

The Rocketeer



USER'S GUIDE

Your Goal as The Rocketeer

A nice day for an air show turns into a major rescue operation for The Rocketeer. The day starts out well enough: Cliff Secord enters the Nationals race and gets in a couple of good heats. Later, as he's in the hangar looking over the rocket pack plans with Peevy, Nazis storm the hangar with weapons drawn and intent clear—to steal top American technology and take anything or anyone else unfortunate enough to be in their reach. You're faced with the dangerous enemy, the kidnapped girl, the imprisoned mechanic, the national threat. The solution? The Rocketeer.

Equipment You Need

REQUIRED

- ✦ Computer—IBM® AT, PS/1, PS/2, family, and 100% compatible, or Tandy® 1000, 2500, 3000 series. 12 Mhz AT (80286) or faster recommended.
- ✦ RAM—640K; need 500K free to run program
- ✦ Graphics—VGA or EGA
- ✦ DOS—3.2 to 5.0
- ✦ High density 3.5 inch (1.44M) or 5.25 inch (1.2M) floppy disk drive

OPTIONAL

- ✦ Hard disk (recommended)
- ✦ Joystick or mouse
- ✦ Disney's Sound Source, Tandy Sound, Sound Blaster card, AdLib card, PS/1 Audio card, Roland MT-32 or LAPC-1

Installing The Rocketeer onto a Hard Disk Drive

- ☛ In the following instructions, we refer to your computer's floppy disk drive as the A: drive and the hard disk drive as the C: drive. If your drive(s) are different, please substitute A: or C: with the correct drive letter(s).

The Rocketeer has an install program that copies the program onto your hard disk. To use the install program:

1. Insert The Rocketeer Disk 1 in drive A. At the C> prompt, type **A:** and press Enter.
2. Type **INSTALL**, press Enter, and then follow the onscreen instructions. The install program automatically creates subdirectories called **ROCKET** and **ROCKET\RDATA**, and copies the files into these subdirectories.
3. You'll be prompted when to insert The Rocketeer Disks 2 and 3.
4. Store your original disks in a safe, clean place.

If you're having problems with the install program, you can copy the files onto your hard drive as follows:

1. At the C> prompt, create a subdirectory called **ROCKET**. To do this, type **MD \ROCKET** and press Enter.
2. At the C> prompt, create another subdirectory called **ROCKET\RDATA**. To do this, type **MD \ROCKET\RDATA** and press Enter.
3. Get into the first subdirectory you created by typing **CD \ROCKET** and pressing Enter.
4. Insert The Rocketeer Disk 1 in drive A. Type **COPY A:.*** and press Enter.
5. Get into the second subdirectory you created by typing **CD \ROCKET\RDATA** and pressing Enter.
6. Type **COPY A:\RDATA\.*** and press Enter.
7. Remove The Rocketeer Disk 1 and repeat step 6 with The Rocketeer Disks 2 and 3.
8. When the copying is complete, store your original disks in a safe, clean place.

Copying The Rocketeer onto Floppy Disks

If you want to play The Rocketeer from floppy disks, make copies of the disks to use. This way, if anything happens to the copies you're using, you can easily make new copies from the original disks to use. Before you copy the original disks, write-protect them so you can't accidentally copy over them. (To write-protect a 5.25" disk, cover the notch on the side of the disk with a piece of tape. To write-protect a 3.5" disk, slide the tab on the upper right corner of the disk so you can see through the window.)

ONE DRIVE SYSTEMS

1. Have three 3.5" or 5.25" high density disks ready.
2. With a DOS disk in drive A, type **DISKCOPY A: A:** and press Enter.
3. You're asked to insert a source disk; insert The Rocketeer Disk 1 in drive A. Press Enter to start copying. You'll have to swap disks during the copying process—you're prompted when to insert your source disk (the original disk) and when to insert your target disk (the backup copy).
4. When the disk copying is complete, you're asked if you want to make another copy. Repeat step 3 with The Rocketeer Disks 2 and 3. Label each copy with the same disk number as the original disks.

TWO DRIVE SYSTEMS

NOTE: These instructions only work if both drives are the same size. If they aren't, you'll have to use the instructions for one drive systems.

1. Have three 3.5" or 5.25" high density disks ready.
2. With a DOS disk in drive A, type **DISKCOPY A: B:** and press Enter.
3. You're asked to insert your source disk in drive A and the target disk in drive B. Insert The Rocketeer Disk 1 in drive A and the backup disk in drive B. Press Enter to start copying.
4. When the disk copying is complete, you're asked if you want to make another copy. Repeat step 3 with The Rocketeer Disks 2 and 3. Label each copy with the same disk numbers as the original disks.

Starting The Rocketeer

1. **HARD DISK USERS:** Make sure you're in the **ROCKET** subdirectory. (If you're not sure what subdirectory you're in, type **CD \ROCKET** and press Enter. You should now be in the correct subdirectory.)
FLOPPY DISK USERS: Insert your copy of The Rocketeer Disk 1 in a floppy disk drive and then go to that drive. For example, if you insert the disk in drive A, type **A:** and press Enter to go to that drive.
2. Type **ROCKET** and press Enter.
 - * If this is the first time you've ever loaded The Rocketeer, you'll automatically go to the Rocketeer Setup Program. This program lets you select the options that are appropriate for your computer setup. Use the arrow keys to move the highlight to any option and then press Enter to select that option. For complete details on the Rocketeer Setup Program, see the *System Setup* section (below).
 - * If you've played The Rocketeer before, you'll see the title screen.
3. Next, Peevy asks you for your security clearance—have your codewheel ready. On the screen Peevy shows you an aircraft, a logo, and a year. Find the aircraft on the outer wheel of the codewheel. Then find the logo on the outer edge of the smaller wheel and line it up with the aircraft on the outer wheel. Find the year in the center area of the codewheel. Above that year is a window with a number in it. Enter this number and press Enter.
4. Next, the Choose Entry Point screen appears. If this is the first time you've loaded The Rocketeer, choose **Demo** to see a demo of the game or select **The Beginning** to start at the beginning of the game. See the next section for details on the **Skipping Some Episodes** option.

Skipping Some Episodes

There is technically no Save command in The Rocketeer. There are, however, episode titles that serve as passwords to let you enter the program at the start of a specific episode. This way, you don't have to start at the very beginning of the game each time you load The Rocketeer.

To earn an episode title, you must successfully complete the episode that precedes it. When you know an episode title, all you need to do is load the game, select **Skip Some Episodes** at the Choose Entry Point screen, and then enter the episode title to go directly to that episode.

System Setup

The Rocketeer Setup Program automatically detects a video mode, synthesized music device, digital audio device, and a joystick for your computer setup. When you first load the program, you can verify or change any of these options. The detected option will be highlighted when the screen first appears.

You can press the Esc key at any time to abort the Rocketeer Setup Program.

1. The first screen you see lets you select the video mode. Use the up/down arrows to highlight a video mode and then press Enter to select it.

Select Video Mode

VGA

EGA

Non-Standard VGA Card

2. The second screen lets you select the digital audio device. Use the up/down arrows to highlight a device and then press Enter to select it.

Select Digital Audio Device

Sound Source on LPT1

Sound Source on LPT2

Sound Blaster†

PS/1 Audio Card*

Tandy Sound (DAC)*

PC Speaker

No Digital Sound

*This selection cannot be automatically detected. Please select it manually.

3. The third screen lets you select the synthesized music device. Use the up/down arrows to highlight a device and then press Enter to select it.

Select Synthesized Music Device

Roland MT-32/LAPC-1

AdLib/AdLib Compatible

Tandy 3-voice

No Music

*Note: If you selected Sound Blaster, you'll see two more screens that ask for the Sound Blaster Port Number and the IRQ Number. Please refer to your Sound Blaster owner's manual for the correct numbers to use.

4. The fourth screen lets you select a joystick option. Use the up/down arrows to highlight your choice and then press Enter to select it.

Joystick

Standard Joystick Card Detected

Joystick Detected—Test/Adjust

Not Detected/No Joystick

If **Standard Joystick Card Detected** is selected the program will assume a standard joystick calibration. If **Joystick Detected—Test/Adjust** is selected you will be presented with three more screens. Please follow the onscreen instructions to calibrate your joystick. For your joystick to be detected it must be in joystick port 1.

Note: During the game, if your joystick needs to be adjusted, press **Alt-J** and follow the onscreen instructions.

HOW TO FIX GRAPHIC PROBLEMS OR CHANGE THE SYSTEM SETUP

There are two commands that you can use to load The Rocketeer: **ROCKET** and **ROCKET ?**

Here's when you'll type **ROCKET**:

- ✖ If this is the first time you've ever loaded the program.
- ✖ If you're going to use the same System Setup options you did the last time you loaded your program.

Here's when you'll type **ROCKET ?**:

- ✖ If you select a video mode that your computer can't handle, the screen will go blank or freeze. You will have to reboot your computer and type **ROCKET ?** to reload the program and "reset" the autodetect default options. You must type **ROCKET ?** or you'll just get a blank screen when you try to reload the program.
- ✖ You may decide to run your program in a different video mode or with a different music or sound device than the one you've been using. For instance, maybe you've been using the program in EGA mode and you've just upgraded to VGA mode. Or maybe you previously weren't using The Sound Source, but just installed one. You can type **ROCKET ?** to get the Rocketeer Setup Program.

Controlling the Game

You can use a mouse, joystick, or the keyboard to control the game. Both the mouse and keyboard are always active; you can use them at any time. Your joystick will also be active if it was detected and selected in the System Setup.

What the input device does depends on what part of the game you're in. For instance, pressing the right button on the mouse decreases throttle power in the Race At The Airfield section of the game, while in The Final Fight section it makes the Rocketeer give a left punch.

You can keep a button or key pressed down to autofire a weapon or rapid-punch.

See page 19 for a quick-reference guide to controlling the game.

OTHER KEYS USED IN THE GAME

Esc	Quit current game
Alt-Q	Quit The Rocketeer and return to DOS
P	Toggle pause on/off (When paused, any action key resumes play.)
Alt-J	Recalibrate joystick
F1	Turn on synthesized music device
F2	Turn off synthesized music device
F3	Turn on digital audio device
F4	Turn off digital audio device
Alternate button #1 keys: 2, >, keypad +, keypad 5	
Alternate button #2 keys: 1, <, keypad -	

Scoring

At the end of the game you're shown a screen which summarizes your performance. Episode is the name of the specific episode, Hit Ratio is a percentage that shows how well you did for that episode (100% represents a perfect Hit Ratio), and Score is the total points you received in that episode. High Hit Ratios result in bonuses that are added to your score for that episode. Since there are no "hits" in the Race At The Airfield, Hit Ratio doesn't apply to that episode.

Disney's Sound Source

The Rocketeer is compatible with Disney's Sound Source, a compact sound accessory that lets you experience high-quality digitized speech, fully-orchestrated music, and real-life sound effects on MS-DOS and compatible personal computers. It easily plugs into the parallel printer port on the back of your PC—there's no need to disassemble your computer or bother with connecting additional amplifiers or speakers! The low cost Sound Source brings all Sound Source compatible software to life. You'll find Disney's Sound Source at your local software retailer.

Troubleshooting Guide

PROBLEM: THE PROGRAM DOESN'T LOAD PROPERLY.

- ✖ Do you have the correct equipment as listed under *Equipment You Need*?
- ✖ Is each component of your computer system (computer, monitor, etc.) turned on?
- ✖ Did you follow the copying and loading instructions correctly?
- ✖ Do you have any unusual peripherals hooked up to your computer? Try unhooking any unnecessary peripherals, rebooting the computer, and reloading the program.
- ✖ Do you have Terminate and Stay Resident (TSR) programs in RAM? Examples of TSRs are Microsoft® Windows™, calculators, clocks, and disk caches. TSRs are sometimes automatically loaded by your computer through the AUTOEXEC.BAT file when you boot your machine. If you're using TSRs, you may have to start up your computer by loading DOS from an original DOS system disk, or you can remove the TSRs from your AUTOEXEC.BAT file. Please refer to your computer's user manual for complete details on TSRs and AUTOEXEC.BAT files.

PROBLEM: THE PROGRAM RUNS SLOWLY.

- ✖ If you play The Rocketeer on a computer with an 80386 or 80386SX microprocessor and an EMS (Expanded Memory) driver such as the QEMM386 or EMM386, the game will run considerably slower if the EMS driver is installed in your CONFIG.SYS file. If you have this type of setup, we recommend that you boot your machine from a DOS boot disk before playing The Rocketeer (this keeps the CONFIG.SYS file on your hard drive from loading). Fast 80286, 80386 and 80486 systems (over 25 Mhz) will not have this problem. In addition, XMS (Extended Memory) drivers like HIMEM.SYS will not affect the system speed.

- ✖ Are you using the Sound Blaster for digital sound? The Sound Blaster can cause brief pauses in the action. You can fix this problem by pressing F4 to turn off the digital audio device (pressing F3 turns the device back on). An alternative method would be to start the game by typing **ROCKET** ? to change the System Setup. At the Digital Audio Device screen select PC Speaker or No Digital Sound.

PROBLEM: THE SOUND WARBLER, BREAKS UP, OR IS MISSING.

- ✖ Are you running the program through a DOS shell (like Microsoft Windows)? This may cause the sound to break up. Try quitting out of the DOS shell and running the program from the DOS prompt.
- ✖ Are you using a machine that runs slower than 8 Mhz? This may distort the sound.
- ✖ Are you using the Sound Blaster? The Sound Blaster may produce muffled digital sound. If this is happening, you may want to use your internal PC speaker for digital sound output.

Sound Source Owners:

- ✖ Did you select the proper Sound Source option as explained in the System Setup section?
- ✖ Is the Sound Source unit properly installed? Is its cable plugged into the computer's parallel port?
- ✖ Is the volume level turned up?
- ✖ Does the Sound Source unit have a fresh battery installed? If you're unsure, test the Sound Source with a brand new battery.
- ✖ If your printer is plugged into the Sound Source unit, is the printer turned on? In most cases, the printer must be turned on for the sound to be right.
- ✖ Are headphones plugged into the Sound Source? Headphones cut off sound from the speaker.
- ✖ Are you a Tandy 1000 owner? If your printer is plugged into the Sound Source, try unplugging the printer from the Sound Source Adapter.

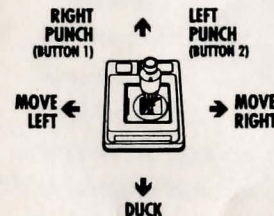
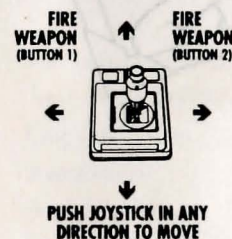
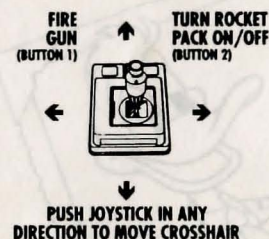
PROBLEM: COLORS DO NOT APPEAR AS EXPECTED.

- ✖ Are your monitor's contrast, color, and tint controls properly adjusted?
- ✖ Are your monitor cables securely attached?

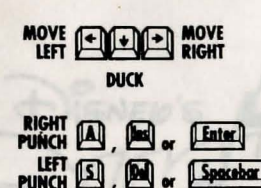
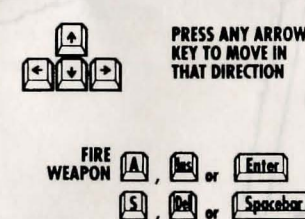
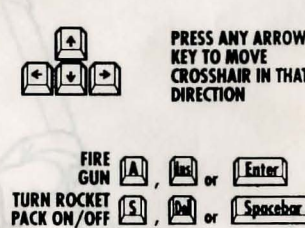
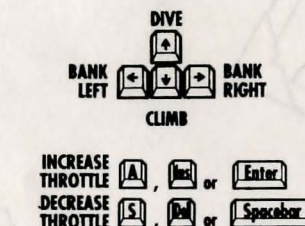
If you've tried all our troubleshooting suggestions but still can't solve the problem, please contact the Disney Software Customer Service department.

Controlling the Game

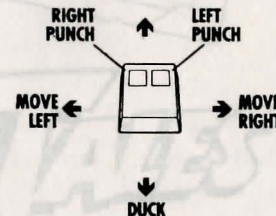
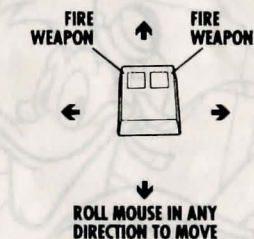
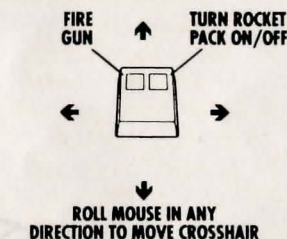
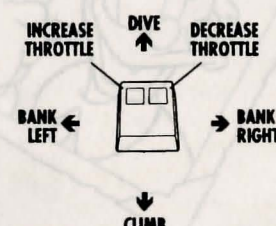
JOYSTICK*



KEYBOARD



MOUSE



OTHER KEYS USED IN THE GAME

- Esc** Quit current game
- Alt-Q** Quit The Rocketeer and return to DOS
- Alt-J** Recalibrate joystick

- P** Toggle pause on/off (When paused, any action key resumes play.)
- F1** Turn on synthesized music device

- F2** Turn off synthesized music device
- F3** Turn on digital audio device
- F4** Turn off digital audio device

*NOTE: LOCATION OF JOYSTICK BUTTONS MAY VARY.