

# Renegade





# PENETRATOR



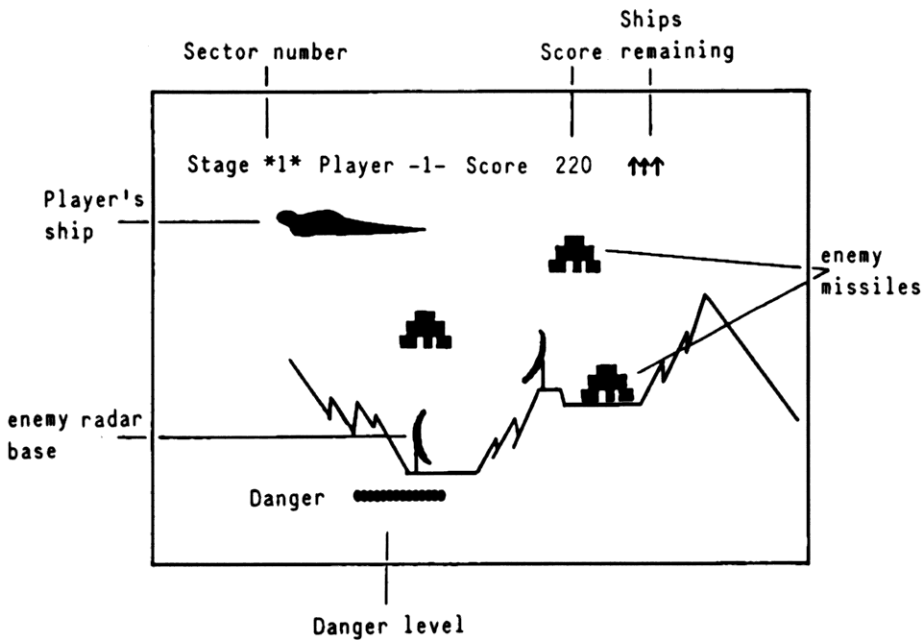
## The game

You are the sole survivor of a fighter squadron, whose mission is to invade the enemy defense forces and destroy their illegal neutron bomb cache.

The mission is highly dangerous, and the enemy have instituted extremely efficient defenses around their neutron bomb stores.

The defenses comprise of four enemy defense rings, each with its own special dangers.

You must penetrate each of these defense rings, and blow up the illegal neutron bomb store. Of course, once that is done you then have to return through the four defense rings!



## SCORING

Ground missiles: 10 points

Flying missiles: 50 points

Radar bases: 100 points

Defending paratroopers: 200 points

Neutron bomb store: 1000 points for the first one,  
2000 points for the second one, and so on.

# **CONTROLS**

## **Up and Down movement**

The up and down movement of your fighter plane is controlled by the up and down arrows on your TRS console.

The minimum height your fighter can fly is obviously determined by the terrain. Your maximum height is determined by the fighter aerodynamics, but may also be limited by the surroundings - for example when you enter the underground defense caverns.

## **Thrust and Brake**

Due to the forward momentum requirements of your fighter, you cannot stop the plane for any length of time.

It is possible to control your thrust and braking by the use of the forward and back arrows, but note that these can only be imposed for limited periods. Thrust involves holding down the forward arrow key.

## **Firing control**

A forward missile launcher is available as a standard on your fighter plane - this launcher enables you to fire missiles directly ahead, and is activated by the use of the forward arrow key.

Firing involves repeatedly pressing the right arrow key. The number of forward missiles is limited only by your firing rate. If you hold the forward arrow key continuously, you will get thrust instead of firing.

## **Bomb chute**

You may drop bombs on the enemy landscape, missiles and radar bases. The bomb chute is controlled by the space bar on your TRS console. Note that it is possible to only have two bombs in the air at any one time.

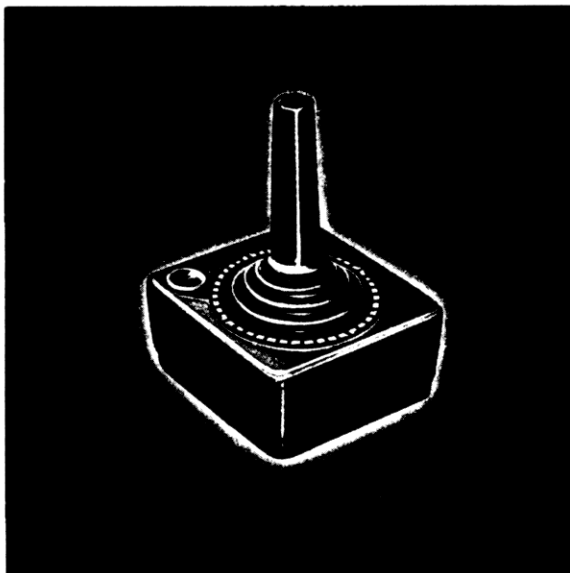
## Joysticks

Penetrator is fully compatible with the Alpha joystick in mode 5.

To obtain the controls of Up, Down, Thrust and Brake move the joystick in the appropriate direction.

To use the forward missile launcher you will need to jiggle the joystick control to the right. If you hold the joystick continuously to the right you will get Thrust instead of Firing.

Bomb control is obtained by using the Fire button.



# DANGERS

You will meet many types of dangers on your mission. What follows is a summary of the briefing your squadron received:

- \* Be careful of sudden changes in the landscape. The enemy defenses are in rugged country, and parts run underground. If your fighter crashes into the landscape, into the radar bases, or into ground missiles, your fuel tanks will explode and there is no chance of survival.
- \* If you fire your forward missile launcher too close to an enemy target, there is danger of destroying your ship due to the force of the blast.
- \* As you get closer to the enemy neutron bomb store, enemy paratroopers may be lurking in wait for you. Be careful: you will need all your skills to survive the attack of the paratroopers.
- \* Be especially careful of the danger presented by the enemy radar bases. Although these bases will not fire at you, the information they gather about your flight plan can and will be fatal to your mission unless you destroy them.

As the enemy builds up knowledge of your position and flight path, this is transmitted to the missile command centre, thus enabling the missiles and enemy paratroopers to track you more accurately.

The danger level is shown on your console, and will continue to build up as you penetrate into the enemy territory. There is only one way to reduce the danger level - blowing up the neutron bomb store, and thereby damaging the enemy missile command centre.

\* \* \* RED ALERT \* \* \*

If you should allow the danger level to reach a critical level, the warning RED ALERT will flash on your console. Once this level is reached, you must assume the enemy has tracked your flight. Evasive action will now be difficult, and enemy assaults in RED ALERT phase are likely to be fatal.

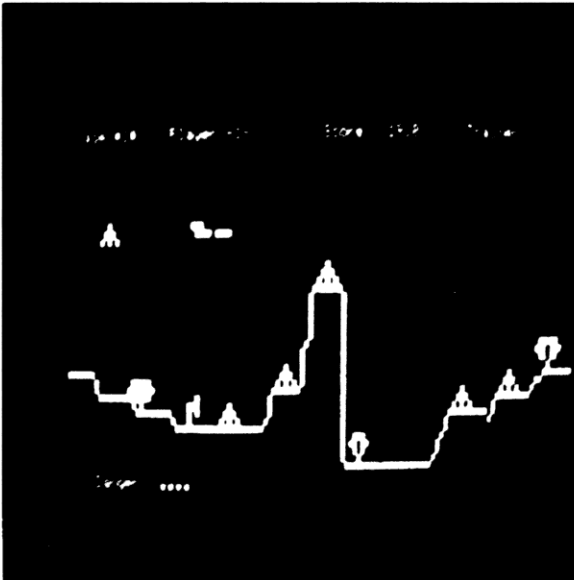
# THE ENEMY DEFENSE RINGS

## Stage One

The first defense ring is in rugged mountainous countryside.

Intelligence reports indicate that this is a computer controlled defense area.

The only danger is from missiles launched by computer control, but the enemy has installed a strong network of radar tracking stations in this sector.



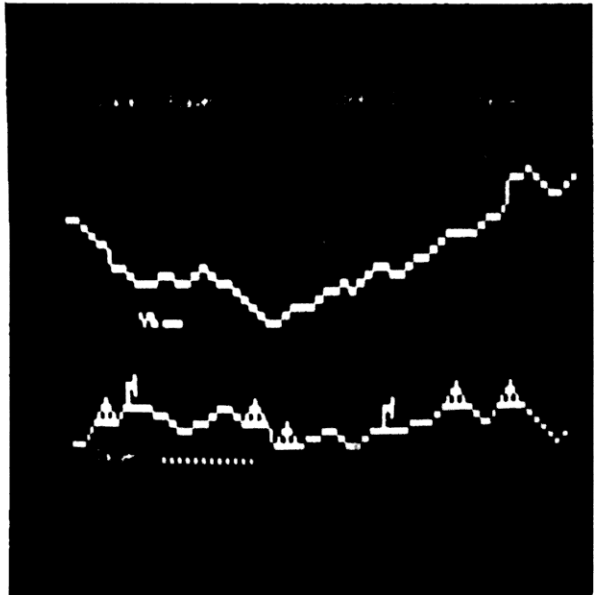


## Stage Two

Intelligence reports that the second stage of the enemy defenses are placed underground.

Although your fighter plane was not designed to fly in underground areas, the size of these caverns is sufficient to allow penetration.

Stage Two does not present any new dangers, but this is a difficult sector to survive due to the limited maneuverability of your fighter plane.

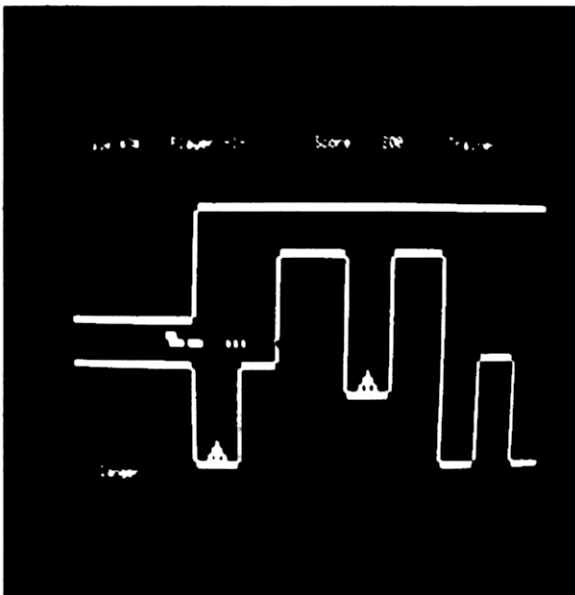


## Stage Three

This defense sector is extremely dangerous.

This sector was specifically constructed to thwart penetration by our fighter planes! It is a concrete underground area, and features extremely difficult vertical corridors and missiles strategically situated in concrete silos.

Although few radar tracking stations are present in this sector, you will need all your skills to penetrate this sector.



## Stage Four

Intelligence reports about this sector are extremely sketchy, as so few of our fighters have survived this sector and returned to tell the tale.

Rumours abound of shifting missile sites, and enemy paratroopers waiting in ambush!

We await your successful return for further information.



# STRATEGIES

\* Half the technique of the game lies in having proper control over the maneuvering of your fighter, so learn to do it well.

\* Use the thrust and braking power of your fighter to your advantage. If you stay too far to the left of your screen or too far to the right you will not be able to use that extra thrust or brake to avoid enemy missiles. Keep your fighter in such a position as to maintain maximum flexibility.

\* As a general rule try to stay in such a position as to obtain maximum maneuverability, both right/left and up/down.

If the danger level is not too high, it is possible to take evasive action against the missiles. Try to balance rapid firing with evasive movements.

Note that evasive action is almost impossible if the danger level is near RED ALERT stage.

\* Destroy as many radar stations as possible. This is especially true for the first stage where they are more numerous and the threat from the missiles is less dangerous than in Stage Two.

Remember that you cannot reduce the danger level once it has built up, so try to enter Stage Two with as small a danger level as possible.

\* Note that the bombs are slowed down by the friction of the atmosphere as they drop. This means that the higher you are above your target the less control you have over your bombing.

It is possible to gain very accurate bombing by swooping down over a radar station, applying braking power, and dropping a bomb while semi-stationary over the radar station.

\* In Stage Three, where you must maneuver through narrow vertical and horizontal passages, stay as far to the right as your thrust will allow.

When you must go up or down such a passage, press both the back arrow and the appropriate up/down arrow key. As soon as you have cleared the vertical passage, apply thrust to have enough room to negotiate the next passage.

\* In Stage Four, the enemy paratroopers will be hiding and waiting in ambush. Try to lure them out of their hiding place and then either shoot them while braking, or thrust quickly while going up to fly over them.

\* In difficult situations, use the up/down keys for evasive action, and press the right arrow key and the space bar (simultaneous missile firing and bomb dropping) to destroy the enemy.

\* If you wish to abort the mission completely, press CLEAR and BREAK simultaneously. This teleports you back to Control Center.

# TRAINING SIMULATIONS

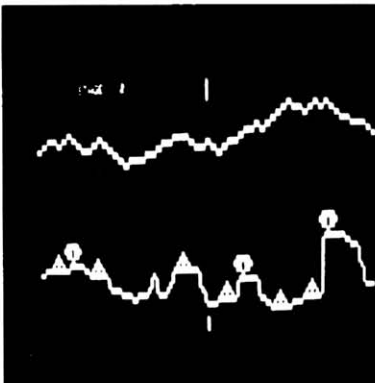
Space Research Center has tried to approximate the conditions of your mission so that you may gain familiarity with your fighter and the dangers you may face.

Training mission allows you to start at any one of the four Stages, with an unlimited number of "lives" at your disposal.

When you should successfully complete the Stage selected for training, the staff at Space Research Center will automatically place you in the next highest Stage for your next attempt.

Successfully completing Stage Four gives you the opportunity to attempt to destroy the enemy neutron bomb store. Should you succeed in this mission, you will enter the "return mode" - now you must get back to base, evading the defense rings now more eager than ever to destroy you.

To terminate training in any one Stage, press CLEAR and BREAK to return to Training Center. Pressing CLEAR at the Training Center returns you to Control Center.



Typical Customizing screen.

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# CUSTOMIZING PENETRATOR

There is provision in PENETRATOR for you to change the conditions of your mission. This total control allows you to change the shape of the landscape, the number and positions of the missiles and of the radar bases.

The screen shows the landscape of the various stages. In the middle of the screen a short vertical line is shown from the top and bottom indicating the maximum height and lowest level the landscape may occupy. Between these vertical dashes, there is a small flashing cursor.

The cursor may be moved up and down by the use of the up/down arrow keys, and the landscape moved left/right by the forward and back arrows.

Pressing the appropriate number (1 - 4) brings you to the beginning of that stage. Using the shift keys with any of the following commands or with the arrow keys causes a repeat function.

## Removing missiles or radar bases:

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To insert or remove missiles and radar bases, it is necessary to position the landscape at the correct position using the arrow keys. Pressing the letter "N" deletes any missile or radar base.

In Stage Four, the program converts a random number of the missiles into enemy paratroopers. If you do not want any, or at least very few, enemy paratroopers you should limit the number of missiles in Stage Four.

## Inserting missiles or radar bases:

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Position the landscape as desired. Pressing the letter "M" or "R" inserts a missile or radar respectively. It is up to you to ensure that the missile or radar base does not overlap the landscape. If your missile or radar base overlaps the landscape, it will merely blow up during the game.



Loading the PENETRATOR Landscape Editor:

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With the computer showing READY, enter SYSTEM then press the ENTER key. The screen will show \*?. Enter PENEDT and ready the cassette recorder, when ready, press the ENTER key. When the cassette has successfully loaded, the screen will show \*?. Press "/" then the ENTER key to use the PENETRATOR Landscape Editor.

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PENETRATOR is copyright (c) 1982  
by Beam Software.

The program was written by Philip Mitchell.  
Musical advice by Ken Schroder.



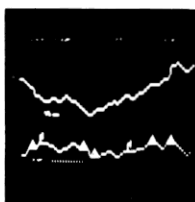
**SUPER SOUND  
SHARP GRAPHICS**

# PENETRATOR

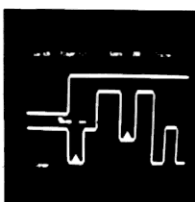
## MISSION IMPOSSIBLE! DESTROY THE ENEMIES: ILLEGAL NEUTRON BOMB CACHE



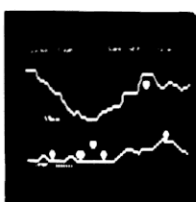
**Stage One:** Enemy defense rings loom in rugged mountainous countryside! **Warning** - a strong network of radar stations are sending guided missiles to destroy you!



**Stage Two:** Enemy defenses underground! Penetrate the treacherous caverns but watch out you have limited maneuverability.



**Stage Three:** Fly through hazardous vertical corridors. **BEWARE!** Enemy missiles in silos. You'll need all your skills!



**Stage Four:** Few of our Fighters have survived but rumours are of shifting missile sites and enemy paratroopers waiting in ambush!

If you are only going to buy one game this year, then it must be PENETRATOR! Superb graphics, rapid-fire action, challenging situations, training options, and much more combine to make PENETRATOR the game of the year. The sound is so good you won't believe it!

You are the sole survivor of a fighter squadron whose mission is to invade the enemy defense rings and blow up their illegal neutron bomb store! The displays above illustrate some of the danger you will face on your mission.

You will need all your skill and cunning to continuously dodge the enemy, launch your missiles, and drop your bombs. Only the best will survive! Watch out for those radar bases — or the enemy will get too much information about your flight plans!

The unique customizing feature of PENETRATOR allows you to change the landscape at will — this means you can play through hundreds of different situations with just this one game!

PENETRATOR is available as a 2 cassette pack for 16K TRS80 Model I/III or Model I/III Disk, and is compatible with the Alpha joystick. Includes 16 page booklet.

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