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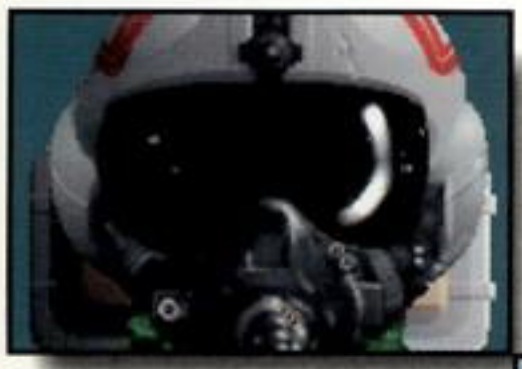
Apogee Software Ltd / 3D Realms Tech Support
March 2009
http://www.3drealms.com

RAPTOR

· CALL OF THE SHADOWS ·

CREATED BY CYGNUS STUDIOS · PUBLISHED BY APOGEE



RAPTOR

CALL OF THE SHADOWS

Your engine's turbines roar as you scream out of the sky. Startled troops look up just in time to see your wing cannons blaze. You feel the plane buck slightly as your missiles streak toward their targets. A flash in the distance tells you that they have done their job—and so have you.

The Mega-Corps pay well, especially for those talented enough to survive. They call you into the shadows with dreams of wealth and...

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SYSTEM REQUIREMENTS

Raptor requires an IBM™ or 100% compatible 386 or better computer with 2 megabytes RAM (4 MEG recommended), a VGA graphics card and 12 MEG free space on a hard disk drive. Joystick and mouse are optional. *Raptor* supports any of the following sound cards (or a 100% compatible): Sound Blaster™, AdLib™, Roland Sound Canvas™, MPV 401 General Midi™, Waveblaster™, Pro-Audio Spectrum™, Gravis Ultrasound™. The use of a sound board is recommended.

INSTALLATION

To play *Raptor*, you must first install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game, follow these simple instructions.

Place Disk 1 of Raptor in the appropriate disk drive. Select that drive from the DOS prompt. Type "INSTALL" and press the ENTER key. The install program will prompt for the drive and then for the directory into which the software will be copied. Press ENTER to accept the defaults or type the destination of your choice. The installation program will prompt for additional disks as needed.

GETTING STARTED

After installation is complete, type SETUP at the DOS prompt and press the ENTER key. The setup program will direct you through the setup procedures. When setup is complete type RAP at the DOS prompt and press the ENTER key.

After the title sequence, an options screen will display. Use the arrow keys, mouse or joystick to highlight your choice. Press the ENTER key, left mouse button, or Fire button to activate your selection. **Pressing F1 on any screen in the game will bring up Help for that section.** The ESC key will exit Help and return you to the game.

NEW MISSION

From the Main Menu, use the mouse, joystick or keyboard to make your selection. If you select the New Mission option, the pilot selection screen will display. To change the pilot ID picture, click the ID with the mouse or press the Ctrl key. Continue this procedure to scroll through the pilot identification pictures.

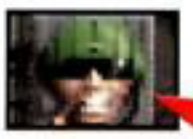
The left mouse button, Fire key or Tab key toggle between the two fields on the clipboard. Type your name and then press the Enter key. The Callsign field is now active. Type in your Callsign and press the Enter key. Your selections will be confirmed.

Next, a window will display which allows you to set the level of difficulty for the game.

The levels are as follows:

TRAINING: This option will help to familiarize you with the game and its controls. After the training mission, you will be placed again at Wave 1 with no money, but you will retain all the weapons acquired from the training.

ROOKIE: After training you will be ranked at the Rookie level of experience. It is the equivalent of easy.



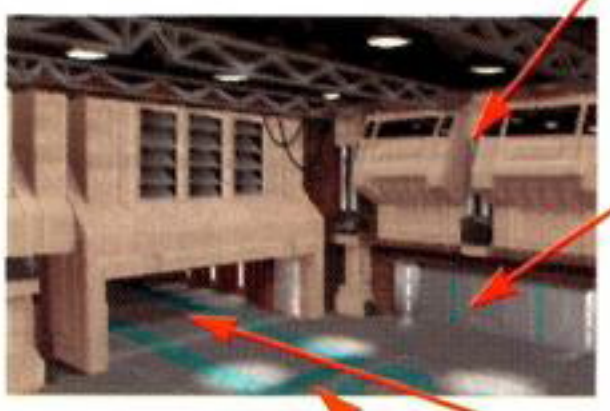
VETERAN: This is medium difficulty.

ELITE: This is the most difficult level.

Use the Tab key. Press Enter to make your selection, or click the mouse over the level difficulty name. The ESC key exits back to the main menu screen.

Once you have picked a difficulty level, you will enter the Hangar. Pressing the ESC key will return you to the Main Menu screen.

The Hangar (Interface) allows four options. Use the Tab, Arrow keys or mouse to make your selection. Position the mouse over one of the positions shown below to highlight the selections. Press Enter or click the left mouse button to activate your choice.



SAVE PILOT: Using the Save command quick key F2 (inside the hangar) saves the current mission.

SUPPLY ROOM: Enter the Supply Room to purchase supplies with money awarded in previous missions.

FLY MISSION: Fly a new mission. With this selection, the flight computer will display.

EXIT HANGAR: Leave the Hangar and return to the Main Menu.

LOAD MISSION

When you select this option, the Choose Pilot selection menu appears. The pilot choices are dependent on your having previously played *Raptor*. (At that time you would have been instructed to select a pilot, enter your name and pick a call sign.) Use the mouse or Arrows keys to highlight DELETE, CANCEL, or LOAD. Press ENTER or left mouse button to make your selection.

DELETE: Removes a pilot from the list of choices.

CANCEL: Exits from this menu and returns to the title screen.

LOAD: Loads the selected pilot and returns you to the Hangar

<< >>: Scrolls through pilot choices.

THE FLIGHT COMPUTER

Once you have selected New or Load Mission, selected a pilot and a difficulty level, you will enter the Hangar. After selecting the Fly Mission option on the Hangar screen, the Flight computer will display. At this point you will be asked to select a mission.

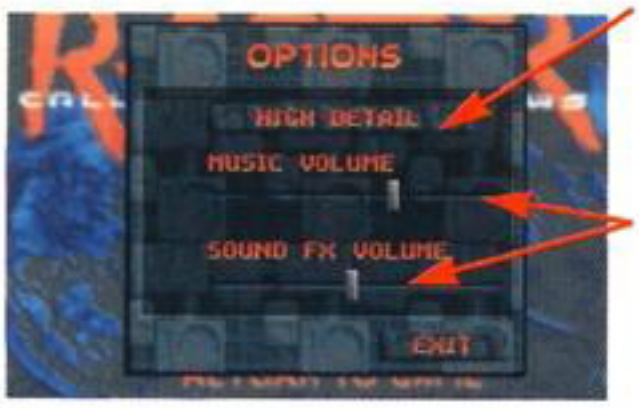
The Mission choices and a description of each is listed below:

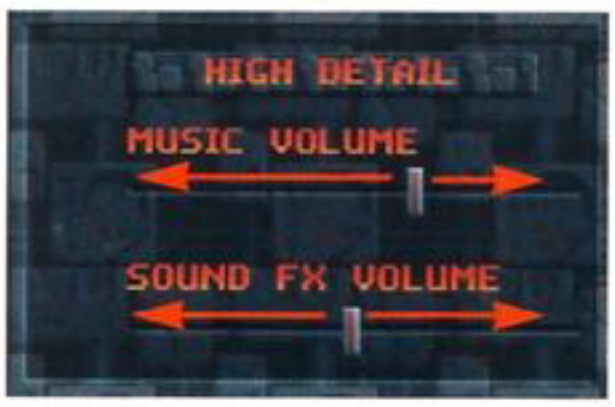
BRAVO SECTOR: Corresponds to Game 1

TANGO SECTOR: Corresponds to Game 2

OUTER REGIONS: Corresponds to Game 3

AUTO PILOT: Once you have flown a mission and returned to the Hangar, you can select Fly Mission then select Auto Pilot. This option will fly you directly to the next wave of combat.





GAME OPTIONS

The Game Options menu allows selection of high or low detail for *Raptor*. You may wish to set the game in Low Detail mode in order to increase the speed of the game play. To change the setting, click the detail button with the mouse or use the up and down arrow keys to toggle the switch.

Also, this menu option allows the user to set the volume for the music and sound effects. To access these settings, use the up and down arrow keys or the mouse.

To affect the setting of these controls use the left and right arrow keys or press the mouse on the slide bar, then move the bar left or right.

Press the Esc key to exit this menu.

ORDER INFORMATION

The fight's not over 'till its over! Select this option for information on how to continue the action of *Raptor.* Also, call 1-800-GAME-123 and ask for a free Apogee Software Gaming Catalog.

CREDITS

This menu option will give you information on who—at Cygnus Studios—did what on *Raptor.* The ESC Key will clear this screen and return you to the main menu screen.

QUIT

Selecting this option will exit to a Quit dialog box. ESC or NO will clear the box. A choice of YES will place you in the wonderful world of DOS.

RETURN TO GAME

The Return To Game option places you back inside the Hangar where you may choose from the options previously described on page 5.

HOW TO PLAY—(Bonuses)

Increasing your ship's weaponry is priority one. But to purchase more firepower, you'll need to collect bonuses. You'll find 'em by destroying either,

Ship bonuses or,

Shed bonuses.

Blast a ship or a shed, get a bonus. Simple, huh?

There are two types of bonuses in *Raptor*—Weapon and Money bonuses.

Weapon bonuses increase the size of your ship's arsenal and are installed on your ship—and usable—immediately. Some of these weapon items can also be purchased in the Supply Room. The Supply Room computer will display after the training mission, thereafter it can be accessed from the Hangar. The Weapon bonuses are listed below.

AIR/AIR MISSILE

AIR/ GROUND MISSILE

DUMB-FIRE MISSILE

ENERGY POD

MEGA BOMB

MISSILE POD

PHASE SHIELD

The remaining (Special) weapons can be purchased in the Supply Room. These are listed below:

BOMB

DEATH RAY

ION SCAN

LASER TURRET

MICRO MISSILE

MINI GUN TURRET

MINI GUN

POWER DISRUPTOR

PULSE CANNON

TWIN LASER

Money bonuses are credited to your account as you pick them up. Below is a listing of these bonuses and a monetary value for each.

SMALL ARMS

$35,200

RADIOACTIVE ISOTOPES

$55,700

MICROFUSION CORE

$93 800

THAELITE

$76.000

RAW FREYLIUM ORE

$122 500

One type of special bonus will appear with the destruction of certain ships and are remnants of the destroyed ships engine core. **Micro Thaelite** is worth $50. Haul 'em in; every little bit helps!

Okay, so now you know what you're looking for—how do you get 'em, (or buy 'em) and use 'em? Well...let us tell you. Read on!

SUPPLY COMPUTER LAYOUT

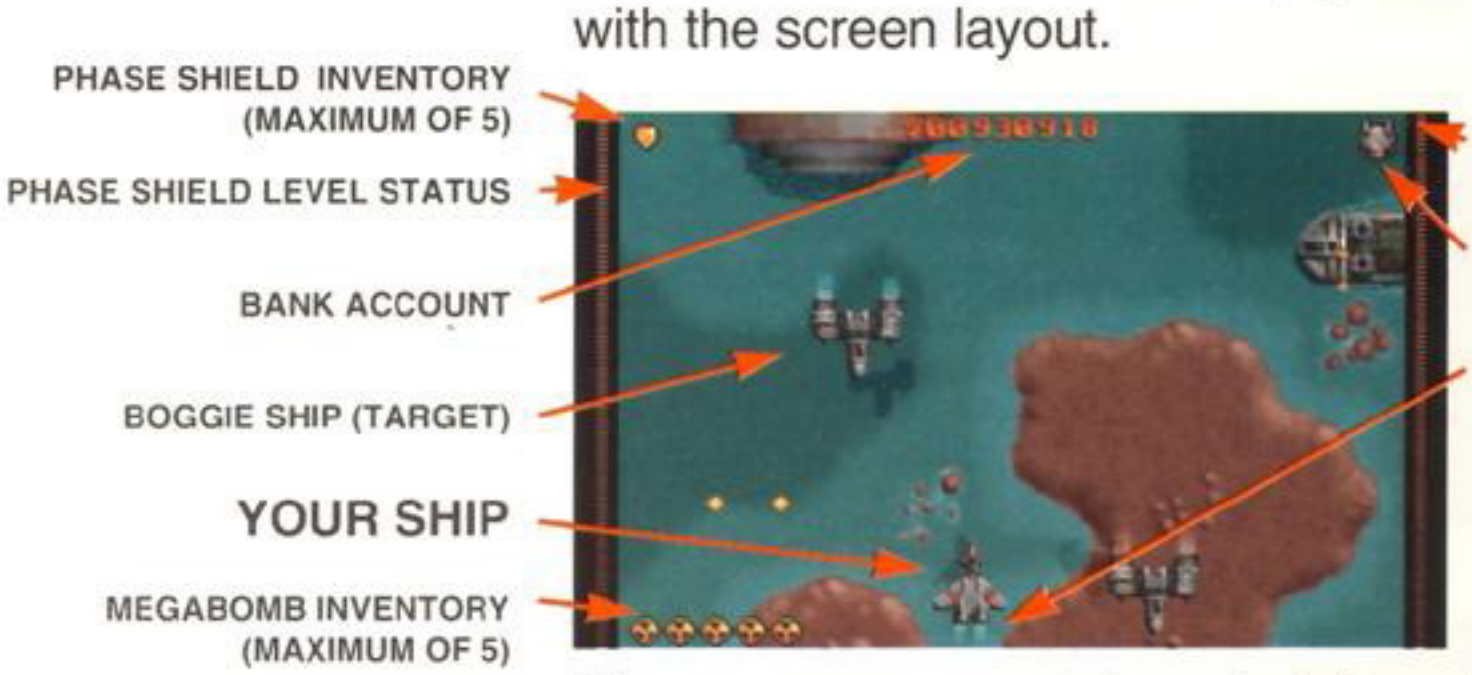
The Supply Room computer is displayed after you complete a mission or can be accessed through the Hangar.

A labeled representation of the Raptor Supply room computer is shown below to help you become familiar with the screen layout.

The Supply Room allows you to buy items you will need for the next mission, or sell items for cash to buy other items.

GAME SCREEN LAYOUT

An labeled representation of the Raptor game screen is shown below to help you become familiar with the screen layout.



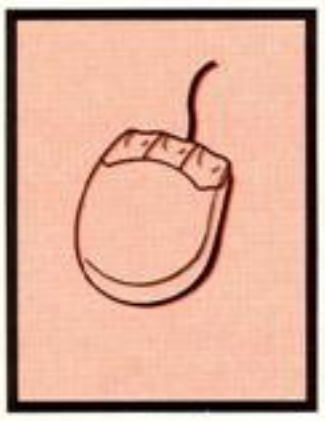
Of course, you *can* take a training mission to learn all you need to know about *Raptor*, or...just jump in—full throttle—and hope for the best?

Hey...just for grins, check out the Controls section on page 10. It should help keep you flying high! If you need more help, the cheat code is on page 11.

CONTROLLING THE ACTION

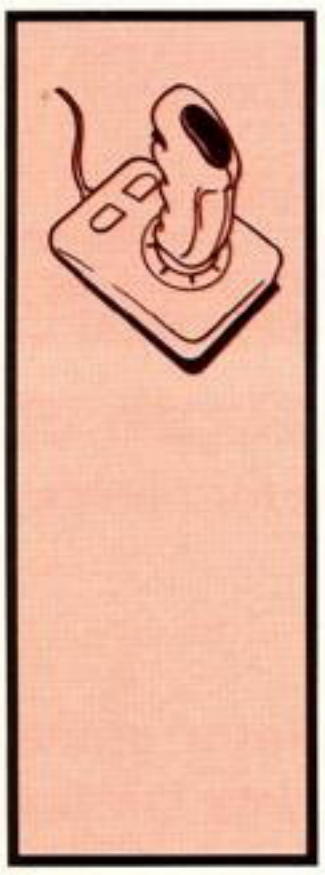
Raptor is compatible with a variety of input devices. If you prefer, you can play the game by using a Mouse, Joystick, Thrustmaster, Gravis Gamepad, and, of course, the keyboard.

The following outlines the player input actions and the functions they control:



MOUSE

Movement	Moves the cursor or the ship accordingly
Left Button	Fires normal guns and the selected special weapons
Right Button	Cycles through your special weapons inventory
Middle Button	Releases a Megabomb



JOYSTICK

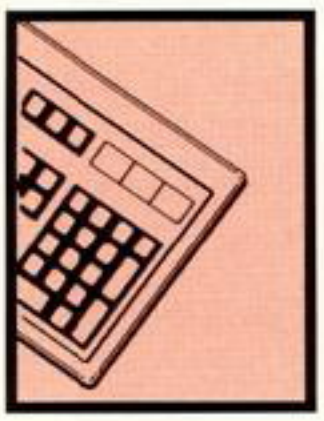
Movement	Moves the cursor or the ship accordingly
Button 1	Fires normal guns and the selected special weapons
Button 2	Cycles through your special weapons inventory
Spacebar	Releases a Megabomb

THRUSTMASTER

Movement	Moves the cursor or the ship accordingly
Trigger	Fires normal guns and the selected special weapons
Button 1	Cycles through your special weapons inventory
Button 2	Releases a Megabomb

GAME PAD

Movement	Moves the cursor or the ship accordingly
Button 1	Fires normal guns and the selected special weapons
Button 2	Cycles through your special weapons inventory
Button 3	Releases a Megabomb



KEYBOARD

Arrow Keys	Moves the cursor or the ship accordingly
Ctrl	Fires normal guns and the selected special weapons
Alt	Cycles through your special weapons inventory
Spacebar	Releases a Megabomb

CHEATERS NEVER PROSPER, BUT...THEY DO SURVIVE!

If you don't have the knack of flight, or the hang of the fight—here's help. *The cheat code!!!* The *Raptor* cheat code is the **Backspace key**. You can press it at anytime on the game screen and get—the Death Ray! Also, your energy level will be set to maximum. Does this cost you? Of course! Your bank account will be set to $00.00. *Okay, so now you know...you can cheat death; but not taxes!*

DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Raptor* you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day. You may prefer to write. Send correspondence to:

Apogee Software
Technical Support/Game Hints Department
P.O. Box 496389
Garland, TX 75049-6389

To assist us in providing you with faster service, please have your order number ready and be at your computer system when you make the call. Written inquires should include your order number, system type and accessories, and any "terminate and stay resident" (TSR) programs you are currently running.

Please do not call the 1-800 number for technical support or game hints as this information will not be provided on this line.

There is a file included with the *Raptor* game disks which contains some basic technical support information. This file is named RAP-HELP.EXE. If you are having difficulty executing *Raptor* once it has been installed, please consult this file before you call Apogee. The file contains solutions to the most commonly encountered problems of our customers.

THANKS FROM APOGEE!

All of us at Apogee would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

APOGEE SOFTWARE

Apogee Software is the publisher of *Raptor* and other games *and* educational software for IBM and compatibles. For information about all the products available from Apogee call **1-800-GAME-123**—ask for a catalog.

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Special Thanks to
"The Apogee Beta Testers"

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