

RAIN OF TERROR

ATARI XL/XE
GAME PROGRAM



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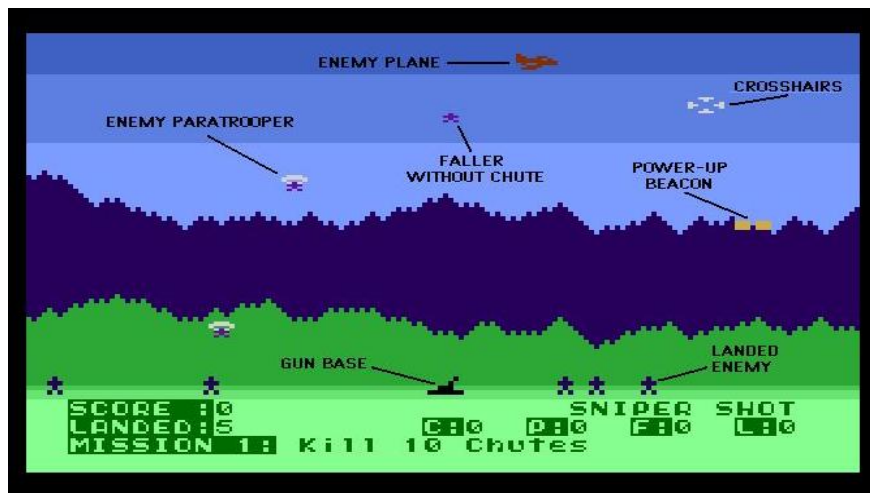
RAIN OF TERROR FOR ATARI XL/XE COMPUTER SYSTEMS

BY ERIC HENNEKE AND ROB SCHLORTT

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YOUR HOMELAND IS UNDER AN AIRBORNE ATTACK! YOU ARE THE ONLY DEFENSE AGAINST THE ENDLESS RAIN OF ENEMY PARATROOPERS. WITH EACH NEW MISSION THE ENEMY STEPS UP THE INTENSITY... NOBODY SAID THIS WOULD BE EASY. AS YOUR ORDERS BECOME MORE AND MORE CHALLENGING, YOU WILL BE CALLED UPON TO FIGHT IN A VARIETY OF CHANGING TERRAIN.

HOW LONG CAN YOU HOLD OUT AGAINST THE ENEMY? HOW MANY MISSIONS CAN YOU COMPLETE VICTORIOUSLY?



GAME OBJECTIVE

USING THE PADDLE OR JOYSTICK CONTROLLER TO AIM AND FIRE YOUR WEAPON, CLEAR AS MANY MISSIONS AS POSSIBLE BY FULFILLING YOUR ORDERS WHILE PREVENTING ENEMY PARATROOPERS FROM LANDING.

A BEACON OF HOPE: HIGH UP ON THE MOUNTAIN RIDGE, YOU WILL OCCASIONALLY SEE A FLASHING BEACON. SHOOTING THESE BEACONS WILL POWER-UP YOUR GUN SHOT MODE, PROGRESSING FROM SNIPER-SHOT, TO BURST-SHOT, UP TO AUTOMATIC. HINT... GET AUTOMATIC GUN SHOT MODE TO DO SOME REAL DAMAGE AND THEN HANG ON TO IT AS LONG AS YOU CAN! THIS IS EASIER SAID THAN DONE BECAUSE EACH TIME AN ENEMY TROOPER LANDS YOUR GUN SHOT MODE WILL BE DECREASED BY ONE LEVEL. ANOTHER HINT... EVEN THOUGH AUTOMATIC GUN MODE IS GREAT, YOU NEED TO MASTER SNIPER-SHOT MODE TO STAY ALIVE!

BONUS MISSIONS: EACH TIME YOU COMPLETE THREE CONSECUTIVE MISSIONS THE ENEMY PLANES WILL ATTEMPT TO RETREAT. DURING THESE SPECIAL BONUS MISSIONS, YOUR GOAL IS TO DESTROY AS MANY ENEMY PLANES AS POSSIBLE AND PREVENT THEM FROM ESCAPING. THE ENEMY CANNOT ATTACK YOU DURING THE BONUS MISSIONS SO YOU ARE PURELY ON THE OFFENSIVE. EACH TIME YOU KILL AN ENTIRE FORMATION OF ENEMY PLANES DURING THE BONUS MISSION YOUR GUN SHOT MODE WILL BE POWERED-UP BY ONE LEVEL. IF ANY PLANES ESCAPE YOUR GUN SHOT MODE WILL BE DECREASED. NORMALLY YOU WILL EXIT THE BONUS MISSION WITH THE SAME GUN SHOT MODE THAT YOU HAD WHEN YOU ENTERED IT. HOWEVER, IF YOU COMPLETE A PERFECT BONUS MISSION WITH NO PLANES ESCAPING YOU WILL GET A SPECIAL RECOGNITION ALLOWING YOU TO KEEP AUTOMATIC GUN MODE AND 40,000 BONUS POINTS!

END OF GAME

IF TEN ENEMY PARATROOPERS LAND THEY WILL DESTROY YOUR GUN BASE AND THE GAME IS OVER. ALSO WATCH FOR ENEMY TROOPERS TARGETING YOUR GUN BASE DIRECTLY. IF A TROOPER LANDS DIRECTLY ON TOP OF YOUR GUN BASE THE GAME IS IMMEDIATELY OVER, REGARDLESS OF HOW MANY LANDERS ARE ON THE GROUND.

WHEN END-OF-GAME IS IMMINENT (IF THE 10TH TROOPER IS IN THE AIR, OR IF A TROOPER IS DIVING DIRECTLY FOR YOUR GUN BASE) A WARNING SIREN WILL SOUND AND YOU WILL SEE A RED WARNING.

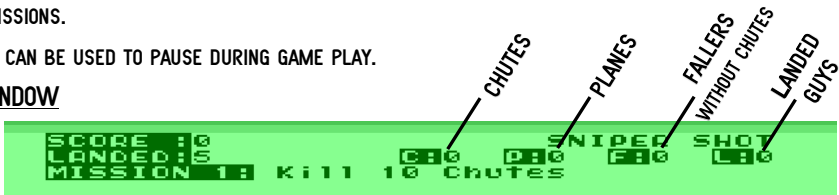
CONTROLS

INSERT PADDLE OR JOYSTICK AND USE [OPTION] CONSOLE KEY TO CHOOSE CONTROLLER, THEN PRESS FIRE BUTTON TO BEGIN GAME. USE PADDLE OR JOYSTICK TO MOVE CROSS-HAIRS LEFT AND RIGHT, FIRE BUTTON TO SHOOT. IN JOYSTICK MODE: UP-ANGLES ALLOW FOR FINE-TUNED AIMING; DOWN-ANGLES ALLOW ULTRA-FAST MOVEMENT.

AS YOU COMPLETE MORE MISSIONS, YOU WILL EARN ACCESS TO START NEW GAMES ON HIGHER MISSIONS. YOU WILL KNOW YOU HAVE ACHIEVED THIS WHEN THE "SELECT MISSION" MESSAGE APPEARS ON THE TITLE SCREEN. WHEN THE "SELECT MISSION" MESSAGE IS VISIBLE USE THE [SELECT] CONSOLE KEY TO CHOOSE FROM AVAILABLE MISSIONS.

[SPACE BAR] CAN BE USED TO PAUSE DURING GAME PLAY.

STATUS WINDOW



THE STATUS WINDOW WILL KEEP YOU UPDATED AS TO HOW YOU ARE PROGRESSING TOWARD YOUR MISSION OBJECTIVE. YOUR CURRENT MISSION ORDERS ARE ALSO DISPLAYED AT THE VERY BOTTOM.

LEFT SIDE SHOWS SCORE & NUMBER OF LANDED ENEMY TROOPERS (10 LANDED ENDS GAME).

RIGHT SIDE SHOWS GUN MODE, & NUMBER OF (C)HUTES, (P)LANES, (F)ALLERS, (L)ANDED GUYS KILLED.

NOTE: TO KILL A FALLER, YOU MUST SHOOT A FALLING ENEMY TROOPER WITHOUT A CHUTE (EITHER BEFORE HIS CHUTE IS OPENED OR AFTER HIS CHUTE HAS BEEN SHOT AND HE IS PLUMMETING TO THE GROUND). TO KILL A LANDED GUY, YOU MUST SHOOT A PARATROOPER OUT OF THE AIR SUCH THAT HE WILL FALL ON TOP OF A LANDED TROOPER ON THE GROUND, CRUSHING HIM.

SCORING

CHUTES: 250 POINTS

FALLERS WITHOUT CHUTES AND LANDED GUYS: 500 POINTS

PLANES: 1000 POINTS

AFTER EACH NORMAL MISSION IS COMPLETED, YOU WILL BE AWARDED UP TO 40,000 BONUS POINTS IF THERE ARE NO LANDED GUYS ON THE GROUND. FOR EACH LANDED GUY ON THE GROUND AT END OF THE MISSION, THE BONUS IS DECREASED BY 4,000 POINTS.

AFTER EACH BONUS MISSION, IF YOU PREVENT ALL PLANES FROM ESCAPING YOU WILL RECEIVE A 40,000 POINT BONUS FOR A PERFECT PERFORMANCE.

HIGH SCORE

IF WRITE ACCESS TO DISK DRIVE ONE IS AVAILABLE, THE HIGH SCORE WILL BE SAVED AND MAINTAINED FOR FUTURE GAMING SESSIONS. MISSION LEVEL ACHIEVED DURING HIGH SCORE WILL ALSO BE SAVED.

SCREEN SHOTS

