TAITO™

RASTAN™

LOADING
&
GAME PLAY
INSTRUCTIONS

Venture to the ancient land of Lograth, where creatures of formidable power prey on mortals and Earth consumes the weak of heart. Rastan, the young warrior lord, embarks on a quest to save the land from this deadly reign of darkness and defeat the sinister Castle King. Take heed! The path is hard and fraught with peril. Prepare to overcome the King's evil rule and restore peace once more.

This manual is divided into two parts. The first section, **GETTING STARTED**, deals with game installation and selection of various video modes, sound boards, and input devices. The second section, **PLAYING RASTAN**, starting on page 10, explains the rules of the game.

SECTION I

GETTING STARTED

RASTAN may be installed and run on a Hard Disk, or run from a Floppy Drive. Several **VIDEO ADAPTERS, SOUND DEVICES AND GAME CONTROLS** are supported. To begin playing Rastan, follow the instructions below:

1. Turn on the computer and monitor. Then, boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner and wait for the DOS prompt (i.e. A:>, or C:>) to appear.

2. If you want to play **RASTAN** with a Joystick, check that the Joysticks are correctly connected.

3. If you will be playing from the floppy disks, go to the **"USING RASTAN FROM A FLOPPY DISK"** section of this manual. If you want to play from your Hard Drive, go to **"USING RASTAN WITH A HARD DISK"**.

NOTE: **(ENTER)** means press the **ENTER** key on the keyboard.

Using RASTAN from a Floppy Disk

RASTAN is available on either four 5 1/4" 360k Disks, or two 3.5" 720k Disk. Follow the instructions below to load the game:

1. Insert the disk labeled **"A"** into any floppy disk drive. Log onto that drive, i.e., if you placed the disk into drive **A**, type **A: (ENTER)**. If you have two disk drives, you may place Disk **"B"** in your other drive, otherwise you will be prompted by the program when you need to swap disks.

2. Type **RASTAN (ENTER)** to load the game.

3. Go to the **"OPTIONS"** section of this manual.

NOTE: DO NOT WRITE PROTECT YOUR DISKETTES. This means 5.25" disks have an UNCOVERED NOTCH on the right hand side; 3.5" disks have a HOLE on the right hand side that is COVERED.

Using RASTAN with a Hard Disk

If you have a Hard Disk Drive, **RASTAN** can be installed on the Hard Disk to significantly reduce the time taken to load the game.

RASTAN is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk "**A**" for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory called **RASTAN** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard <u>ASCII text editor</u> and change the default name of the sub-directory to any other name.

Whether you have four 5 1/4" or two 3 1/2" diskettes, **INSTALL.BAT** is found on disk "**A**". You will be asked for disk "**B**" (and/or "**C**" or "**D**") when it is required by the installation program.

To install **RASTAN** on your Hard Drive, follow the instructions below:

1. Insert the **RASTAN** diskette into any drive and log onto that drive.

2. At the DOS prompt, type **INSTALL <SOURCE DRIVE>   <TARGET DRIVE>** and press Enter. The "Source Drive" is the floppy disk drive in which you placed the **RASTAN** disk, and "Target Drive" is the hard disk drive on which you wish to install **RASTAN** (usually **C:**). To copy **RASTAN** into a particular sub-directory, simply include the path name after the colon as shown below in Example B.

Examples:

A) From the **A:\>** prompt, and with the **RASTAN** disk in **A:**, type **INSTALL A: C: (ENTER)** to copy the game files from the floppy drive **A:** to your hard disk **C:**.

B) From the **A:\>** prompt, and with the **RASTAN** disk in **A:**, type **INSTALL A: C:\GAMES (ENTER)** to copy the game files from the floppy drive **A:** to your hard disk **C:** in the **\GAMES\RASTAN** sub-directory.

The **INSTALL** program will prompt you when it is necessary to change disks.

Running RASTAN from a HARD DISK

After installing **RASTAN** on your Hard Disk, follow these steps to start the game:

1. Place your **KEY DISK** (Disk "A") in a floppy drive.

2. Log on to the Hard Drive containing the game program (usually **C:**).

3. Change to the sub-directory containing the **RASTAN** files.

4. Type **RASTAN (ENTER)**.

5. The program will ask you to enter the letter of the drive containing the key disk. Type this letter followed by **(ENTER)**.

6. Go to the "**OPTIONS**" section of this manual.

Examples:

A) If you installed **RASTAN** on Hard Drive **C:** and in a sub-directory called **\RASTAN**, from the **C:>** prompt, type **CD \RASTAN (ENTER)**, then **RASTAN (ENTER)**. Then, when prompted for the key disk, type the letter of the drive in which you previously placed it, for example, if you placed your key disk in drive "**B**", type **B (ENTER)**.

B) If you installed **RASTAN** on Hard Drive **F:** and in a sub-directory called **\GAMES\RASTAN**, from the **F:>** prompt, type **CD \GAMES\RASTAN (ENTER)**, then **RASTAN (ENTER)**. Then, when prompted for the key disk, type the letter of the drive in which you previously placed it. For example, if you placed your key disk in drive "**A**", type **A (ENTER)**.

OPTIONS

The FIRST TIME you run **RASTAN**, a series of menus will appear to allow configuration of your system, and allow you to select your preferred method of playing **RASTAN**. The next time you run the game the menus **WILL NOT AUTOMATICALLY APPEAR**, and the game will run as previously configured.

To change the previous selections (i.e. you want to use another hardware configuration) place an **R** on the command line after **RASTAN** when starting the game.

Example:

A) Type **RASTAN R (ENTER)**. The menu system will now appear.

Either by running **RASTAN** for the first time, or as a result of requesting the menus to appear as in the previous example, several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the character to the left of the description, or by stepping up and down the menu with the up and down arrow keys, and then pressing **(ENTER)**.

Generally, if you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to reboot your computer to regain control.

The **VIDEO DISPLAY OPTIONS** menu will appear as follows:

Rastan
Graphics Type:
Choose item and press ◄┘
C: CGA graphics E: EGA/VGA graphics T: Tandy graphics **ESC:** Return to DOS.
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After a valid selection is made from the **Video Display** menu, a menu for the available **SOUND OPTIONS** will appear as follows:

Rastan
Music Type:
Choose item and press ◄┘
A. Adlib Music B. CMS Music Y. Tandy Music I. IBM Music N. No Music **ESC:** Return to Graphics Type Menu.
Copyright 1990 Taito America Corp. All Rights Reserved.

NOTE: Music and sound effects may be turned on and off during game play by pressing the appropriate function keys. Sound Blaster cards will only work when Adlib music is selected.

Once you have made your selection from the available sound options, you must choose whether you want to play a one- or two-player game from the following menu:

Rastan
No. of Players
Choose item and press ↵
1. One Player **2.** Two Players **ESC:** Return to Music Type Menu.
Copyright 1990 Taito America Corp. All Rights Reserved.

After you have selected whether to play a one- or two-player game, the following **Input Device** menu will appear for each player:

Rastan
P1 Input Device
Choose item and press ↵
K. Keyboard **J.** Joystick #1 **G.** Joystick #2 **S.** Switched Joystick **ESC:** Return to No. of Players Menu.
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If the Joystick is selected, a Joystick calibration screen appears. Please follow the on-screen instructions to ensure the greatest accuracy in game play.

If the keyboard is selected, you are shown the standard keyboard definitions, which use the keypad to play the game. To accept the standard keyboard configuration, press (**ENTER**). To redefine the keyboard layout, press **Y**.

To use the Switched Joystick option, you must have a TAITO Switched Joystick Adapter (or equivalent third party adapter) plugged into a parallel printer port. The standard switched Atari/Commodore style Joystick can now be used with this game. Contact Taito Software Customer Service for more information on this excellent option.

OPTIONS FOR ADVANCED USERS

The **Video Mode, Sound Device,** and **Input Devices** can be set from the command line. This option forces the program to recognize your particular hardware system, bypass the set-up menus, and go directly to the game. There is little need to use this facility as the system automatically uses your previous game settings. However if you are moving the game from machine to machine, or wish to alter previous settings, you may want to use this facility rather than the **RASTAN R** method.

To view the options available with **RASTAN**, type **RASTAN ?** at the DOS prompt and press (**ENTER**).

If you select an invalid option, menus will appear for those options that could not be located or were invalid.

SECTION II

PLAYING RASTAN

This section of the manual describes how to play **RASTAN**.

STARTING THE GAME

After the game loads, the title screen appears and, after a few seconds, the game will go into **demo mode**. To start the game, press either fire button (if Joystick mode was selected, or the defined "fire" key if keyboard was selected.

FUNCTION KEYS

The following Function Keys are available throughout the game, no matter which input device you are using:

F1 pauses the game; press F1 again to continue.

F2 toggles the music ON/OFF.

F3 toggles the sound effects ON/OFF.

F10 exits the game and returns you to MS-DOS.

GAME CONTROLS

JOYSTICK

Your Joystick must be plugged into a suitable interface card. The Joysticks require CALIBRATION when the game starts to ensure the greatest accuracy of game play. Please follow the on-screen instructions carefully when this option is selected.

After the game has loaded:
Press the fire button on your Joystick to start the game.

During game play:
Move left/right with the Joystick.
Move the Joystick down to make Rastan crouch.
Press fire button 1 to make Rastan jump.
Press fire button 2 to swing Rastan's weapon.

Note: You can control the direction of Rastan's attacks and jumps by moving the Joystick and pressing the fire button at the same time. Moving the Joystick up while pressing button 1, for example, will result in a high jump.

KEYBOARD
This game can also be played on a keyboard.

After the game has loaded:
Press one of the defined "fire" keys to start the game.

During game play:
Press the defined direction keys to move Rastan.
Press the defined key to make Rastan jump.
Press the defined attack key to make Rastan attack.
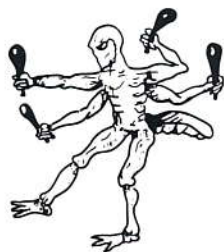
HOW TO PLAY

Each of the four levels has a powerful adversary Rastan must defeat before reaching the next level. Magical weapons are hidden away in secret places. Find them and aid Rastan in his quest.

Defeat the wicked foe to collect these useful items:

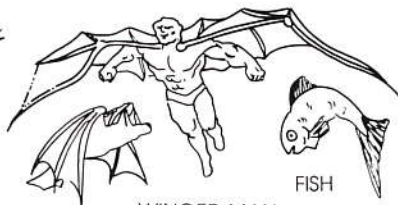|	
Armor	Reduces enemy attack & touch damage by 50 percent.
Jewels	Bonus Points.
Mantle	Reduces enemy touch damage by 50 percent.
Medicine	Partially restores Rastan's strength.
Necklace	Doubles all points.
Poison	Partially reduces Rastan's strength.
Ram's Head	Completely restores Rastan's strength.
Ring	Rastan attacks twice as fast.
Rod	Mystery?
Shield	Reduces enemy attack damage by 50 percent.

STATUS AND SCORING

Gain points by conquering these enemies:

MANY ARMED BUG

SNAKE

BAT

WINGED MAN

FISH

CHIMERA

GIGAS

SERPENT LADY

WIZARD

SKELETON

Rastan's strength, item inventory, current level, number of lives and player's current score are displayed below the game screen.

Please note: Magic items in this game have temporary powers. Rastan can only hold two items at any time. An extra life is awarded at 100,000 and every 200,000 points thereafter.

CONTINUE OPTION
A player always starts the game with three lives. The continue option appears when the player loses his last life. Press the attack key or Joystick button to continue the current game.

A player can continue five (5) times until round four (4), where no more continues are allowed.

HIGH SCORE SCREEN
Enter your name in the RASTAN Hall of Fame by using the keyboard to enter your initials. Press ENTER to return to the title screen.

HINTS AND TIPS

- You must jump up and grab hidden weapons to use them.
- Practice timing on the swinging ropes.
- Stand close to the edge of fire pits and rivers before jumping.
- Pause the game to study tricky situations.
- Look out for wasps and killer fish.

May The Blessing of the Mystic Powers Protect You!

TΛiTO ™

THE ONLY GAME IN TOWN!™

IBM PC/Tandy/Compatibles