

The ROCKETEER



Ready your rockets and blast-off for a spellbinding aerial adventure over Hollywood in the late 1930's. You are Cliff Secord, a reluctant hero in a tale of pre-war tension. The Rocketeer, from Bandai, soars into action based on the upcoming summer blockbuster from Walt Disney Studios.

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SPECIAL REINFORCEMENTS

Several weapons are within your grasp. Collect ammo to use them and other items to stay alive.

WEAPONS



FIST

You can take down enemies and bust open lockers and cabinets with several swift punches.



PISTOL

Fire a single Bullet toward short range targets with this standard piece of equipment.



RIFLE

Hit targets swiftly and from great distances with this powerful two-Bullet gun.



SPRAY GUN

Shoot three Bullets at once in a short range fan with this specially designed firearm.



GRENADE

Lob a high powered explosive toward hard-to-reach targets. It'll take five Bullets.



BAZOOKA

Take down super strong targets with a 15-Bullet strong Bazooka shot.

PRIZE ITEMS



BULLET PACKS

Bronze Packs are worth 10 Bullets and Silver Packs are worth 20 Bullets. Use them sparingly.



HEARTS

Red Hearts restore one unit of energy each and Purple Hearts restore full energy.



ROCKET FUEL

This volatile liquid helps you get off the ground. A full tank gives you 20 seconds of flight.

It all starts when Cliff Secord, ace racer for the Bigelow Air Circus, finds a package in the cockpit of an unused plane. Cliff and his pal Ambrose "Peevy" Peabody know that this package is something special indeed: a streamlined, double cylinder rocketpack! Peevy crafts a helmet and Cliff is readying for a test flight when a mob of thugs breaks into the hangar. Peevy makes a run for it and Cliff takes to the air as the Rocketeer!

GAME PAK · DATA BOX

THE ROCKETEER

MFG—Bandai

MEMORY

2M

MMC1

POWER METER

Graphics & Sound	3.1
Play Control	3.0
Challenge & Excitement	2.9
Theme & Fun	3.3

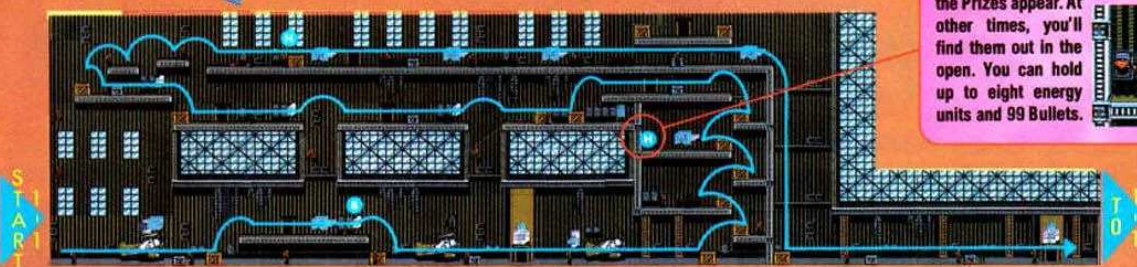
Chapter 1



1-1 Gunmen have broken into the Bigelow Air Circus Hangar. Get out of there quick and meet Peevy back at his house. There'll be time to ask questions later.

WIN VALUABLE PRIZES

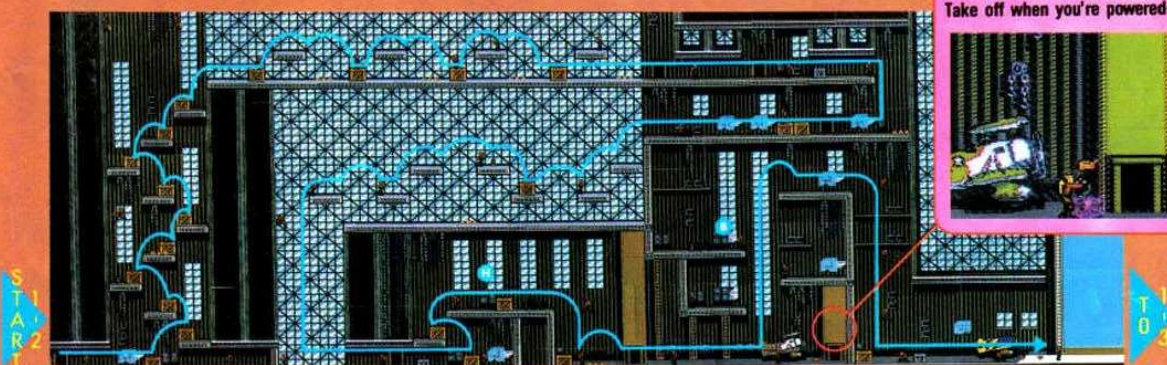
The B and H marks show where there are Bullets and Hearts. Sometimes you must open a container to make the Prizes appear. At other times, you'll find them out in the open. You can hold up to eight energy units and 99 Bullets.



1-2 This area is very dangerous. Platforms are high and spaced widely apart. Add the fact that you're surrounded by assailants and you'll see that the going gets tough quickly.

FILL 'ER UP AND FLY

Stop here and take on a steady flow of Brawlers. You'll earn a Heart, Bullet Pack or Fuel Tank with each victory. Take off when you're powered-up!



1-3 Your battle continues on the Chaplin Airfield tarmac. Run or fly quickly and cautiously, and beware of Enemy Rocketmen. You're not the only one who can fly.

UP AND DOWN

Jump up to avoid the fire of the Kneeling Shooter. Then land, kneel and fire to take him out.



UP ON THE ROOF

If you have enough Rocket Fuel, you can fly to the top of the buildings. Then run across the rooftops to avoid enemy contact.

LEAP AND LUNGE

Kneel to avoid the fire of the Shooter on the wing. Then, when he's reloading, punch him or unload a couple of rounds.



Check Out Page 29 For Tips On Beating The Gyrocopter!



Chapter 2

1200

The rocketpack was hit in your last battle. Peevy makes repairs, though, while you tell him about the other Rocketmen. Just then, more thugs surround Peevy's house. You decide to split up again and meet at the Bulldog Cafe.

2-1 RATTLE THE ROBOTANKS

They may look like toys, but the enemy Robotanks pack a powerful punch. Hop over their fire. Then when you get close kneel and punch.



START
2
1



2
TO
2

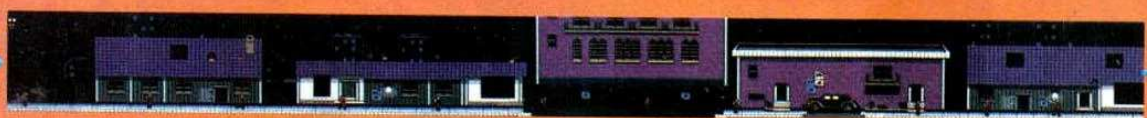
2-2 The street is lined with thugs, Grenades are raining down and there's no Rocket Fuel anywhere. You're going to have to hoof it. Keep your head down and beat the Brawlers at their own game.

STOP AND GO

Grenade-throwing Brawlers can't see you if you stand directly below them. Stand at these safe spots and clear the area of other enemies.



START
2
1



2
TO
3

2-3 Whoever it is that wants to get their hands on the rocketpack has sent in the heavy artillery. In addition to the usual thugs, there are five Aerial Machine Gun Emplacements. Watch out!

RUN FOR YOUR LIFE!

The Bullets and Grenades fly freely in this stretch. Since there aren't a lot of safe spots, the only way to successfully get through this barrage is to run and never look back!



START
2
1



3
TO
1





Chapter 3



3-1 You find out that hired hoods have captured your girlfriend, Jenny Blake, and are taking her to the South Seas Club.

ROCK THE ROCKETMEN

Enemy Rocketmen patrol the skies. Hit them with Rifle Bullets from a distance or fly low and punch them below the belt.



START



FUEL STOP

Brawlers step out of this door every three seconds. Hit them and collect the Rocket Fuel that they leave behind. Then, when you've got a full tank, take to the skies!



OUTWIT THE AIR MINES

Homing Air Mines move up and down to intercept you as you approach. Fly either low or high as you're getting close to these in-air explosive charges. Then change your direction at the last moment and go around.



TO

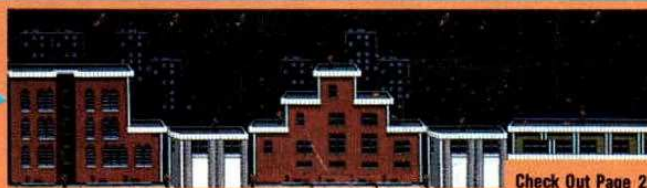
3-2 The action steps up a notch as you close in on the South Seas Club. You figure that the club's owner, Eddie Valentine, must have something to do with the attack. Watch out for Lothar, Eddie's right-hand man!

LICK THE LAUNCHERS

Mortar Launchers pop shells at three different angles. Wait for the low shot. Then move in.



START



BOSS

Check Out Page 29 For Tips On Beating Lothar!



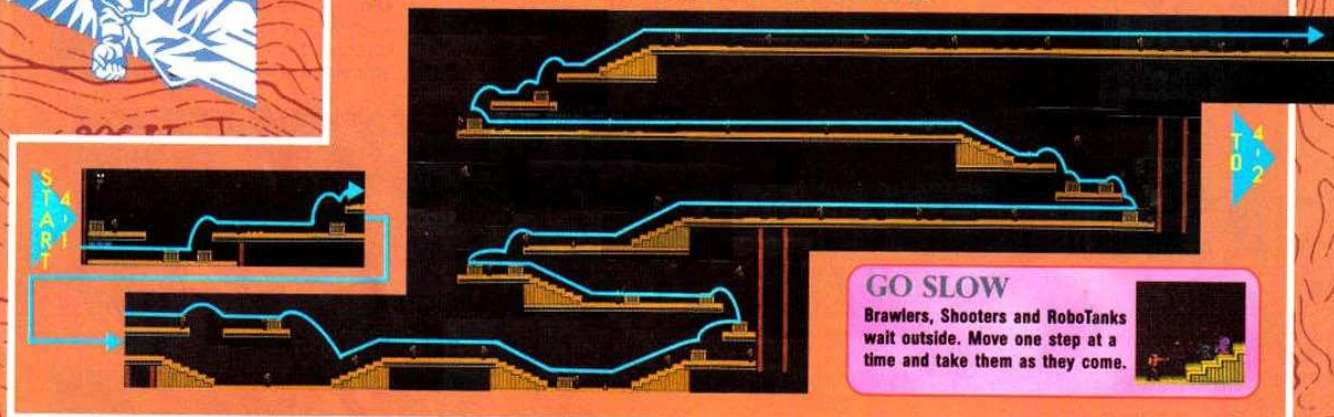


Chapter 4

1200



4-1 The South Seas Club guards have been tipped off that you've arrived. You decide to look for a rear entrance.

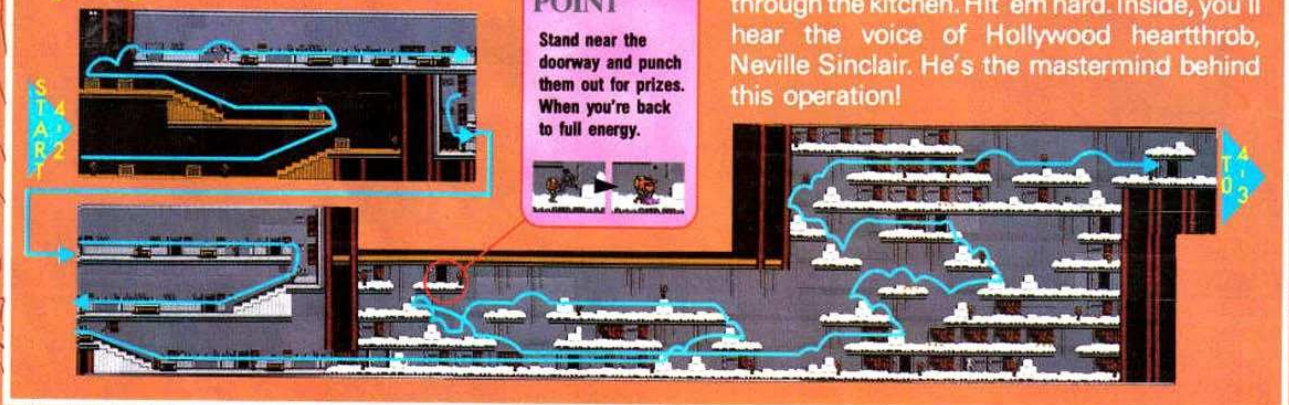


GO SLOW

Brawlers, Shooters and RoboTanks wait outside. Move one step at a time and take them as they come.



4-2



POWER-UP POINT

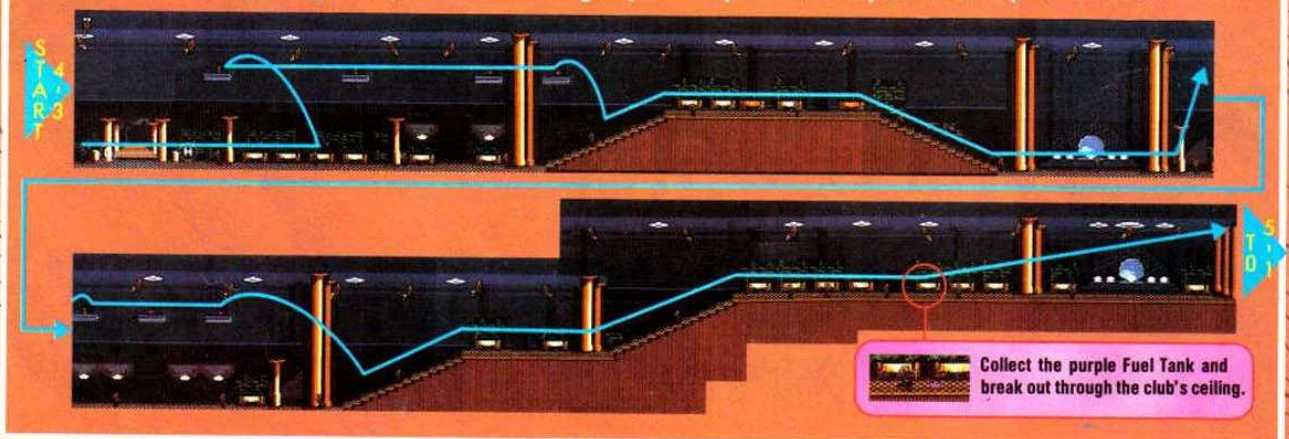
Stand near the doorway and punch them out for prizes. When you're back to full energy.



Eddie's boys will be ready for you as you enter through the kitchen. Hit 'em hard. Inside, you'll hear the voice of Hollywood heartthrob, Neville Sinclair. He's the mastermind behind this operation!

4-3

Sinclair left just moments ago, and he took Jenny with him. Now the club's crawling with crooks! The only thing that you can do is fight your way out and try to catch up to Sinclair.



Collect the purple Fuel Tank and break out through the club's ceiling.



Chapter 5



5-1

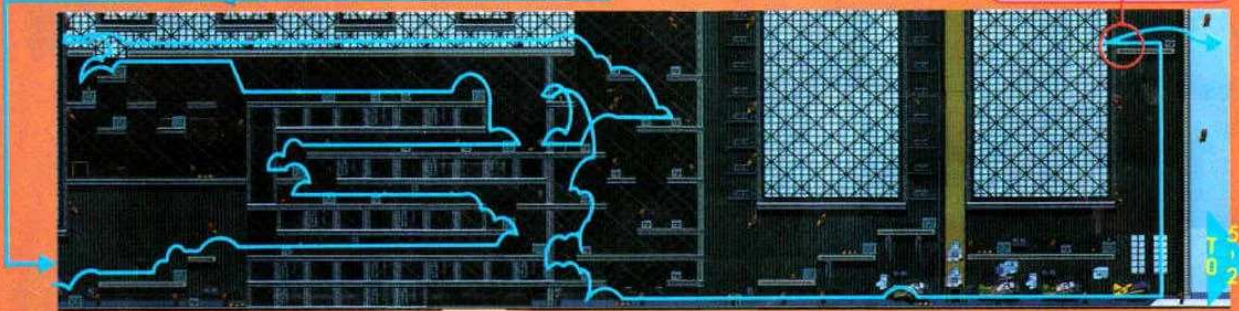
START



FBI Agents have taken you to the secret hangar of industrialist Howard Hughes, who invented the rocketpack.

LOFTY PRIZES

You'll find two Bullet Packs high above the hangar floor. If you have enough Rocket Fuel, blast off and collect them.



5-2

START



PURPLE HEART

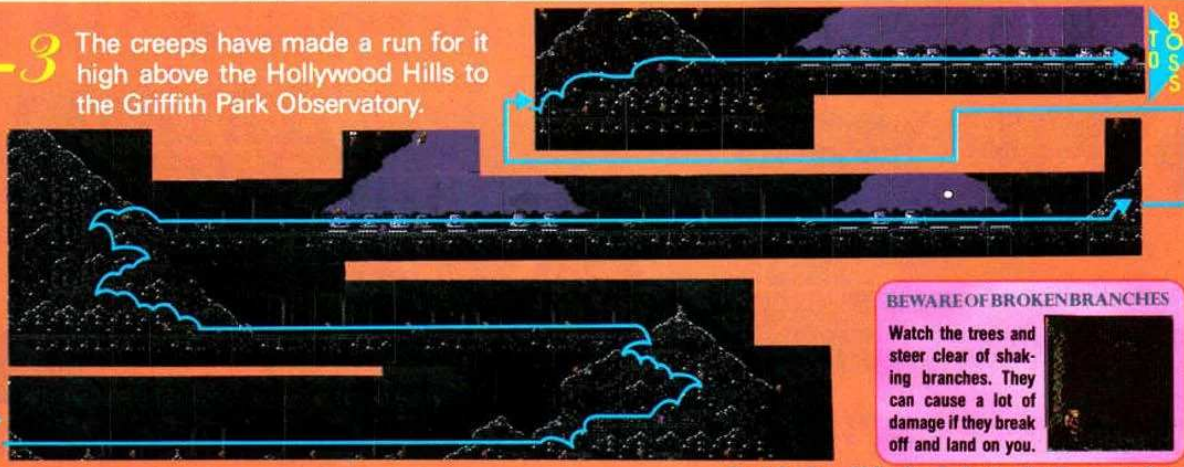
This reward for valor will refill all of your energy.

The thugs have run off to Griffith Park. Follow them and you may find out where they took Jenny. The park is full of Bats. Some fly low and some fly high. Keep your Pistol out so that you can nail them before they get too close.

5-3

The creeps have made a run for it high above the Hollywood Hills to the Griffith Park Observatory.

START



BEWARE OF BROKEN BRANCHES

Watch the trees and steer clear of shaking branches. They can cause a lot of damage if they break off and land on you.



Check Out Page 29 For Tips On Beating The Observatory Turrets!



Chapter 6

1200

PUNCH FOR PRIZES

Brawlers run out of the open hatches. Give them a knuckle sandwich and they'll give you Hearts and Bullet Packs in return. What a deal!

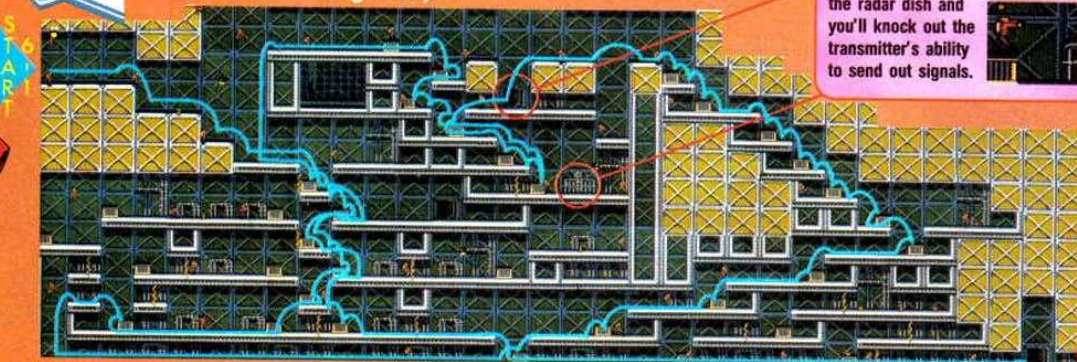


BREAK THE DISH

The Electrofield guarding some sections of the zeppelin are controlled by the radio transmitter in this area. Hit the radar dish and you'll knock out the transmitter's ability to send out signals.



6-1 The hoodlums have barely escaped from your grasp once again. This time, they've fled to a zeppelin high in the night sky.

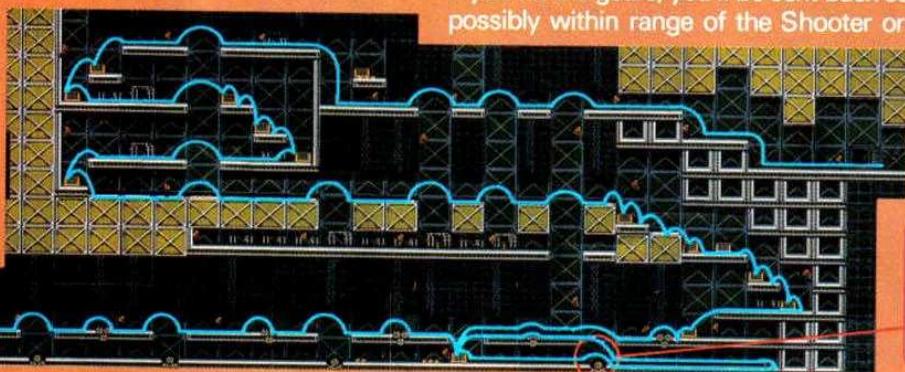


6-2

If you hit the gears, you'll be sent back several steps, possibly within range of the Shooter or RoboTank.

HOP TO IT

Since you're out of Rocket Fuel, you'll have to rely on your own athletic abilities to get over the big gaps. Jump carefully.



Jump down to the platform just right of the gears. Then run to the right.

6-3 Sinclair and Jenny are just a heartbeat away. Continue your climb down to the gondola and get ready for the fight.

Down, Down, Down...

GET DOWN!

Land to the right of the crate and kneel down as soon as you hit the ground.



Take it easy! You're getting close to Sinclair and he's beefed up the security in this area.



SINCLAIR

PURPLE HEART

Grab the Purple Heart for a last chance to refill your energy before the final battle.



Face Fearsome Enemy Enforcements

There are huge enemy forces at the end of Chapters 1, 3 and 5. If they have you on the ropes, look below for assistance. You'll easily be victorious once you know these strategies.



CHAPTER 1

The Gyrocopter flies high above Chaplin Airfield. Stay on the left side of the screen, jump over the bullets and punch out the Brawlers for prizes. Then fly up and hit the pilot!



When you've got enough Energy, Bullets and Fuel, fly up to the level of the Gyrocopter's pilot.



Stay on the left side and leap over the machine gun spray. Then punch the Brawlers and Power-Up.

Take out the Pilot with a far-reaching weapon. The Gyrocopter will go down in no time!

CHAPTER 3

Lothar is waiting for you on a rooftop near the South Seas Club. He'll kick the weapons out of your hands so it'll be down to fisticuffs. Jump straight up and punch when he draws near.



Instead of walking forward, jump straight up into the air. Lothar will move in to punch.



You'll lose all of your hardware when you meet Lothar. Roll up your sleeves and get ready.

Hit Lothar as you land. He'll fall back from the collision. Six punches will do the trick.

CHAPTER 5

The Griffith Park Observatory Dome has been equipped with three turrets. Avoid the shots and hit the lowest turret with a Grenade. Then punch the Brawlers to power-up and take to the air to blast the last two.

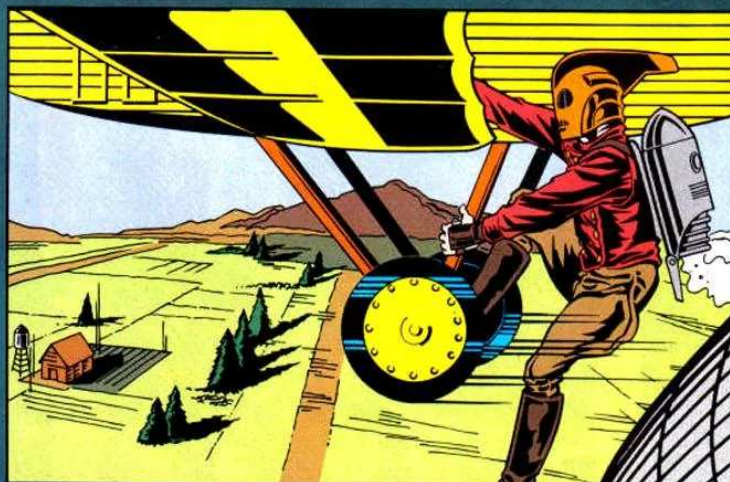


Toss a Grenade toward the lowest turret first and take it out.



Punch the Brawlers and collect the prizes that they leave behind.

When you're ready, fly up and pulverize the other turrets.



The high-flying adventures of the Rocketeer are soon bound for the silver screen. Watch for him this summer at a theatre near you!

It all comes down to a final battle with Sinclair high above the city. Are you Rocketeer enough to stop him?

