PLAYING INSTRUCTIONS
SEQUENCE I — SAC HEADQUARTERS

The opening sequence is a world overview from Strategic Air Command Headquarters (SAC). This computer overview alerts U.S. Commanders of any nuclear activity. When a Soviet launch has occurred, the launch point will turn white on the screen. The computer then immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the U.S. Above the Earth is a white figure which is the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the fire button.

SEQUENCE II — DEFENCE TACTICS

Once inside the space station, fighter pilots will begin to scramble to their aircraft. Each Pilot must take his plane out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

PUSHING LEFT OR RIGHT on the stick will rotate the aircraft to the left or right, thus controlling the direction that you are facing.

PUSHING THE BUTTON will fire the vertical thruster, which will raise the aircraft off the launch deck.

PUSHING FORWARD on the stick will fire the main engine causing the aircraft to accelerate in the direction it is facing.

Once moving in a certain direction, the only way to slow your speed is to rotate (by pushing left or right) until you are flying backwards, and then fire the main engine (push forward on the stick).

GRAVITY is very slight, and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard your craft will be destroyed.

OPENING THE HANGAR DOORS is accomplished by moving joystick backwards once your aircraft is off the hangar deck. (The door will stay open only for a short period of time!) Once outside the space station, the screen will switch to the overview: Your craft will be identified by a flashing white dot. At this point, you must decide either to attack the launch point (identified by the white launch site) or to take more planes out of the station. If you decide to attack, guide your craft by the joystick to the target.

You may also press the down key to open the hangar doors.

To exit the sequence press ESCAPE when your aircraft is at zero altitude and your vertical velocity is also zero.

Note: Taking More Planes Out

The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One will appear at the point at which your last one was destroyed. If you wish to bring additional aircraft out of the station, press the fire button and follow the same procedure as before.

STRATEGY TIP

Once the launch silos are destroyed (explained in next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hangar. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

SEQUENCE III — ATTACK RUN

Now that you are in Soviet airspace, you begin your attack run on the Soviet launch sites. In order to reach the launch sites, you must first make a run through enemy territory to reach the missile silos. To avoid Soviet radar, your craft will have to fly at a very low level, and this allows Soviet ground defence a chance to shoot you down. Various defence weapons will appear as you travel. Each of these are worth points. Beware of Soviet heat seeking missiles. When you see them coming shoot the missile down for additional points. Depending on the level you may have to shoot them several times.

ATTACK RUN CONTROLS — the controls for this scene are similar to the controls for a real jet aircraft. Push left to bank left, right to bank right. Push forward to dive and back to climb. (Some people find it helpful when playing this scene, to face the right as if they were actually sitting in the aircraft.)

After the run through enemy territory is completed, prepare to destroy the launch silos.

SEQUENCE IV — THE MISSILE SILOS

Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S.

In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run:

> Move joystick left to move left.
>
> Move joystick right to move right.
>
> Push forward to dive.
>
> Pull back to climb.

Each silo has a small window which you must fire a rocket through in order to destroy it. When you are properly lined up at the target, the sights will light up.

As you attempt to line up on a target, the silo defence system will fire at you. You can avoid the enemy rockets by moving left or right or by moving up or down. The elevation of the enemy rocket is set at the same elevation as your aircraft at the time of firing.

The Centre Silo is the control silo. The nuclear missiles launched are controlled from this point.

When this silo is destroyed the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running out, but when it is hit the attack will stop and you will switch back to the computer overview. The silos located on the side of the Control Silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have 9 aircraft maximum). If you destroy all the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from left and try to shoot you down.

NOTE:

Pay close attention to the "Time to Impact" heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each silo is worth an extra plane and a considerable amount of points, destroying all of the silos will greatly enhance your score.

SEQUENCE V — THE SOVIET DEFENCE CENTRE

You will not be allowed to attack the Soviet Defence Centre in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the Defence Centre. If you are successful, you will set Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the Defence Centre. To control movement from side to side move the joystick left and right. Moving the joystick forward and back controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, use the button to fire.

TARGETS — Soldiers are located on the walls on both sides of the Defence Centre. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench.

Secondary targets include all of the towers on the buildings. These can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is an entrance into the reactor room (the next scene). While the other doors will turn black when hit, this door turns white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you. Again, if you stay in one position too long you're likely to get blasted.

ENTERING THE REACTOR

Once all the soldiers are eliminated, the tank destroyed, and the door opened, you will progress to the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the white door is exposed and there are no men or tanks in the scene.

SEQUENCE VI — INSIDE THE REACTOR ROOM

Now you have penetrated inside the Soviet Defence Centre and are inside the nuclear reactor chamber, which is the power source of the facility.

Description of the Screen

A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interrupted, the reactor will overheat and become unstable. The system will gradually reach critical mass and explode.

Your objective is to sabotage this operation by neutralizing the maintenance robot.

The robot has defence capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition, he is invulnerable to a frontal attack. The robot does have an Achilles heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated, your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system, push forward on the joystick to move right and pull back to move the target left.

To move your commando push the joystick left or right. When your commando and target are properly lined up, push the button on the joystick to release the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot, that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of the disc as it comes towards you. Each robot will require four hits from behind to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:

Level 1	2 Robots
Level 2	3 Robots
Level 4	4 Robots

In addition, each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs, and you still have men left, you will have to go back outside to the previous scene (Defence Centre) and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to last robot is destroyed, the final robot offers up a big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ECT (Estimated Time To Critical Mass). At critical mass the reactor will explode taking the Defence Centre with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane you will survive. If not, we will notify your family.

SCENE VII — THE FINAL CHAPTER

This scene will let you know if your mission is entirely successful. If you escape, you will be awarded considerable bonus points.

RAID!!!

LOADING INSTRUCTIONS

This cassette version of RAID!!! will operate on either the Amstrad CPC 464 or the disc based Amstrad CPC 664.

Amstrad CPC 464

Place the rewound cassette in the cassette deck. Type RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type |TAPE then press ENTER key. Then type RUN" and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

Amstrad CPC 664

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type |TAPE then press the ENTER key. Then type RUN" and press ENTER key. Follow the instructions as they appear on the screen.

Please read thoroughly before beginning.

RAID!!! is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defence Centre.

STARTING THE GAME

Press the fire button or space to select either joystick or keyboard control.

Keyboard Controls:

UP	Q	FIRE	SPACE BAR
DOWN	A	TAB	Freeze game while held
LEFT	O	ENTER	Abort game
RIGHT	P		Use up and down and fire to select level