

GORF

 commodore

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This program, GORF, is provided in cartridge form for some very important reasons. The cartridge format brings you easy loading, program protection from accidental erasure, and long term reliability. But most important, it means that you're getting a quality-controlled, pretested program that should work first time, every time.

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GORF adapted for Commodore by Eric Cotton

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the Commodore 64. The opening GORF title page should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully reinsert the cartridge and try again.
4. Press the joystick firebutton to start the game.

The information below is TOP SECRET. It is to be read by SPACE PILOTS of the INTERSTELLAR SPACE DEFENSE FORCE ONLY!!

YOUR MISSION

The Gorlian Empire poses a major threat to the Interstellar Union...your mission is to wipe out the Gorf's Flagship fleet before they overpower all the fighters under your command. The Gorf fleet is composed of Droids, Laser ships, Attack ships, Space Warp fighters, Flagships, and the Gorfs themselves. Each Flagship sends 4 attack waves. Your mission is to engage in combat with the attackers and the Flagship behind each force. After eliminating each Flagship, the Gorlians will send an even more powerful Flagship and attack force against you.

PROMOTIONS

Your success in battle will lead to promotion. Promotion will be based on the number of attack forces and flagships that you prevent from reaching the Interstellar Union. Promotion in rank is as follows:

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

CONTROLLING YOUR FIGHTER

Since this is a one-player game, make sure that your controller is plugged FIRMLY into CONTROL PORT 1. The control ports are located on the RIGHT side of your Commodore 64. Use your JOYSTICK controller to pilot your space craft.

To maneuver your FIGHTER hold the controller with the red button facing toward your TV screen. Push the joystick forward to move your ship up toward the Gorfian invaders. Pull back on the joystick to move down the screen, in a strategic retreat. Moving the control left and right helps you evade the enemy from side to side. Your space fighter will keep moving until you release the joystick to its standard, upright position.

Your quark missiles always fire toward the top of the viewscreen. To fire, press the red button on your controller. Note: You can fire several short range blasts at close targets, but long range missiles will be eliminated by continuous fire. In other words, only one laser blast can be on the screen at any time. This can be both helpful as well as harmful (See Strategy and Hints section).

SPECIAL FEATURES

Hit the RESTORE key on your Commodore 64 to restart a game without resetting the HIGH SCORE.

Press the RUN/STOP key to pause a game in the middle of play. The game will remain in pause until the joystick is moved or the firebutton is pressed.

WAVE 1: ASTRO BATTLES

The Gorfian attack begins with the deployment of 3 fleets of Droids. These Droids are controlled by a Gorf and supplied by large and small UFO's. The Droid forces form an attack matrix which attempts to destroy your defenses and your fighter fleet. As you move up in rank the Gorf deploys his Droids at lower altitudes. If you are skillful you can destroy the Gorf and some of the Droids before the attack formation is complete. You are assisted by a force field which gives you limited protection. But beware...the Gorfian invaders slowly chip away at your force field.

WAVE 2: LASER ATTACK

In this confrontation you will find your fighter squadron attacked by 2 Gorfian forces at the same time. Each force consists of a Gorf leader, 3 Attack ships and a Laser ship which spearheads each attack force. The Laser ships have an extremely effective, long range, power ray so be on the look out.

WAVE 3: SPACE WARP

The Space Warp fighters are the most sophisticated of the Gorf forces. They are launched in a spiral formation from the Flag Ship through a protective space warp. The Space Warp Fighters fire special torpedoes which are equipped with homing radar to zero in on your position. As you move up in rank you will be sent to face even more dangerous Space Warp fighters with greater speed as well as more torpedoes, each one deadlier than the last.

WAVE 4: FLAGSHIP

When you reach the Flagship you will have to adjust your offensive tactics. Gorfian Flagships are protected by a force field. Once through the field a blast that would normally eliminate an ordinary alien merely chips away at the Flagship. These chips of Flagship fly off the main vessel and can be as dangerous to your fighter as the fireballs which are continuously launched at you by the Flagship itself. The only way you can eliminate a Flagship and complete your mission is to penetrate the ship's hull and expose the Flagship's power reactor, which will then explode. The Ship has one particularly vulnerable spot in the underside of its hull, the Reactor Vent. You can achieve success by removing as much of the hull as possible. But more skillful pilots can hit the reactor with just a few blasts aimed directly into the Reactor Vent. Note that in advanced missions, Escort Gorfs accompany the Flagship.

Upon completion of 4 of these missions, you may return to base for a well deserved promotion and move on to combat a more powerful Gorfian invasion force.

SCORING

Astro Battles

INVADERS IN ATTACK MATRIX	50 points
LARGE UFO	100 points
SMALL UFO	200 points
GORF AT MISSION START	250 points
DESTROY GORF AFTER DEPLOYMENT	300 points

Laser Attack

GORF	100 points
ATTACK SHIP	100 points
LASER SHIP	300 points

Space Warp

ALL ATTACK FIGHTERS 250 points

Flagship

HIT THE SHIP AND DISLODGE
A CHUNK 20 points
DESTROY AN ESCORT GORF 100 points
DESTROY A CHUNK IN FLIGHT 150 points
HIT THE POWER REACTOR 1000 points

WAVE 1: ASTRO BATTLES

We have found, from previous confrontations, that it's best to wipe out as many aliens as you can while the Gorf is still in the deployment stage. Gorfs hit during the act of deployment will continue to release the rest of their attack force even as they disintegrate. Once you start battling the moving attack matrix, success is more likely if you attack from the flanks (end columns) and work your way toward the center. In addition, it's a good idea to stay just a bit ahead of the matrix so that, as it moves, it moves into your line of fire. It's also a good idea to keep your ships positioned under the protective force field when fighting.

WAVE 2: LASER ATTACK

Because of the extremely effective, long range power ray, you should try to eliminate the LASER SHIPS first, if possible. Then go after the rest of the attack force and the Gorfs at long range. Warning! After a group's laser ship is destroyed, the Gorfs and the Attack Ships continually dive at your fighter, so be alert!!

WAVE 3: SPACE WARP

Try to eliminate each SPACE WARP FIGHTER as early as possible. Move as close as you can to the Center Launch Site, to minimize your firing time. But beware of the fireballs hurling at you. Maneuver your ship from side to side as you fire to avoid on coming torpedoes. However, try to stay as close to the center line as much as possible.

WAVE 4: FLAGSHIP

Clear a large space in the Gorfian Force Field first. Then keep aiming for the Reactor Vent as much as possible. Minimize your back-and-forth movement, but always be on guard against flying chunks, fireballs and falling Gorfs.

Commodore 64

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This cartridge may only be used with the Commodore 64 system.