Please read thoroughly before beginning.

RAID OVER MOSCOW is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos lead an assault on the Soviet Defense Center.

LOADING THE GAME

Please be advised Commander that this is a very difficult mission. The chances of you and your men returning are very small. If you still wish to volunteer, do the following:

(DISK) Type: LOAD "*", 8, 1. The program will load and run automatically.

(TAPE) Hold down the shift key and press the RUN/STOP key. When the computer responds with "FOUND RAID OVER MOSCOW," press the Commodore key.

JOYSTICK

Raid over Moscow requires that a joystick be plugged into control Port 2.

REVIEWING THE GAME SCENARIO

Midway through the loading process, the program will pause and allow you to review the game scenario. You have the following options:

Option 1: Press (RETURN) to view the scenario.
Use (SHIFT) to halt the scroll.
Use (RETURN) again to ABORT THE SCENARIO.

Option 2: Press (/) to finish loading the game.

LEVEL SELECTION

After the game has finished loading, the title screen will be displayed. Press "F1", "F3", or "F5" to select levels one, two, or three respectively.

FILTER ADJUSTMENT

You may adjust the sound filter settings of the game to provide the optimum sound for your computer. Press "F" while in the level selection screen. You will then have the following options:

"F1" increase filter settings (you should increase the settings if some sounds are too loud while others are soft and muffled).

"F3" decrease filter settings (you should decrease the settings if some sounds (i.e. explosions) are too bright or brassy sounding).

"F5" test the sound. (The sound you hear is one of the main explosion sounds in the game.)