

RENDEZVOUS WITH RAMA™

Loading on the COMMODORE 64™

Note: This game uses one disk drive.

1. Arrange your computer with one disk drive and a monitor or television. Do not connect a printer.
2. Turn on the disk drive and the computer. Make certain that the SHIFT LOCK key is up.
3. Insert game Disk A into the disk drive and enter:
LOAD "DISK". 8
4. When the computer responds with READY, enter:
RUN

Loading on Commodore 128™

1. Turn on the disk drive and the monitor or television.
2. Depress the **COMMODORE KEY** (lower left) on the keyboard and turn on the computer.
3. The screen will display the words "*****COMMODORE 64*****"
4. Insert the game disk Side A into the drive and follow the instructions above beginning with the **LOAD** command.

Additional Instructions

Selecting Command Controls

The Commander should select the means by which the *RENDEZVOUS* will be controlled. If no selection is made, the program will automatically select the keyboard controls. Enter **JOYSTICK** if a joystick is available for use along with the keyboard. At any point in the game, the Commander may change the controls by entering **KEYBOARD**.

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ACTION

This command should be used when the Commander wishes to practice any of the action games that will be encountered during the *RENDEZVOUS*. When the command **ACTION** is entered, the following two options will appear.

DOCKING: Computer manipulation of the docking procedure will allow the Endeavor to land on any unknown body. Control the ship using the joystick, if one is available, or the keyboard. Your macro-screen will provide data on meteorites and other celestial objects. Once proximity to the proposed landing site is reached, your directional computer will automatically convert to micro-screen, providing data on your landing site.

DRAGONFLY: This allows you to practice flying an ultralight gossamer craft.

Keyboard controls: Use the following keys to control the Endeavor or the Dragonfly.

1 = up
← = down

2 = right
control = left
