

**ZONE**  
**Raiders**

It seemed like a good idea, given that the world had just ended.

Immediately after the Reckoning, a limited nuclear exchange which poisoned seventy-five percent of the earth's surface and loosed anarchy upon the world, the surviving cities faced a crisis. Separated by great stretches of virtually uninhabitable land, city leaders briefly banded together and formed the Emergency Containment Organization.

This was not an attempt by cities to coordinate their efforts in the spirit of neighborly cooperation.

This was an attempt to diffuse the blame for what they were about to do.

ECO's first priority was to insure the optimal use of limited resources. Surviving citizens in each city were genetically screened for both physical endurance and criminal tendencies. Those people deemed healthy and compliant were allowed to remain within the cities. Those people the State labeled as undesirables were cast out into the Darkness.

Officially, they were supposed to fend for themselves.

Off the record, they were supposed to die.

It seemed like a good idea...at the time. But while the Select grew soft and fat within their sealed-off cities, barricaded by great Zones of refuse patrolled by Guardians and Rovers, the Rejects not only

survived in the Barrens—they grew strong, scavenging, robbing and killing for survival...sometimes just for the hell of it.

Little did the Cities realize that, in casting out their misfits, they were sowing the seeds of their own destruction, seeds that would take root in the radioactive dust of the Barrens and give rise to...the Zone Raiders.

## THE DAWN OF A NEW DAY

You're a Zone Raider, a pirate who uses a pre-Reckoning hovercar to plunder the Zones surrounding the cities. Always on the lookout for advanced technology which can be retrofitted to your vehicle, you've never had much use for the company of your fellow Zoners—in fact, you've killed more than a few, having learned at an early age that the safest way to divide a plasma cannon between two people is to divide the other interested party first.

Solitude, loneliness, desperation...these are the givens of your existence, the reality of life in the wastelands. But disturbing rumors are now forcing you to reevaluate your plight. Supposedly, a group of Raiders has banded together. As hard as that is to believe, their goal is even more incredible.

Word on the street is, they're going to find FreeZone.

FreeZone. A legendary place beyond the Great Ocean, free of radiation flats, refuse zones and ECO forces. A place where life is as it was...easy...and free....

You'd always dismissed it as a myth, a dream born in the desperation of midnight sandstorms, perpetuated by Zoners who, awakening to find wetness on their cheeks, are just romantic enough to believe they can still cry, even as they grind the sand from their eyes But if there's even a possibility that FreeZone exists....

Thoughtfully, you fire up your engine and wonder what you'll do today. Continue your daily struggle for survival, pillaging the Zones for salvage...or seek out this new alliance, in the hope that fantasy can, just once, become reality?

You steer your hovercar into the haze of a new day, ready for whatever comes along....

To install Zone Raiders to your hard drive:

1. Place the Zone Raiders CD into your CD-ROM drive.
2. Change to your CD drive (usually D:) and type 'install'.
3. Follow the program prompts.
4. Type raid.

Once Zone Raiders is installed, you will be prompted to configure your sound card. For subsequent sound card changes, type 'setsound' in the directory where you installed Zone Raiders.

Most any sound card will work. A low memory GUS may cause the game to hesitate at times.

Insufficient Available Memory Detected Error

If you create a boot disk, it should solve this memory problem. When you create a boot disk you tell the computer what to load, making more memory available.

Here's how to do it:

1. Grab a floppy disk
2. Format the disk, at the c: prompt type format a: /s. You will be prompted for a label, press ENTER for none. You will also be prompted to format another, press N for no.

3. Copy your config.sys and autoexec.bat to your floppy. From C:\ type copy config.sys a: and copy autoexec.bat a:

4. Change to the a: drive

\*All italicized lines below are system dependent. Please refer to the footnotes below for more info.

5. Type edit config.sys and modify it to match the following:

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

FILES=40

BUFFERS=30

DEVICE=C:\SB16\DRV\SBIDE.SYS /D:MSCD001<sup>1</sup>

6. Remove any unnecessary lines.

7. Press ALT-F, this will bring up the File menu. Then press X to exit. When it asks you if you want to save your file choose Yes.

8. Type edit autoexec.bat and modify it to match the following:

@ECHO OFF

PROMPT \$P\$G

PATH=C:\DOS

C:\DOS\MSCDEX.EXE /D:MSCD000 /M:15<sup>1</sup>

Sound Card lines<sup>2</sup>

SET BLASTER=A220 I5 D1 H5 P330 T6

C:\SB16\SB16SET /M:220 /VOC:220 /CD:220 ...

C:\SB16\SBCONFIG.EXE /S

9. Remove any unnecessary lines.

10. Press ALT-F, this will bring up the File menu. Then press X to exit. When it asks you if you want to save your file choose Yes.

11. Leave the boot disk you just created in the a: drive and restart your system.

12. Change to the directory where you installed Zone Raiders (the default is c:\raid) and type raid.

If you need further assistance or examples please refer to the Help! Booklet.

<sup>1</sup> This is an example of what this line should look like. You can identify this line by looking for the /d:mscd001 (or something very similar). It should not need to be modified. Please reference the Help! booklet for examples.

<sup>2</sup> The following are examples of sound card lines. Your system may have more or less than 3 of them. They should not need to be modified. Please reference the Help! booklet for examples.

## CONTROL DEVICES

The following control devices are supported, according to type:

### Standard Joystick Type:

One or two regular joysticks,

### Flight Stick Pro Type:

Flight Stick, Flight Stick Pro, Virtual Pilot Pro, Virtual Pedals

### ThrustMaster Type:

ThrustMaster FCS, ThrustMaster PFCS, Wingman Extreme,  
Microsoft SideWinder.

Most other control devices will work as well, just select the type most appropriate.

Your vehicle (a seriously modified antique) is equipped with a hoverplate and omnithruster, allowing for dangerously high speeds and neck-snapping maneuverability. An inertial mass brake is also available for those (rare) times when slowing down seems appropriate. Occasional use of brakes (hah!) and reverse thrust allows for more control to get through the track faster. Totally reckless driving (recommended) will sometimes result in a quick death. Restarts are automatic.



MAIN MENU



GAME MENU

## DIFFICULTY LEVELS

There are three difficulty levels in Zone Raiders. The default level is the Rookie Mode. The other two include the Veteran and the Raider Modes. The major difference is the reaction that your car has when it gets hit by a weapon and your shield strength. In the Rookie Mode, the reaction is minimal while in the Raider Mode it is exaggerated. Also, the higher the difficulty setting, the more damage enemy cars can inflict. It is possible to rack up more points and acquire new cars faster in Veteran and Raider mode because each enemy you destroy is worth more points in the higher difficulty settings.

There is also Recon Mode which allows the player to drive around the track with no enemies or The Guardian activated. This mode is excellent for racing. The timer counts up and the best score is stored. Just pick up the target pieces as fast as you can and exit the track.

Joystick-Forward for forward thrust, backward for reverse thrust. Sideways will spin sharply at low speeds, and turn normally at cruising speed. The joystick is calibrated only the first time the game is run. Press Alt-J while playing the game or use the menu option to recalibrate.

Keyboard-Up/down arrows for thrust, left/right arrows for steering. Multiple keys may be pressed simultaneously. (On older keyboards, use the numeric keypad for multiple keypresses.)

Brakes override all thrust, and are very useful for slowing down.

KEY	FUNCTION
*joystick forward/backward	forward/reverse thrust
*up/down arrow	forward/reverse thrust
*joystick left/right	left/right steering
*left/right arrow	left/right steering
*z key	slide left
*c key	slide right
*w key	brake
esc	quit
F1	window smaller
F2	window larger
F3	toggle dash
F4	toggle mirror
F5	toggle lighting
F6	detail hi/low
F7	backdrop/of f
F9	save game to RAM
F10	restore game from RAM
F12	snap screen to a .PCX
tab key	cycle through weapons

*space bar	fire weapon
*m key	display automap
1	choose laser
2	choose machine gun
3	choose plasma gun
4	choose projectile launcher
5	choose grenade launcher
6	choose rocket
7	choose pit bull
8	choose mortars of death
v key	toggle V Locator ping on/of f
t key	toggle auto-targeting on/of f
OUTSIDE VIEW	
enter key	toggle outside, inside views
delete	swing left about vehicle
page dn	swing right about vehicle
home, end	pitch about vehicle
insert	zoom out from vehicle
page up	zoom in to the vehicle

Don't forget to explore the Option Screen menus to change any settings and keyboard controls (marked with a \* above) you may prefer.

### WHAT IS MY OVERALL GOAL?

At the beginning of each new track, you will view an intro screen that defines what your mission is for that particular track. To reach your goal, you will need to locate certain target pieces or areas. Each track has at least one target piece per mission and, more often than not, multiple pieces per mission. You will need to collect all target piece(s) to activate the exit. Watch out! If you allow your timer to count down, The Guardian will come after you. The Guardian will not come out in Episode 2 because most of it occurs underground. This is no place for flying craft. You can stop the timer by finding and shooting the Sensors (described later). After you've collected the target pieces, you must find the exit out of that section of the city. It looks similar to the entrance.

### WHAT'S THE V LOCATOR?

The green radar-type device on the dashboard is your V Locator. Follow your V Locator. It points you toward a target piece; or, if you've collected them all, it points you toward the exit. If it's pointed up, then you're going toward a piece or the exit. It doesn't exactly pinpoint the target but it does point you in the general direction as the crow flies.

### HOW DO I FIND THE TARGET PIECES?

The V Locator will point toward piece #1 but it is possible to find the other pieces first. There can be any number of pieces, which you can find in any order. If you find one by accident, consider yourself lucky. The V Locator will also beep faster when you get closer to a target piece.

### WHAT DO THE DASHBOARD ICONS MEAN?

There are quite a few dashboard indicators that you can utilize. The vertical yellow line next to your weapon of choice indicates the amount of ammo you have. When it's empty, you need to get more. The laser draws energy from the vehicle's main power unit and therefore, is always full. The other weapons run dry the more you fire them.

You may also notice a green points icon. This will determine how you access new hovercars. The more points you get, the faster you will be able to gain new vehicles. You earn points by shooting enemy emplacements and enemy vehicles.

If you are equipped with the Grenade or Mortars of Death, the small red bar underneath the monitor indicates the distance they will shoot. The longer you hold down the space bar or fire button, the farther the ammo will fly.



PICK-UP



HAMMER



WARBIRD



FUSION COUPE



## HOW DO I FIND THE EXIT?

Use the V Locator, also. After you have picked up all target pieces then it will point toward the exit. You can't exit until you've picked up all target pieces.

## WHAT IS THE GUARDIAN?

The Guardian is the Master Protector of all the cities. When the green timer on your dash counts down to zero during Episodes 1 and 3, it means The Guardian is on it's way so you'd better move fast. It's equipped with some mean weapons, so watch out.

## HOW DO I KEEP THE GUARDIAN FROM COMING OUT?

The devices on the track walls that look like kiosks are called Sensors. If you blow one up, your green LCD Timer stops. If you go a little ways further down the track then it will begin to count down again. This is because ECO has planted these to warn The Guardian of intruders. If you're within Sensor range, that means The Guardian is getting ready to come find you. If a Sensor is destroyed, ECO can no longer track anyone in that Sensor range. The point is: blow up the sensors to keep the guardian from coming to get you.

## IS THERE AN AUTO MAP FEATURE AVAILABLE?

Yes! Just type "M" to access the map feature and an overhead view of the track you are currently on will appear. The arrow represents your car and points in the direction you are currently driving. The orange areas indicate where you've already been. The map also indicates which target pieces you've picked up.

## HOW DO I ACCESS OTHER HOVERCARS?

Your default car is a WarBird. When you exit a track, the Points Total screen will appear, indicating your total points. Points are awarded based on how many enemies you annihilated in that level. When you gain enough points, you'll be rewarded with a new hovercar. Here is a list of the other hovercars you may be able to drive:

WarBird—This speedster has average to good handling.

Pick-Up—This dependable baby gives you moderate speed with moderate armor.

Hammer—This Desert Storm-type tanker has moderate speed but is the most heavily armored of the lot

Fusion Coupe—This beauty is for racers who want to go at top speed with minimal armor.

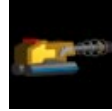
## WHAT'S THIS ABOUT HULL DAMAGE?

On the dashboard of your hovercar, you'll notice a long yellow line that turns to red on the left. This is your shield/hull indicator. The yellow part represents your shield while the red represents your hull. When the red is completely gone, then you have been exterminated. The tricky part is that you could have one hull increment left, then pick up a Super Shield and have 100% shield again. All the while your hull damage is still severe. The shield power ups DO NOT fix hull damage. You need a Hull Repair power up for that.

## WHAT KIND OF WEAPONS AM I PACKING?

You'll start out with the laser and you earn other weapons by finding power ups.

To fire weapons, press down the space bar or fire button. The longer you hold down the space bar, the further the weapon will fire (this is true for grenades and mortars of death only!) To switch to another weapon, press the number 1-8 keys listed on the keyboard or tab to toggle between them.



Laser:

Every car comes equipped with this unlimited fire default weapon.



Machine gun:

This rapid-fire blaster discourages most tailgaters.



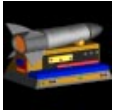
Plasma Gun:

Once fired, this weapon creates an energy blast field that damages everything in its path.



Projectile Launcher (Hunks of Lead) (HOL):

Just what it sound like. This is a projectile launcher. It launches hunks of lead that push enemies out of the way or off the track.



Rocket:

This is your standard issue, down-and-dirty unguided missile rocket.



Grenade:

The longer you hold down the space bar/joystick button, then the higher and farther this powerful weapon shoots.



Pit bull:

This baby's a hyper-destructive guided missile. Unfortunately for you, the other guys have them, too. You'll know when one is tracking you because you'll hear a beeping sound.



Mortars of Death:

These super grenades will fry the hell out of your enemies.

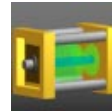
## WHAT DO THE POWER UPS DO FOR ME?

There are many power ups in the game. Some just add to your weapon ammo stockpile while others perform other functions. Here's a quick run down...



Jet Pack Power Up:

This will boost your thrust for a few seconds.



Shield Power Up:

This will increase your shield by 25% of full capacity.



Super Shield Power Up:

This will increase your shield back up to 100%.



Hull Repair Power Up:

This fixes all of the damage to your hull.



Laser Amplifier:

Will power up your default laser.

WARBIRD PICKUP HAMMER FUSION COUPE

LASER	fil	fil	fil	fil
MGUN	med	med	med	Max
PLASMA	med	med	-	med
PROJ HOL	-	Max	med	med
GRENADES	med	-	Max	med
ROCKETS	med	Max	Max	med
MISSILES	med	med	Max	min
MOD	-	med	med	-

WHAT ABOUT NETWORK PLAY?

If you would like to play a network game, the first person in the game must start the game by selecting NETWORK at the MAIN GAME OPTION screen. Once the first player has started the game, other players may join in by selecting JOIN at the NETWORK OPTION screen. There are two forms of Network play available and they both support up to four players. In the Team Mode, players play cooperatively against ECO on any difficulty setting. In Sudden Death Mode, players battle against each other without ECO's presence—all the ECO enemies are deactivated. To locate your opponents during Network play, use the Map feature as explained on page 19.

WHAT ABOUT SECRETS?

Just remember, if you think you can't drive somewhere, you're probably wrong.

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- ◆ Fax (305) 569-1350.

If you call, you should be at your computer. Be ready to give the Product Support Specialist the 10-digit program version number from the front of your program disk or back of the CD jewel case, as well as the following information:

- ◆ If you have a Macintosh®-compatible computer:
- ◆ Please have the model, system software version and amount of memory available.
- ◆ If you have a Windows®- or MS-DOS®-compatible computer:

- ◆ The version of DOS that is installed on your computer. (You can determine the version by typing VER at the DOS prompt.)
- ◆ The version of Windows® installed on your computer.
- ◆ The type of hardware you are using:
- ◆ The brand of computer you own,
- ◆ CPU type (80386, 80486, Pentium®),
- ◆ Video type (EGA, VGA, Super VGA),
- ◆ Model and type of video card, and
- ◆ Model and type of printer.
- ◆ The exact wording of any messages that appeared on the screen.
- ◆ What happened and what you were doing when the problem occurred.
- ◆ We encourage Windows® 3.x (or MS-DOS 6.x) users who need product support to print an MSD report. Have it available for the Product Support Specialist who answers your call. You will find the MSD (Microsoft Diagnostics) program in either the Windows or the DOS directory.

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