GORF

Roklan Corporation

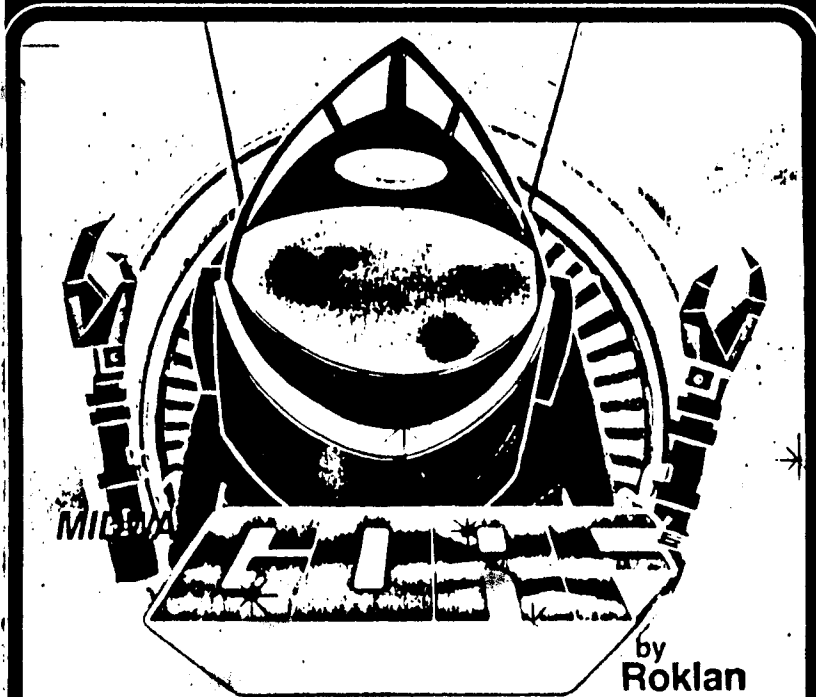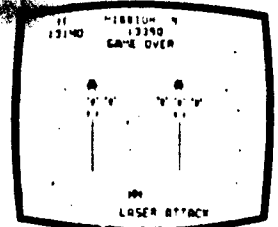# Roklan
Software

by
Roklan

ASTRO BATTLES • LASER ATTACK • SPACE WARP • FLAG SHIP

A unique sight and sound adventure that
enlists players into the Interstellar Space
Force for challenging voyages against the
Gorfian empire.
.. Your mission, repel attacks by Droids,
Antigravity Bombs, Antiparticle Lasers,
Kamikaze Ships, Gorfs, Fighters/
Subquark Torpedoes and destroy the
Gorfian forces. Can you survive?

MIDWAY's

GORF™

by
Roklan

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

Connect the Atari 800/400™ to the TV Switchbox as shown in the owner's manual. Turn the Power Switch Off and Pull the Cartridge Door Release Lever toward you to open the Cartridge Door.

Insert the Cartridge Into the Slot with the Label Facing you and Press Down carefully and firmly. Make sure and use the Left Slot if you have an Atari 800™. (The cartridge is keyed so it cannot be installed backwards.)

Close the Cartridge Door and Turn the Power Switch On.

SELF-LOADING DISKETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and to the Atari 810™ Disk Drive as shown in the owner's manual. Turn the Computer Power Switch Off and Turn the Disk Drive Power Switch On. Make sure that there is NO Cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Insert the Diskette into the Disk Drive and Close the Disk Drive Door.

Turn the Computer Power Switch On and the program will Automatically start loading into the computer.

SELF-LOADING CASSETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and the Atari 410™ Cassette Recorder as shown in the owner's manual. Turn the Computer Power Switch Off and Place the Cassette in the Program Recorder. (The program is recorded on both sides of the cassette.) Make sure that there is NO cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Rewind the Cassette to the Start of the Tape. Stop the Tape and Press the "Play" Button on the Program Recorder. Hold the Start Button on the Computer Down and Turn the Computer Power Switch On. The Computer should respond with a "beep" from the keyboard speaker. You must now Press the "Return Key" on the Computer Keyboard. As soon as you do this, the Cassette will start Loading the Program into the Computer. After a short wait, the program will Load itself in and start execution automatically.

GAME INSTRUCTIONS

Attract Mode

When the program is Loaded, it will go into the attract mode which will explain the scoring and how to play the game. To exit the attract mode, just Press the Start Button.

1 or 2 Player Game

Plug a Joystick into Port 1. For a two-player game, both players must use the same Joystick. Since only one player can play at a time, sharing the Joystick should not be a problem. Just be prepared to Pass the Joystick to the other player when your turn has ended.

Game Options

Mission Command is as follows:

CADET	MISSIONS 1-4
CAPTAIN	MISSIONS 5-8
COLONEL	MISSIONS 9-12
GENERAL	MISSIONS 13-16
WARRIOR	MISSIONS 17-20
AVENGER	MISSIONS 21-24

Each difficulty level consists of 4 missions. After successfully completing a mission, you are granted an additional defender and the speed of the play increases.

To Start Play, Press the Start Button or the Joystick Trigger. The Joystick Trigger will not restart the game while you are playing, you must Press the Start Button. If you should decide to change the game options (number of players or difficulty) while you are playing. Press Option or Select and you will be Returned to the beginning of the game.

For a two-player game, Press the Select Button once again. To Start at a higher level of difficulty, Press the Option Button.

Pause

To Pause the Game, Press the Space Bar on the Computer Keyboard. To Resume Play, Press the Space Bar again.

ASTRO BATTLES
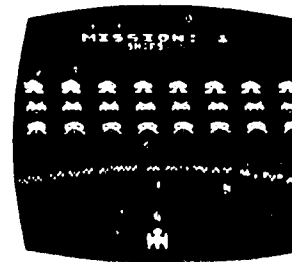
Shielded by a forcefield, player defends his planet against constantly decending Gorfian robots that drop anti-gravity bombs. The Player earns points by hitting and destroying invading columns of Droids. With the destruction of this entire attacking squadrian, the player proceeds to the next mission.

LASER ATTACK
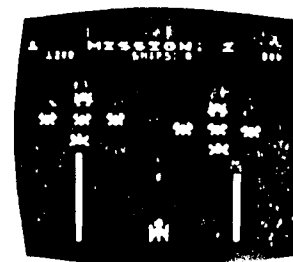
This orbital space zone is GORF's first line of defense against the player's counterattack. The Player must destroy the two anti-particle Laser Ships before they blast him. The supporting Kamikaze Ships and Gorfs must also be destroyed before the player can continue on his mission.

SPACE WARP
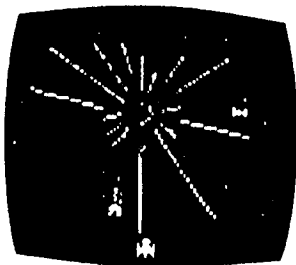
An eerie web, generated by the approaching enemy Flagship releases Gorfs and Fighters firing subquark torpedoes at the Player's Interstellar Attack Ships. Successful hits by the player as the aliens emerge from the vortex of the web, scores points and reduces launching of the deadly torpedoes.

FLAG SHIP

The player must avoid the furiously hurling fireballs while blasting a space in the Flagships heavy forcefield arc, in order to get a clear shot at the internal power reactor vent. Following a successful hit, a violent neutronium explosion appears in a dazzling display of color and sound. The Player continues striving for the next rank promotion by returning to ASTRO BATTLES for the next mission sequence.

A game of skill and courage. A unique adventure pitting your Interstellar Space Force against the Gorfian Empire. Can you repel the Droids, Gorfs and Kamikaze Ships? Can you evade the Anti-Gravity Bombs and Antiparticle Lasers? Can you destroy the Gorfian forces? CAN YOU SURVIVE????

Roklan
Software™

Program Catalog

ENTERTAINMENT

WIZARD OF WOR°
DELUXE INVADERS™
GORF°
ANTI-SUB PATROL™

COMING SOON

EYES
ROCK-BALL
DA FUZZ

BUSINESS/UTILITIES

AIDE — ABSOLUTE DISK EDITOR™
TELECOM — A COMPLETE TELECOMMUNICATION PACKAGE™