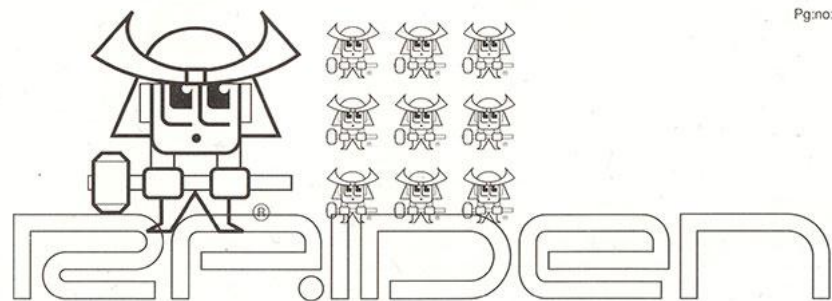


Manual

RAIDEN

© Copyright 1994 Fajtek Inc. & Seibu Kaihatsu Inc. All Rights Reserved. Licensed to Imagitec Design Inc.

TM



Pg.no:

001:

RAIDEN

Thunderbolt
1200 11:1

Trans:

08:07:2095

Attn:

Commander.

Raiden Corporation Carrier: Vengeance

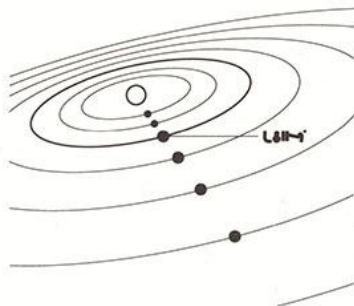
Phobos Yards: Luna Orbit

From:

Terran Milicom. Marinaras Base: Pacific

Condition:

Cloaked Alien invasion force has disabled Terra's defence forces. We are now being eradicated. Mobilise Project Raiden immediately. Rendezvous at Pacific Base for briefing, re-arm and refuel.
Good Luck.

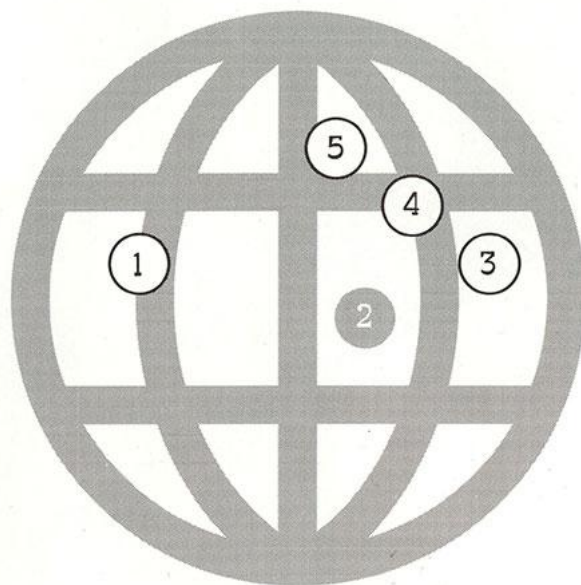


© 1994

Fabtek Inc & Seibu Kaihatsu Inc.

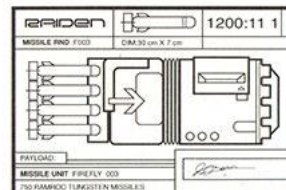
All Rights Reserved. Licensed to Imagitec Design Inc.

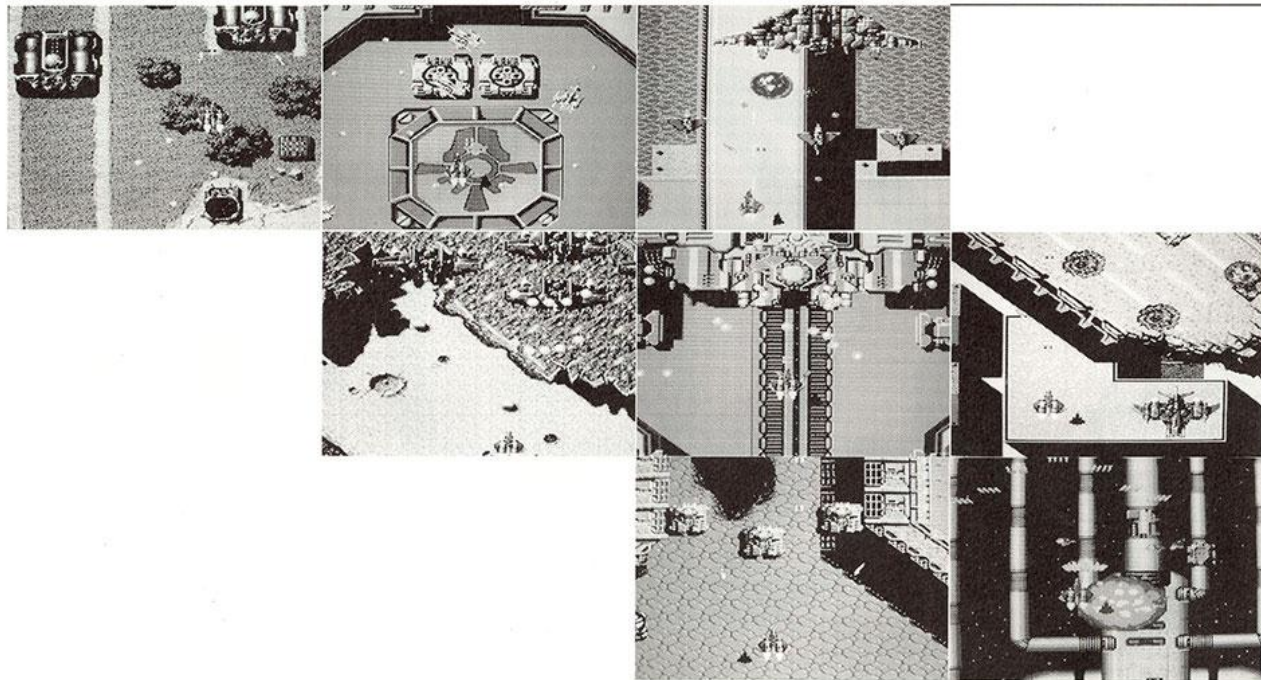
All technical data used with kind permission from Raiden Corporation Aerospace Division & Firefly Ordnance Inc.



"The Raiden 1200 11:1 Thunderbolt is Terra's most advanced weapon and Her only hope. It will be deployed to turn the tide in various vital locations (see above map and Pg.no: 005) where the aliens have achieved almost total victory.

The Thunderbolt has three main weapon systems: Cannon, Missiles and Smartbombs. There are two kinds of Cannon, Plasma and Auto and two kinds of Missile: Ramrod™ HE and Firefly™ Homing Missiles. It's third and most lethal weapon is the Fireflash™ Smartbomb, a Mini—Nuke of mass destruction. When you begin your mission your fighter will have level one Autocannon, no active Missiles and three Smartbombs. Weapon Power is measured in levels, the higher their level, the more destructive they are. However they begin at level one (low), so it is vital to upgrade your weaponry by collecting Power—Ups (see Pg.no: 006). Good Luck."





1.2.3

4.5.6

7.8

Images 1—8: show the type of terrain you will encounter within the combat areas designated. These stills are from the final transmissions of the Terran units who were occupying them

LEVELS



Midwest: America

On this, the first level, you must battle the invaders as they try to destroy the heart of the world's grain production

Kyoto: Japan

The next battle is in the skies above mega—city Kyoto, one of the most densely populated areas in the world

Suez Canal: Middle East

If you survive Kyoto you must fly to Suez, where the aliens are attempting to paralyse the world's shipping

Ruins: Mediterranean

Next, defend the ruins of Ancient Greece as the invaders try to loot our Terran heritage

Cologne: Germany

Repel the ground forces that have occupied Terra's largest industrial megacomplex, vital to Terra's war effort

Terra: Orbit

Battle elite alien squadrons as they speed toward Terra

Alien Headquarters

Destroy the invasion force's headquarters to paralyse their command structure

Cloaked Alien Asteroid

Strike back at the Alien's homeworld, and in a bloody finale, end their threat once and for all



Power up icons appear throughout the game as Alien vessels and installations are destroyed. You will need to know what each type does in order to use them effectively. The Raiden Corp.™ guide on this page will show you how to recognize each icon.

Missiles: Ramrod™ missiles on. Upgrade one level if already on.	Medals: Bonus points. Adds 1000 points to bonus	Power: Maximum power. To all current weaponry.
Red Square: Autocannon on. Upgrade one level if already on.	One Up: Extra life. Gives you an extra Raiden ship.	Fairy: Bonus points. Adds 5000 * points to bonus.
Homing Missiles: Firefly™ missiles on. Upgrade one level if already on.	Smartbomb: Extra Fireflash™ bomb. Adds extra bomb to launcher.	Blue Square: Plasmacannon on. Upgrade one level if already on.

power UP

Red Power Ups: Switches main weapon to Autocannon. Or if already selected, increases power level of weapon by one.

Blue Power Ups: Switches main weapon to Plasmacannon. If already selected, increases power level of weapon by one

Missiles: Gives you Level One Ramrod™ Missiles. If already carried, upgrades their power level by one

Homing Missiles: Gives you Level One Firefly™ Homing Missiles. If already carried, upgrade their power level by one

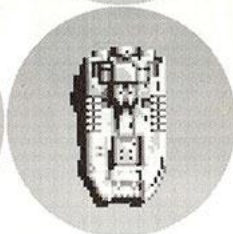
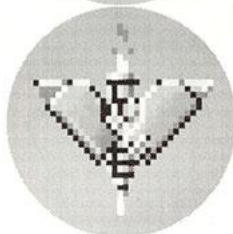
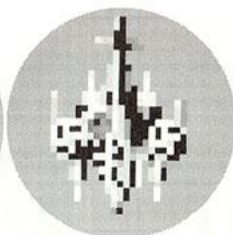
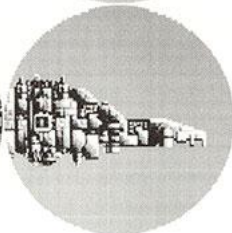
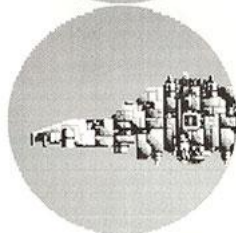
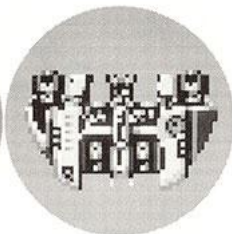
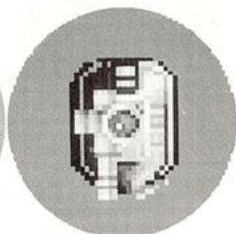
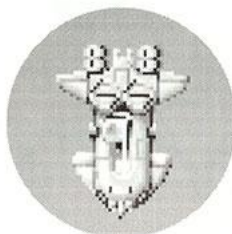
Maximum Power: Gives you maximum level destructive power in all your current weaponry

Smart Bomb: Adds One Fireflash™ Smartbomb to your launcher

Medals: Adds One Thousand points to your end of level Bonus Score

Fairy: Brings you good luck, and adds Five Thousand or more points to your Bonus Score

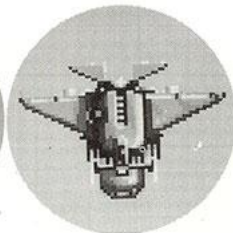
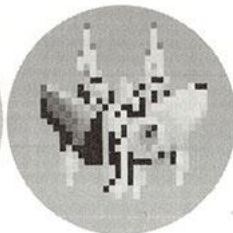
One Up: Gives you an extra life



ALIENS

008:

Some of the less powerful Alien ships picked up on transmissions from the Terran defence forces

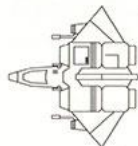


RAIDEN!

Alastair Lindsay.
Kevin Saville. Jules Hodgson.

Producer: Nigel Conroy

010:



CREDITS

Programming: Steve Cullen (PC). Adrian Hirst (Amiga). Computer Art: Shaun Mc Clure. Colin Jackson. Rik Lodge. Steve Noake. Andy Noble.

If you have a game

Executive Producer: Martin Hooley

Testing: Jody Cobb

Manual Game Photography: David Bowman

Manual Text: Martin Cowan.

© 1994 Fabtek Inc & Seibu Kaihatsu Inc. Licensed to

Imagitec Design Inc. All Rights

Reserved.

Ian Howe.

Music:

related problem contact Imagitec Design's technical support office on 1-800-438-3566 or hint line on (713) 580 2148

011:

Design: Roger Coe.



Ready.