Rescue on Fractalus!™

Wanted: Air Pilots

All nght! Listen up! You've got a right to know why you[1] re here - why they suddenly need us Air Pilots.
A life and death struggle is raging throughout this grubby galactic quadrant. It's us against the Jaggies and they've just upped the stakes They've dug in on Fractalus, the most inhospitable planet this side of the Kalamar system. Its a neat trick. Our highly trained Ethercorp pilots were holding their own in space battles, but down on Fractalus its a drfferent story. We're losing anywhere from five to fifty Space Pilots at a clip. Our job's to rescue those spacers.

Go ahead - laugh I admit it's funny. Five years ago, the Corps couldn't phase us out fast enough. "Who need for Air Pilots in the Ethercorps." they said "Those dogs have had their day". Well, great but those Space Pilots can *only* fly space.To be fair, they'll save us in the end. but now we have to save them - especially those golden "Ace Pilots". We can't wm without them!
        Here's how it works. They've rigged up a Mother Ship to ferry us within booster range of Fractalus. That's where it gets sticky. The Jaggies have got defenses on that planet- gun emplacements-, saucers the works. And Fractalus is one hot cauldron of craggy mountains and canyons, covered by the worst air you've ever flown in. It's thick cyanitric acid- it'll dissolve your flight suit withn minutes. Finally there's the planet's hyper rate of rotation. The nine minute days have dnven more than one pilot nut.
But there's good to go with the bad. You'll have Valkyrie Fighters, the best pure flyers we've got And don't call them V-Wings - that's not correct terminology. To make room for those Space Pilots they had to strip out a lot of the offensive weaponry, but they did install a Dirac Mirror Shield. It can take a big hit but you pay for each one out of your energy reserve. The one offensive weapon they left us is hot, the AMB- Anti-Matter Bubble-Torpedo. It'll destroy a target if it hits anywhere near it!
        Finally, each Valkyrie's beeri fitted with the Etheric Navigation System, a computer enhanced viewscreen which overiays your forward main window. It lets you see where you're going in Fractalus' acid fog atmosphere.

That's it Get going. Forget the past - Just go get us a future.

ACTIVISION
HOME COMPUTER SOFTWARE

LUCASFILM GAMES

Rescue on Fractalus!

Air Pilots- Crib Sheet

Landing
When you first land. you will hover on your shields a few centimetres above the ground. While "hovering" you can turn your ship towards the pilot's trashed ship. II you've managed to land in range. turn your systems on and you'll get the message PILOT IN RANGE. The downed pilot will now run towards your ship, even if you can't See him (if you see his ship, you'll see the plot) ll you turn your systems on again before the pilot is safely inside your ship, the *shields high-energy field will vaporize htm!*
If you land beyond a downed ship, the message SHIP OFF SCOPE will appear on the screen. If this happens, turn your systems back on - don't *lift off-* note the current heading on the compass, and execute a 180 degree turn. If you are still too far away use the thrusters to move within range
Before taking off with your pilot, if s a good idea to destroy the wrecked ship This **will** keep the Jaggies from stealing our technological secrets.

Ace Pilots
If you see a pilot weanng a *purple helmet* running towards you. you've just rescued an *Ace Pilot.* Ace Pilots are worth ten times more than a regular pilot-2000 points vs. 200 points They are also packing more power in their energy cells And they're rare   not many get shot down After all. they are Aces

Levels
When you first begin the game, you may select a level from 1 through 16. After you complete a mission, you will continue at a higher level in fact, you may skip up to *three levels* at a time if you are extremely brave. The bonus for completing a level will be higher i! you skip levels.
Levels 1 through 3 are training levels. For Level 1. you enter a sector of Fractakis that has been cleared of the dreaded Jaggies by our Droidcraft
On Levels 2 and 3. you enter the planets atmosphere above a region which has only a few Jaggi gun emplacements.
The higher levets(4 and above)have more emplacements, saucers, and pilots,and the Jaggies become even more aggressive, tenacious, and accurate
Levels 1 through 15 will take place near Fractalus' South Pole where it's summer during this time of the yearr This will save you from the mindshatterng short *day* ordeal since the sun never sets on that part of the planet.

Jaggi Gun Emplacements
On Levels 2 and above, you will find Jaggi Gun Emplacements on the peaks of some mountains These automated emplacements fire high-energy ion beams at your ship. You can avoid being hit wrth some slick evasive flying or by knocking out the emplacements Your Dirac Mirror Shield will reflect most of the energy from a direct hit but your energy level will drop and you will be thrown off course
Since gun emplacements will still be able to hit your ship while you are on the surface, be sure to destroy any in the vicinity before landing to rescue a pilot.

Saucers
On Levels *4* and above, the enraged Jaggies will fly their inertialess saucers directly into you. These "suicide" saucers can either be shot down with your AMB torpedos or dodged. If they hit your shields, they will drain off more energy than a gun emplacement hit. The saucers tend to occupy the higher altitudes, although they have been known to dive into the canyons when especially irritated

Night Flying
On Level 16 and above, you'll be dropped closer to Fractalus' equator. Here - as you streak through the nine minute days and nights - youl have a chance to work on your *night Flying* skilk. When night flying, you're "flying blind" so to speak - there's not enough light to activate your Main Window viewscreen. So, you'll have to rely upon your instruments and wits alone.

The pilot is nearby but you can't see his ship. What happened? You landed on the side of a mountain; the pilot is down below. If you want to "see" the ship, lift off, fly over it, land and then turn 180 degrees. If the ship's still in range. you'll see it through your main window.

A stubborn gun emplacement -your aim is true, but you can't knock it out Why? Your **AMB** Torpedo is hitting the mountain slope. Fly over the gun emplacement, turn 180 degrees and open up with an AMB. Next case.

Modified Valkyrie Class Fighter

Powered by: Twin 27,000 kg F-27 Fired rake after-burning turbojet engines
Boosters: Twin 80.000 kg ARD/VARC anti-matter reaction drives
Wing span: 12 8 metres
Wing area: 67.1 square metres
Length: 18.4 metres
Mass: 30,315 kg
Max cruising speed: 8,640 km/h (math 7.2)

Range: 2.150 km at math 3.4 truse/climb
Accommodation: Crew of 1 ; 20 passengers
Shields: Ditac Mirror Shield Semors: Lotig Range Ethenc Navigation System Armament An ti-Matter Bubble (AMB) Torpedo generator First FSght February 29.21

Progressive development of the F-27 Firedrake yielded a small family of twin-engined, twin -tailed. V-Wing designs. The largest of these. the Valkyrie Class Fighter, was originally used as a light bomber and ground attack craft, but has been modified for behind-the-lines combat in the Jaggi War of 84

IMPORTANT!
flying rescue *missions* means *defeating the* stubborn j*aggi defences. So, you may wonder "Who are the Jaggies? What are they like? What if i'm captured by them?"*
First *the name Jaggi is a short pronounceable word for J'hagga Ri Kachatki-an "intelligent life-form from the star system Tepdi Vad Neroleil Rahcre, located in the distant outlying dark sector of our galaxy*
Second, dont worry about being captured- they don't take prisoners. That much we do know about them. Experience also teaches *us they're tenacious, suicidal fighters, choosing to do battle in the most inhospitable environments. Fractalus is an ideal example.*
Although the Ethercorps has yet to capture or recover a complete Jaggt, we do have this report from Ethercorps intelligence.

Twenty hours ago. Lieutenant Ace, Yolea Malura. crashed on Fractalus.This morning her Commander made Etherwave contact with her. This is a transcnpt of her final transmission.

"Lieutenant Malura to Mother Ship. Hope you can read me. I've been down here in this atmosphere so long it's starting to get to me. I kept the air locks closed *as* best I could, but they were pretty torn up.

"During the nights I see brief flashes as other ships fall to the surface, but during the days there's nothing to see but this awful yellow acid-smog. I had my shields on for a while, until I realized the Jaggies could still track me. I'd fry anyone trying to rescue me. so I turned them off and waited. You'll never believe how *lonely it is* down here, waiting - but it's not quiet. The acid makes a continuous sizzling sound, very faint but always *there,* as it eats away at the hull of my ship.

"Hey, whaf s that! I think I see a pilot running towards me - I knew you guys wouldn't let me down! Wait There's somethng weird here. He doesn't look quite right-his helmet's green Commander! We don't have any . *My God'* What the . Its a. it's going to .-[scream)"

There was nothing more except Etherwave static And we haven't *been able to raise her on the Emergency Frequency* Get those spacers *off that hellhole and fast!*

Valkyrie Fighter Control Panel

1 **Score**. Resets automatically when you begin a new game.

2 **Compass**. Gives you a sense of direction when making tums or finding your way back to an overflown pilot

3 **Wing Clearance Bars**. Show how far the nearest mountain is to the tips of your wings Helpful for making tight turns in *canyons*

4. **Thrust Level**. Shows your engine thrust level The more lights turned on,the higher the thrust.

5 **Dangerous Altitude**. This column lights up when your ship moves close to the ground All lights are lit when you land

6 **Artificial Horizon**. indicates your ship's current bank (left/nght)and climb (up/down).

7 **Altimeter.** The red bar represents the altitude of the terrain The blue bar shows your ship's altitude Your altitude above the ground is determined by the amount of light blue showing. If there isn't any light blue, you've ether landed or crashed (or you're about to)

8 **Targeting Scope**. Targets Jaggi gun emplacements and saucers. and downed ships. When there is more than one *object,* the cross hairs target the closest one

9 **Main Window.** Enhances visible light with computer imagery

10 **Cross Hairs**. Appear on the Main Window to target any visible enemy A second set of cross hairs on the Targeting Scope is always displayed

11 **Enemy Lock-On Indicator**. These lights flash while the lock-on system is analyzing stray radiation. When an enemy gun emplacement begins to lock on to your ship, these lights go out, then turn on again one by one, starting at the left. When all six lights are on. the gun emplacements will fire. You can cause the gun emplacements to "lose lock" by evasive manoeuvering

12 **Energy Level Indicator**. Displays the energy level and changes colour as your energy level is depleted, flashes and beeps when it gets criticalfy low. Additional energy is available from each rescued pilots energy cell. Your energy cells will be completely

recharged each time you return to the Mother Ship

13 **Long Range Scanner.** The Scanner picks up the pilot's emergency beacon and displays it as a blip. The V shape on the Scanner shows the field of view in front of your ship, your position is at the bottom of the V. When you are within two units of a downed pilot the Scanner will begin flashing and beeping continuously.Then you can pick up the pilot

14 **Shields On.** The light indicates when your Dirac Mirror Shields -a low power version of the Mother Ship's invisibility shield- are activated and drawing power The shield surrounds your craft with a powerful Orac wave wtiich reflects all known forms of energy however, it can't handle the side of a mountain at full throttle!

15 Mother Ship. This light flashes, a bleep sounds, and a **MOTHER SHIP**! message appears at the top of the display when the Mother Ship is In range. You should pick up more than halt your quota of of pilots before the ship reappears

Flight Controls

	AMSTRAD Joystick button	SINCLAIR Joystick button
Start The Game	ESC	CAPSSHIFTQ
Restart the game from the beginning. The current score is lost, although the high scores will be recorded.		
Freeze the screen during a mission. Press again to continue.	[P]	[P]
Increase starting levelof game.	>	K(+)
Decrease starting level of game.	<	J (-)
	>	K(+)
Increase Thrust: You can select eight different engine thrust levels The faster you fly.the faster the Valkyrie Fighter responds to flight control. The higher the game level the faster you fly! After you've landed, this key becomes your "launch key" - press it and your engine* will **lift** you off the surface		
Decrease Thrust: Decreases your ship's thrust, but doesn't turn off the engines	<	J(-)
Land: When a pilot is in range, this key will put the ship into an automatic landing manoeuvre. If your attitude is too high, the message **TOO HIGH** will appear. Fly to a lower altitude and try again.	[L]	[L]
Systems: After you land, use this key to turn all systems on and off. if you leave your shields and engines on, the powerful energy.	[S]	[S]

USE OF CURSOR KEYS IN PLACE OF JOYSTICK

AMSTRAD	SINCLAIR
dive	7 Dive
left — --- right	S left — --- B Right
climb	6 climb
Copy fire button	*0* - fire button

RESCUE ON FRACTALUS! Was created by the Lucasfilm Games Division. David Fox directed the project and created the concept, transition scenes, animation, and documentation. Loren Carpenter of the Lucasfilm Computer Graphics project did the 3D Landscape image generation and co-created the concept. Charlie Kellner was responsible for animation, music, sound and flight dynamics. Gary Winnick provided animation. David Levine provided support, and Peter Langston. the Games Group Leader, contributed *to* the concept and designed night flying, music, and sound. Amstrad and Spectrum Conversions by Dalali Software Limited. Special thanks to George Lucas.

Manual Painstakingly recreated by b00mzi11a in December 2003, from scans by José Luis Pérez Mateo.