GALACTIC WARRIOR RATS
"Rats with a rrr-attitude!"

The Game
The computer complex is housed in a series of giant two level buildings all of which must be rendered inactive to prevent the planets destruction.

Each building has several power sources protected by force fields. Each force field must be switched off so that the power sources can be deactivated, once this is done the building will be on emergency power only, and then it is time to leave and move onto the next building.

Each building is entered by the main entry (which is also the only exit). Initially, you are logged into Joe's Automated Weapon Store, a terminal for which is at the main entry. On exit from the store, you are in the building ready for action.

ROBOTS
You will come across various robots designed to destroy all intruders. Some are immobile gun placements, others chase you intent on raming your ship, others fire homing missiles. Each robot can be destoyed by shooting, though some require more shots than others.

CREDITS
When robots are destroyed, they often leave a valuable lump of gold that can be collected by travelling over it. These are credited to your account and can be used to buy weapons.

KEYS
Some robots leave a key after being destroyed that can be collected and used to gain access to locked sections of the buliding.
The key is used by hovering over a lock and pressing fire.

LIFTS
Glowing circular shafts are the lifts that connect the two levels of the building. They are entered by hovering over them and pressing fire.

COMPUTERS
Computer terminals are built into the walls at various locations through out the complex. To log on, press fire when the ship is positioned in front of the terminal and touching it.

SMART CARDS
These are small spinning squares that are collected by passing over them. They are used the next time you log onto a computer terminal. The computer then switches off the force field surrounding one of the power sources and gives its location.

POWER SOURCES
Deactivating a power source can only be done by passing over it when the force field has been deactivated by using a smart card.

The Attack Ships
Each ship starts with a default weapon (which is weak and short ranged), 300 rounds of ammunition for both weapons, a full tank of energy and a quarter tank of coolant. The ships are armed and fueled seperately, coolant, energy, weapons and ammunition cannot be transferred between ships.
The ship's energy is decreased when hit by a missile or robot. The amount of energy lost depends on the level of coolant. When the ship's energy runs out, it is defenseless and will be destroyed with the next attack.
The ship can be armed with two weapons, both with their own supply of ammunition, which can be purchased at Joe's Automatic Weapon Store along with extra energy, coolant, orbits, smart bombs and bullet scrambler.

ORBITS
These do not have their own fire power, but add extra fire power to the current weapon being used.

SMART BOMBS
These will destroy most things in view with a single blast when used.

BULLET SCRAMBLERS
These make the robots shots less accurate for a short time.

Joe's Automated Weapon Store
The store is used by logging onto any of the computer terminals within the buildings or at the main entry to the building.
To buy or sell an item, first move the arrow left or right onto coolant, ammo, orbit or weapon and press fire. Then use up and down to view what is available (Some very powerful items may be temporarily out of stock) and press fire to select the current item.
If you wish to buy the item selected, move the arrow to buy and press fire. In the case of ammo and weapons, these can be allocated to weapon 1 or 2 by using left and right. (You may hold two weapons at once).
If you wish to sell, move the arrow to sell and press fire and then select Y only if you are certain you want to sell. (The store will only credit you with half what was paid for those items.)
You can decide which Galactic Warrior Rat to help by selecting them by name. The Galactic Warrior Rat currently selected is displayed sitting in his attack ship, together with coolant level, energy level, armaments and ammunition for that ship.
When you have completed buying and selling items, select the Galactic Warrior Rat you are going to help and select exit.

Hints
If the current Rat's ship is getting dangerously low on energy, get as quickly as possible to a computer terminal or main entry and either buy more energy or if there are insufficient credits, select another Galactic Warrior Rat that has bigger energy reserves.
Be as quick as you can in your task, located within the building at various locations are indestructible robot generators that automatically produce more robots once intruders are detected, making the task ever more difficult.
Collect as many credits as possible to enable you to keep your coolant and energy levels and your supply of ammunition topped up, as well as to enable you to purchase more powerful weapons.

Loading Amiga
Switch on the computer and wait for the disc prompt before inserting
the disc.

Controls Amiga
JOYSTICK: - to move UP, DOWN, LEFT and RIGHT.
FIRE - to fire current weapon.

KEYS:
SPACE - to swap to other weapon
ENTER - to activate smart bomb
P - Pause on/off

Loading IBM PC
Load MSDOS. Insert the disk and type GWR at the promt.

Controls IBM PC
KEYS: Z,X,K,M or cursor keys with SPACE for fire or joystick.
W - to swap to other weapon.
S - to activate smart bomb.
P - pause on/off.
ESC aborts the game.