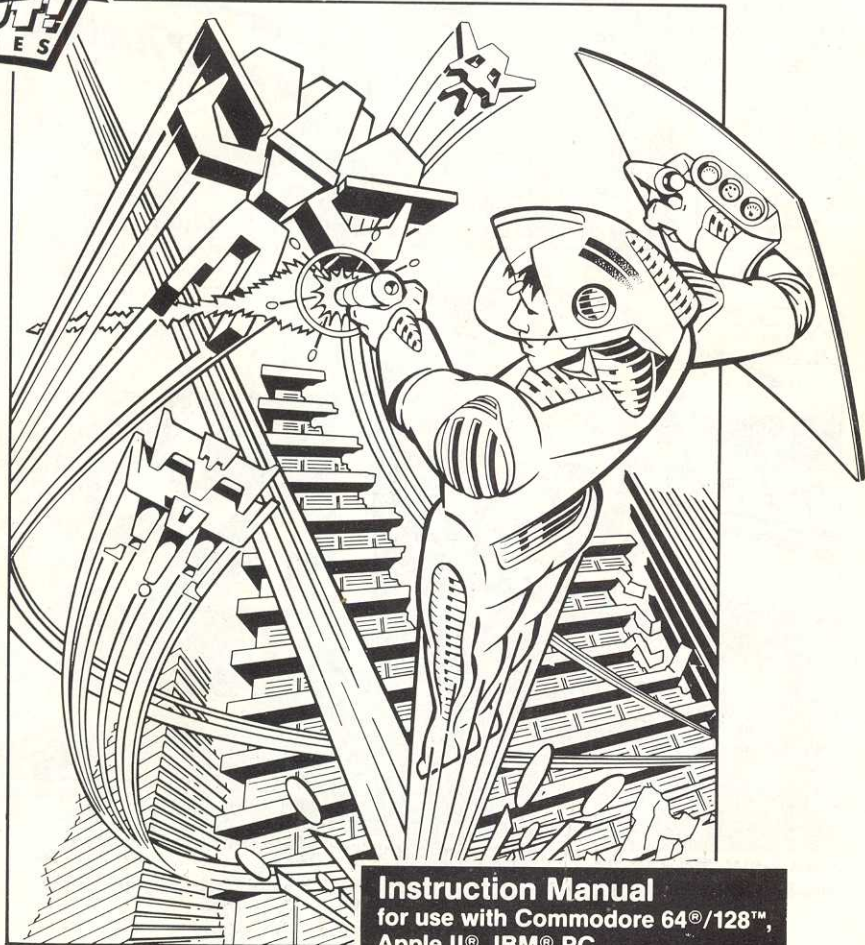


RAD WARRIOR™

**MAXX
OUT!**
SERIES

BYEPTYX



Instruction Manual
for use with Commodore 64®/128™,
Apple II®, IBM® PC,
and Compatibles



CENTURIES
PASSED...

...AND FROM THE CHAOS EMERGED...

...A NEW RACE... STRONG...
AND HARDY.



THE PEOPLE CAME TO KNOW A SIMPLE AND
PEACEFUL LIFE.



BUT...
ONE DAY...
OUT OF THE
SKIES...AN
INVASION
FORCE FROM
ANOTHER
WORLD!



THE ATTACK WAS SWIFT
AND SAVAGE!



THEIR WEAPONS WERE
SOPHISTICATED AND THEY
SHOWED NO MERCY.

ALL REMAINING ABLE-BODIED
MEN WERE SET TO WORK
MINING THE PLANET'S
VALUABLE ORE...



THE ELDERS PLOTTED
TO OVERTHROW THE
OPPRESSORS.



WHILE THE TYRANTS RULED
FROM THEIR STRONGHOLD
DEEP INSIDE THE
VOLCANO.

THEY HID NEWBORN MALE CHILDREN
AND REARED THEM IN SECRET CAMPS,
TEACHING THEM ANCIENT BATTLE
ARTS.



AS THE YOUNG WARRIORS
GREW...
ONE STOOD OUT AS A CHAMPION...
HIS NAME... TAL!

TAL! YOU HAVE BEEN
CHOSEN AS THE ONE WHO
WILL SAVE OUR RACE.

RAD WARRIOR

THE ELDERS SHOWED TAL
AN ANCIENT BLUEPRINT.

THIS SACRED
SCROLL TELLS OF
THE MAGIC OF THE
ARMOUR.

1. RECHARGE
CELL

2. IMPLOSION
MINE.

3. GRAVITY
DISPLACERS.

4. PARTICLE
NEGATOR.

5. PULSER
BEAM.

6. ANTI-RAD
SUIT.

YOU, TAL, MUST BRAVE THE HORRORS
OF THE EVIL FOREST, FIND THE
SACRED ARMOUR AND USE IT TO
DESTROY THE POWER CENTRE OF THE
TYRANTS. YOU ARE OUR ONLY HOPE!

OBJECTIVE

Your objective, as Tal, is to brave the maze of the evil forest, find the anti-radiation suit, and make your way into the stronghold of the alien oppressors. In the stronghold you must enter the generator room where you'll destroy the aliens' power source.

Throughout your journey you will have to contend with many deadly creatures and objects including mutated wildlife, acid rain, and enemy patrol drones. You must either avoid or destroy the obstacles in your path by jumping over or throwing rocks at them.

Once you've found and energized the suit, you must find all its attachments in order to survive. The closer you get to the aliens' power center, the higher the level of radiation becomes and the deadlier your foes become.

GETTING STARTED

For the Commodore 64[®]/128[™]

- Set up your Commodore 64/128 computer as shown in the owner's manual. (**Note:** For Commodore 128, set system to C64 mode.)
- Turn on your computer and disk drive.
- Plug your joystick into Port #2. (for 2-player games, plug your second joystick into Port #1.) (Refer to your **KEYBOARD COMMAND CARD** for key commands.)
- Insert your **RAD WARRIOR** disk into the disk drive, label side up, type **LOAD "*" ,8,1** and press **RETURN**.

With the **FAST LOAD[™]** Cartridge :

- Turn **ON** the computer and disk drive.
- Insert your **RAD WARRIOR** disk into the disk drive, label side up.
- Press the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

For the Apple II® series

- Set up your Apple II computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual (or refer to the **KEYBOARD COMMAND CARD** for Key commands).
- Insert your **RAD WARRIOR** disk into the disk drive, label side up.
- Turn the computer and disk drive ON.

For the IBM PC® and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual (or refer to the **KEYBOARD COMMAND CARD** for key commands).
- Insert your DOS disk into the disk drive (Drive A on a two drive system), and turn ON your computer.
- When DOS is loaded, insert your **RAD WARRIOR** disk into the disk drive, label side up.
- Type the command **RADWAR**.

Joystick Instructions for Operating TAL:

- Press the joystick **UP** to Jump Up.
- Press the joystick **DOWN** to Crouch Down or to pick up an object.
- Press the joystick **LEFT** to Run Left.
- Press the joystick **RIGHT** to Run Right.
- Press the **FIRE BUTTON** while running to jump up.
- Press the **FIRE BUTTON** while standing to Throw a Rock.
- To Enter the Armor, walk in front of it and face forward.
- To Depart from the Armor, run right or left.
- Press **Q** to Quit the game and Restart.

Tal's Journey

See the Map (page 10) to get an idea of the location of the suit of armor and all the

necessary attachments. Without the suit of armor, rocks and agility are your only defense.

Your first goal is to find the suit of armor and put it on to energize it. Once the suit is energized, the control panel at the bottom of the screen will be activated. From that you can tell the armors' energy level, Tal's stamina (at zero he falls to the ground in exhaustion), and the score. You also can see the attachments you have picked up, the radiation level, and messages.

Your second goal should be to find the anti-gravity boots and bring them back to the suit. With the suit and boots, you will be able to fly. (Watch your energy level and be sure to pick up any energy packets you see on your journey.)

Other Attachments you should pick up include: The Laser (L), Transporter (T), Implosion Mines (M), and Shields (S).

ENEMIES

On your journey, beware of the following things:

- **Patrol Leader Drones:** The toughest of four types of drones, hard to destroy and the biggest energy drain.
- **Patrol A and B Drones:** Easier to destroy and less of an energy drain.
- **Indestructible Search and Destroy Drones:** Indestructible drones that drop bombs...but you can destroy the bombs.
- **Alarm Droids:** Calls other droids to you, destroy it fast or move to another screen quickly.
- **Mutant Flies, Jugoids, and Subtains:** All destroyed fairly easily with rocks or laser blasts.
- **Acid Rain:** It's lethal and indestructible.
- **Sloths:** Clinging to foliage, they're lethal and indestructible.
- **Indestructible Collaborator Gunners:** Shoot fire plasma bolts.
- **Flame Dragons:** Found above the city in the volcanic areas, spitting out gaseous flames. They drain your energy fast.
- **Hydraulic Spikes:** In the volcanic area, they're energy draining and unstoppable.

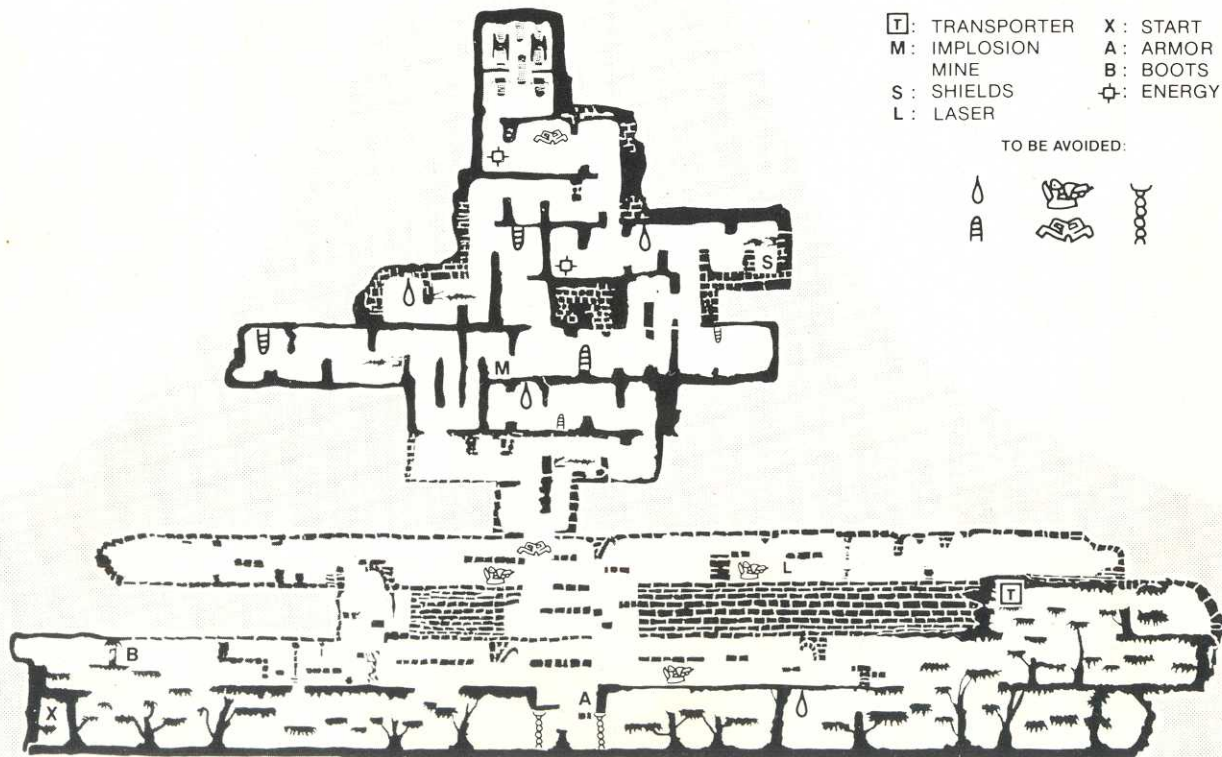
If you can make it past all the hazards and destroy the aliens' power center, your people will be freed and the human race will be saved. If you fail, your people are DOOMED to a life of enslavement and misery.

RAD WARRIOR

KEY:

T : TRANSPORTER	X : START
M : IMPLSION	A : ARMOR
MINE	B : BOOTS
S : SHIELDS	+ : ENERGY
L : LASER	

TO BE AVOIDED:



MAXX OUT! - A brand new wave of fun.

- **Spy vs. Spy™ III, Arctic Antics™** - The two super-cool sleuths from Mad Magazine slip, slosh and slide through chilly booby traps in search of a spaceship built for one.
- **Boulder Dash™ Construction Kit™** - Use a "lode" of mine dwellers, boulders, and magical walls to create your own den of doom. Includes 15 pre-programmed mazes to play, link together, or customize.
- **Spiderbot™** - You're merely a spider-droid in an insect infested jungle. "Web-net" enemy insects, collect parts and transform into Spiderbot, a defender against a jungle-wide chemical disaster.
- **Deflexor™** - Ready or not here they come. Play ball against a wall of bricks behind which lie killer bees, speedy missiles, and slime spewing blobs. Features expanding paddles, glue paddles and much more. Multiple levels.

Watch for more Maxx Out! titles.

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