

Rescue on Fractalus!™

Wanted: Air Pilots
All right! Listen up! You've got a right to know why you'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. It's a neat trick. Our highly trained Ethercorp pilots were holding their own in space battles, but down on Fractalus it's a different 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. "No 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 win 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 defences 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 within minutes. Finally, there's the planet's hyper rate of rotation. The nine minute days have driven more than one pilot nuts.
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 been fitted with the Etheric Navigation System, a computer-enhanced viewscreen which overlays 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.



LUCASFILM GAMES™

Rescue on Fractalus!™

Your Mission:
Sorry. No time for a briefing now. Ethercorps pilots are down – out of action. They need help – fast.
First, we toss you out of the Mother Ship, straight down to Fractalus. That part's all automatic. But you're on your own when you hit the atmosphere.
Your job is to fight through the Jaggi defences and find stranded pilots. They won't be jumping up and down waving at you. So, use your instruments and viewscreen to find their crashed ships. They'll wait inside until you land in range.
The rescue's a snap. As soon as you shut down your engines, the pilot will come running and knock on your rear air lock door. Let the spacer in.
When you pick up your quota of pilots, or run out of energy, it's back to the Mother Ship. As you get better, we advance you to the higher levels – the more hellish parts of Fractalus.
Got it? Prepare for Mother Ship Launch.

LOADING THE GAME

- SINCLAIR ZX SPECTRUM**
1 Besure that the EAR socket of the Spectrum is connected to the EAR socket of the tape recorder.
2 Place the cassette in the recorder and rewind to the beginning.
3 Type LOAD using the [J] key for LOAD and the [P] key and [SYMBOL SHIFT] for the " (quotes).
4 Press the [ENTER] key.
5 Press PLAY on the cassette recorder.

- 6 After several seconds, the program title should appear. After a minute or so, a full title screen will appear, surrounded by a moving static-like background, and lasting approximately four minutes. If this loading sequence does not occur adjust the volume on the recorder and repeat this entire procedure.

- AMSTRAD 464/664/6128 CASSETTE**
1 Reset the computer by switching it off and then on again, or by holding down the CTRL, SHIFT and ESC keys together.
2 Owners of the 664/6128 machines should first type the following: I TAPE, then 'ENTER'.
3 Insert the cassette in your datacorder or cassette player. Make sure the cassette is fully rewound. Hold down the CTRL key and press the small ENTER key. Then follow the instructions on the screen. The game will take about four minutes to load.

- AMSTRAD 464/664/6128 DISK**
1 Reset the computer by turning it off and then on again, or by holding down the CTRL, SHIFT and ESC keys together.

INSTRUCTIONS DE CHARGEMENT

- Amstrad 464/664/6128 Disquette**
1 Insérez la cassette dans son lecteur. Assurez-vous que la cassette soit totalement rembobinée. Appuyez sur la touche CTRL et sur la petite touche ENTER. Puis suivez les instructions de l'écran. Le chargement durera environ quatre minutes.
2 Les possesseurs de 464 doivent d'abord taper: I DISC, puis 'ENTER'.
3 Inserez la disquette dans son lecteur puis tapez: RUN "RESCUE", puis 'ENTER'. Le chargement durera quelques secondes.
AMSTRAD 464/664/6128 Cassette
1 Remettez l'ordinateur en marche en l'éteignant puis en le rallumant, ou en appuyant sur les touches CTRL, SHIFT et ESC en même temps.
2 Les possesseurs d'ordinateurs 664/6128 doivent d'abord taper les mots suivants: I TAPE puis ENTER.
3 Annulez toute operation sur votre ordinateur en l'éteignant puis en le remettant en marche, ou en appuyant sur les touches CTRL, SHIFT et ESC en même temps.

LADLEANLEITUNG

- Amstrad Kasette**
1 Schalten Sie den Computer ein indem Sie ihn aus und wieder anstellen, oder indem Sie CTRL, SHIFT und ESC gleichzeitig gedrückt halten.
2 Die Besitzer von 664/6128 Computern geben erst I TAPE und dann ENTER ein.
3 Legen Sie die Kasette in Ihren Daten- oder Kassettenrekorder ein. Versichern sie sich, daß die Kasette ganz zum Anfang zurückgespult ist. Halten sie die CTRL-Taste gedrückt und drücken Sie die kleine ENTER-Taste. Dann folgen Sie den Anweisungen auf dem Bildschirm. Das Laden des Spiels dauert etwa 4 Minuten.

- Amstrad Diskette**
1 Schalten Sie den Computer ein, indem Sie ihn aus und wieder anstellen, oder in dem Sie CTRL, SHIFT und ESC gleichzeitig gedrückt halten.
2 Besitzer von 464-Computern geben erst I DISC und dann ENTER ein.
3 Legen Sie die Diskette ein und geben Sie RUN "RESCUE" gefolgt von ENTER ein.

LAADINSTRUKTIES

- Amstrad 464/664/6128 Disk**
1 Stop de cassette in uw cassetterecorder. Zorg ervoor dat de cassette helemaal is teruggespoeld. Houdt de CTRL Toets ingedrukt en druk op de kleine ENTER toets. Volg dan de instructies op het scherm. Het laden van het spel duurt ongeveer 4 minuten.

- 2 Bezitters van een 464 moeten eerst het volgende typen: I DISC en dan 'ENTER'.
3 Stop de disk in de disk drive en typ het volgende: RUN "RESCUE" en dan 'ENTER'. Het spel laadt in een paar seconden.

- Amstrad 464/664/6128 Cassette**
1 Reset de computer door hem af en dan weer aan te zetten, of door de CTRL, SHIFT en ESC toetsen ingedrukt te houden.

- 2 Bezitters van 664/6128 machines moeten eerst het volgende typen: I TAPE, dan 'ENTER'.

- 3 Reset de computer door hem af en vervolgens weer aan te zetten, of door de CTRL, SHIFT en ESC toetsen samen ingedrukt te houden.

Code Red!

- 1 Set the difficulty level, press the following keys –
Amstrad: Joystick: Forward/Backward
Keyboard: <; >; ↑
Sinclair: Joystick: Forward/Backward
Keyboard: K(+), J(–)
2 To begin the game and automatically launch your ship –
Amstrad: Press your Joystick button - Sinclair: Press your Joystick button.
3 Use the joystick to fly the Valkyrie Fighter when you enter the atmosphere of Fractalus. You'll know you're on your own when the message **MANUAL** appears at the top of the screen.

- 4 Jaggi Gun Emplacements appear as green domes on the mountain peaks in the Amstrad version of the game. Watch for the cross hairs to appear in the Main Window when an enemy is near. Line up the enemy in the cross hairs on the Main Window or Targeting Scope. Launch a torpedo by pressing the fire button.

- 5 Locate a pilot by watching for a "blip" on the Long Range Scanner or a flashing beacon on the surface of Fractalus. Fly towards the pilot keeping your ship's altitude low.

- 6 Pilot in range: Watch the Long Range Scanner on your instrument panel. When the pilot "blip" is centered near the bottom of the Scanner, press the **LAND (L)** key to land the ship. Press the **SYSTEMS (S)** key to turn off your engines and shields. The screen will display **PILOT IN RANGE**. If the pilot is not in range the screen displays: **PILOT TOO FAR**. Take off again by pressing **INCREASE THRUST** (Amstrad: >; Sinclair K(+)).

- 7 Rescue the pilot: Press the **AIR LOCK (A)** key to open the air lock when the pilot 'knocks' on the door. The air lock automatically closes after the pilot comes safely inside.

- 8 Take off. Press **INCREASE THRUST** (Amstrad: >; Sinclair K(+)), and search for the next downed pilot.

- 9 The Mother Ship will return to your sector to check on your progress. If you're in trouble – low on energy, taking a lot of heat – the Mother Ship will try to show up sooner. When it's near, the Mother Ship light on the control panel will begin flashing and the message **MOTHER SHIP!** will appear at the top of the screen. If you've rescued your quota of pilots or are low on energy, press the **BOOSTERS (B)** key to fire the boosters. Your ship will automatically leave Fractalus and dock with the Mother Ship.

SCORING

Event	Point Value
Each second of flight	1
Gun emplacement destroyed	100
Saucer destroyed	250
Pilot picked up	200
Ace picked up	2000
Pilot returned to Mother Ship (bonus)	500
Pilot returned over quota (bonus)	1000
Level completed	Level x 200

Note: If you return to the Mother Ship before you have rescued your quota of pilots you may continue at the same level, but will not receive a bonus for completing that level. If you continue at a lower level, you forfeit your previous score.

CODE RED!

- 1 Pour choisir le niveau de difficulté, appuyez sur les touches suivantes:
Amstrad: Joystick Avant/Arrière
Clavier <; >; ↑

- 2 Pour faire démarrer le jeu et lancer automatiquement votre astronef:
Amstrad: Appuyez sur le bouton du joystick

- 3 Pour piloter le chasseur Valkyrie lorsque vous aurez pénétré dans l'atmosphère de Fractalus, servez-vous du joystick. Le message **MANUAL** apparaissant en haut de l'écran vous indique que vous ne pouvez désormais compter que sur vous-même.

- 4 Les batteries de canons Jaggi sont représentées sur l'écran par des dômes verts situés sur les crêtes des montagnes. Dès que vous approchez de l'ennemi, un réticule apparaît dans le pare-brise. Cadrez l'ennemi dans ce réticule ou dans la lunette de visée, et lancez une torpille en appuyant sur le bouton de tir rouge.

- 5 La présence d'un pilote abattu à proximité vous est signalée par un "top" sur le scanner grande portée ou par une balise verte clignotant à la surface de Fractalus. Dirigez votre appareil vers le pilote en volant à basse altitude.

- 6 Pilote en vue: surveillez le scanner grande portée sur votre tableau de bord. Dès que le "top" signalant la présence d'un pilote sera au centre, au bas de ce scanner, appuyez sur la touche d'ATTERRISAGE (L pour LAND) pour atterrir. Pressez ensuite la touche SYSTEMES (S) pour arrêter vos réacteurs et désactiver vos boucliers, l'écran affiche alors le message PILOT IN RANGE si le pilote se trouve à votre portée, ou PILOT TOO FAR s'il est encore trop loin. Dans ce dernier cas, appuyez sur la touche d'AUGMENTATION DE POUSSÉE, Increase Thrust (Amstrad: >).

- 7 Secourez le pilote: dès que le pilote frappe à la porte, pressez sur la touche de la CHAMBRE DE DECOMPRESSION (A pour AIR LOCK) Pour l'ouvrir. La porte se referme automatiquement dès que le pilote se trouve en sécurité à l'intérieur de l'appareil.

- 8 Faites redécoller votre appareil en appuyant sur la touche d'AUGMENTATION DE POUSSÉE, Increase Thrust (Amstrad: >), et partez à la recherche d'un autre pilote abattu.

- 9 Le vaisseau ravitailleur revient de temps en temps dans votre secteur pour vérifier vos progrès. Si vous êtes en difficulté (réserves d'énergie trop basses, températures trop élevées), le vaisseau tâche de réapparaître plus tôt. Son approche vous est signalée par le voyant

lumineux correspondant qui commence à clignoter sur le tableau de bord et par le message **MOTHER SHIP!** qui s'affiche en haut de l'écran. Si vous avez déjà sauvé votre quota de pilotes ou que vos réserves d'énergie sont près d'être épuisées, appuyez sur la touche des FUSEES DE DECOLLAGE (B pour BOOSTERS) pour les mettre à feu. Votre appareil quitte automatiquement Fractalus et s'amarré au vaisseau ravitailleur.

SCORE

Événement	Nombre de Points
Chaque seconde de vol	1
Batterie de canons détruite	100
Soucoupe détruite	250
Pilote rescapé	200
Pilote d'élite rescapé	2000
Pilote ramené au vaisseau ravitailleur (prime)	500
Pilote ramené en plus du quota (prime)	1000
Niveau achevé	NIVEAU x 200

N.B.: Si vous revenez au vaisseau ravitailleur avant d'avoir pu sauver votre quota de pilotes, vous pouvez continuer au même niveau de difficulté, mais vous ne recevrez pas de prime lorsque vous aurez complété ce niveau. Si vous continuez à un niveau inférieur, vous renoncez d'office à votre score précédent.

- 1 Der Schwierigkeitsgrad wird durch Drücken der folgenden Tasten eingestellt:
Joystick: Vorwärts/Rückwärts
Keyboard: <; >; ↑

- 2 Zum Anfangen des Spiels und automatischem Ausfahren Ihres Schiffes, drücken Sie den Feuerknopf des Joysticks.

- 3 Beim Eintritt in die Atmosphäre des Fractalus verwenden Sie den Steuerknüppel zum lenken Ihres Kampf-Walkürefahrzeuges. Durch die Anzeige **MANUAL** oben auf Ihrem Bildschirm werden Sie daran erinnert, daß Sie auf sich selbst angewiesen sind.

- 4 Die Jaggi-Kanonenstellungen erscheinen als grüne Kuppeln auf den Berggipfeln. Achten Sie auf die Sichtkoordinaten, die auf dem Hauptfenster erscheinen, wenn sich ein Feind genähert hat. Auf dem Hauptfenster oder Zielfernrohr visieren Sie diese genau auf den Feind an. Zum Abschluß eines Torpedos drücken Sie den roten Schießknopf.

- 5 Sie machen den Piloten durch einen Blip auf Ihrem Distanz-Scanner ausfindig oder durch eine blinkene grüne Spitze auf der Fractalus-Oberfläche. Halten Sie das Schiff auf niedriger Flughöhe und fliegen Sie auf den Piloten zu.

- 6 Pilot in Reichweite: Achten Sie auf den Distanz-Scanner auf Ihrer Instrumentierung. Sobald der Piloten-Blip unten in der Mitte des Scanners liegt, drücken Sie die L- (Lande) Taste zum Landen des Schiffes. Danach drucken Sie die S- (System) Taste zu Abschalten der Triebwerke und Abschirmung. Sie werden auf dem Bildschirm PILOT IN RANGE sehen, oder, wenn der Pilot nicht in Reichweite ist, PILOT TOO FAR. Heben Sie durch INCREASE THRUST wieder ab (Amstrad: >).

- 7 Bergung des Piloten: Wenn der Pilot an die Tür klopft, öffnen Sie die Schleuse mit der A- (Air Lock) Taste. Nachdem der Pilot in Sicherheit ist, schließt sich die Schleuse automatisch.

- 8 Abheben: Drücken Sie INCREASE THRUST (Amstrad: >), und suchen Sie nach dem nächsten abgeschossenen Piloten.

- 9 Das Mutterschiff kommt zu Ihrem Sektor zurück und erkundigt sich nach Ihrem Fortschritt. Falls Sie Schwierigkeiten haben, Ihnen Energie ausgeht, Sie unter schweren Beschuß sind, wird das Mutterschiff versuchen früher zu kommen. Wenn sich das Mutterschiff genähert hat, wird die Mutterschiff-Anzeigelampe auf der Instrumententafel zu blinken beginnen und oben auf Ihrem Bildschirm die Nachricht **MOTHER SHIP!** erscheinen. Haben Sie Ihr Soll an Piloten bergungen erreicht, oder falls Ihnen die Energie auszugehen droht, feuern Sie die Booster, indem Sie die B- (Booster) Taste drücken. Ihr Schiff wird automatisch Fractalus verlassen und beim Mutterschiff andocken.

PUNKTEWERTUNG

Leistung	Punkte
Jede Flugsekunde	1
Zerstörte Kanonenstellung	100
Zerstörte fliegende Untertasse	250
Geborgener Pilot	200
Geborgene As	2000
Zum Mutterschiff zurückgebrachter Pilot (Bonus)	500
Je Pilot über dem Bergungungssoll (Bonus)	1000
Abgeschlossene Stufe	STUFE x 200

Hinweis: Wenn Sie zum Mutterschiff zurückkehren bevor Sie Ihr Soll an Piloten geborgen haben, können Sie auf der selben Stufe weitermachen, bekommen aber nicht den Bonus für Abschluß einer Stufe. Wenn Sie auf einer niedrigern Stufe weitermachen, geben Sie Ihre vorherigen Punkte auf.

KODE ROOD!

- 1 Om de moeilikheidsgraad in te stellen, drukt u op de volgende toetsen:
Amstrad: Joystick: Naar voren/Achteren
Toetsenbord: <; >; ↑

- 2 Om het spel te beginnen en automatisch uw schip te lanceren:
Amstrad: Druk op de vuurknop.

- 3 Gebruik de joystick om de Valkyrie Fighter te besturen wanneer u de atmosfeer van Fractalus binnenkomt. Wanneer het bericht **MANUAL** aan de bovenzijde van het scherm verschijnt, weet u dat u er alleen voor staat.

- 4 Jaggi afweergeschut kunt u herkennen als groene koepels op de bergtoppen. Let op het verschijnen van de gekruiste lijnen in het vizier wanneer een vijand dichtbij is. Neem de vijand in het vizier van het grote raam of van het richtvenster. Lanceer een torpedo door op de vuurknop te drukken.

- 5 U vindt een piloot door uit te kijken naar een "knipperlicht" op de Long Range Scanner of naar een flikkerend groen bak en het oppervlak van Fractalus. Vlieg naar de piloot en houdt de hoogte van uw schip beperkt.

- 6 De piloot is binnen bereik: Houdt de Long Range Scanner op uw instrumentenpaneel in de gaten. Wanneer het "knipperlicht" van de piloot midden onder in de Scanner is, drukt u op de LAND (L) toets om te landen. Druk op de SYSTEMS (S) toets om uw motoren en beschermerschilden af te zetten. Op het scherm staat te lezen PILOT IN RANGE. Wanneer de piloot niet binnen bereik is, vertoont het scherm: PILOT TOO FAR. Stijg weer op door op STUWKRACHT VERHOGEN te drukken (Amstrad: >).

- 7 Red de piloot: Druk op de luchtsluis-toets (Airlock = A) om de luchtsluis te openen wanneer de piloot op de deur bonst. De luchtsluis sluit zich automatisch na binnenkomst van de piloot.

- 8 Stijg op. Druk op STUWRACHT VERHOGEN (Amstrad: >), and zoek de volgende gestrande piloot.

- 9 Het Moederschap keert terug naar uw sector om te kijken hoe ver u gevorderd bent. Als u in moeilijkheden bent – weinig energie over, oververhit – komt het moederschap eerder. Wanneer het dichtbij is, begint het Moederschaplicht op het controlepaneel te flikkeren en de boodschap **MOTHER SHIP!** verschijnt bovenaan het scherm. Als u uw quota piloten hebt gered of weinig brandstof hebt, drukt u op de BOOSTERS (B) om de boosterraketten af te vuren. Uw schip verlaat Fractalus automatisch en legt aan bij het Moederschap.

SCOREN

Onderwerp	Puntenwaarde
Iedere sekonde in de lucht	1
Vernietiging van een vuurinrichting	100
Vernietiging van een vliegende schotel	250
Het redden van een piloot	200
Het redden van een Ace	2000
Het terugbrengen van een piloot naar het Moederschap (bonus)	500
Het terugbrengen van meer piloten dan de quota (bonus)	1000
Het voltooiën van een niveau	NIVEAU x 200

N.B.: Indien u terugkeert naar het Moederschap voordat u uw quota aan piloten hebt gered, kunt u op hetzelfde niveau doorgaan, maar u verdient geen bonus voor het voltooiën van dat niveau. Indien u op een lager niveau doorgaat verliest u uw vorige score.

The Good Stuff

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 crashed ship. If you've managed to land in range, turn your systems off 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 pilot). If you turn your systems on again before the pilot is safely inside your ship, *the shield's high energy field will vaporize him!*

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, it'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 wearing 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 if you skip levels.

Levels 1 through 3 are training levels. For Level 1, you enter a sector of Fractalus that has been cleared of the dreaded Jaggies by our Droidcraft.

On Levels 2 and 3, you enter the planet's atmosphere above a region which has only a few Jaggi gun emplacements.

The higher levels (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 year. This will save you from the mindshattering *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 with 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.

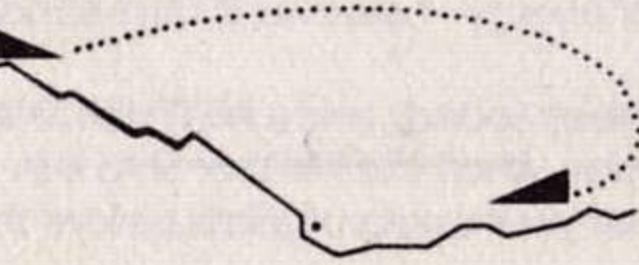
Since gun emplacements will still be able to hit your ship while you are on the surface, be sure to destroy any in the vicinity before landing to rescue a pilot.

Saucers

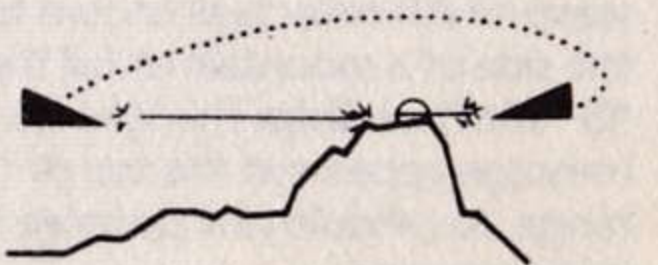
On Levels 4 and above, the enraged Jaggies will fly their inertialess saucers directly into you. These "suicide" saucers can either be shot down with your AMB torpedos or dodged. If they hit your shields, they will drain off more energy than a gun emplacement hit. The saucers tend to occupy the higher 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 – you'll have a chance to work on your *night flying* skills. 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° 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° and open up with an AMB. Next case.

Modified Valkyrie Class Fighter

Powered by: Twin 27,000 kg F-27 Firedrake 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 (mach 7.2)

Range: 2.150 km at mach 3.4 cruise/climb
Accommodation: Crew of 1; 20 passengers
Shields: Dirac Mirror Shield
Sensors: Long Range Etheric Navigation System
Armament: Anti-Matter Bubble (AMB) Torpedo generator
First Flight: February 29, 2184

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 Jaggi 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 Vád Neroleil Rahre, located in the distant, outlying dark sector of our galaxy.

Second, don't 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 Jaggi, 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 transcript 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 awhile, 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, what's that! I think I see a pilot running towards me! I knew you guys wouldn't let me down! Wait. There's something weird here. He doesn't look quite right – his helmet's green? Commander! We don't have any... My God! What the... It's 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!

