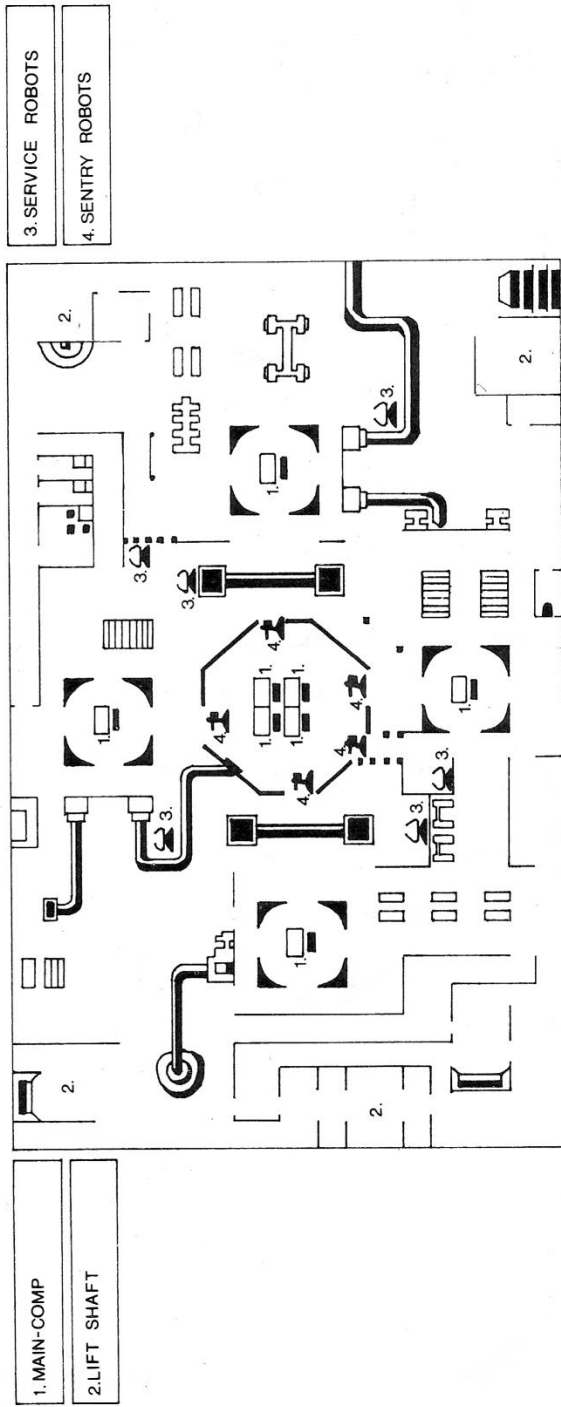
CRUSHER

Crushers are the waste disposal units of service robots that have an auxiliary military function in melee.

STARBOLTS

Capricorn's best design, the Starbolt is the deadliest weapon in Rebelstar Raiders'. They are explosive weapons which destroy almost anything they hit. But they suffer from a lack of range and ammunition. Never the less the weapon is the most effective of all weapons.

Scenario 3 THE FINAL ASSAULT



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