

I was instructed to
pass this on to you.
It was discovered in
an abandoned
warehouse outside
of Langley.

That is all I know.
-Big Al

CLASSIFIED
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SEAL BROKEN



RAPID AERIAL PRECISE
TARGETING OPTICAL REPEATER

--

SIMULATOR MANUAL

v 1.0-1984

RAPTOR PROGRAM CANCELED

COST AND TECHNICAL ISSUES
CITED AS REASONS

APRIL 1, 1984—WASHINGTON, DC—
The United States Air Force today announced the cancelation of its highly classified RAPTOR program, citing cost overruns and technical obstacles.

Considered to be the next generation of aerial force in close contact operations, the RAPTOR was a small single-piloted quadcopter designed for both reconnaissance and battle missions.

Though its armaments were classified by the Pentagon, sources say it was equipped with a powerful and experimental rapid-fire laser beam. These same sources also revealed that the new weapon technology was the main culprit behind the RAPTOR's technical problems, as the laser was prone to overheating and damaging the aircraft.

SIMULATOR DEVELOPED FOR USAF BY

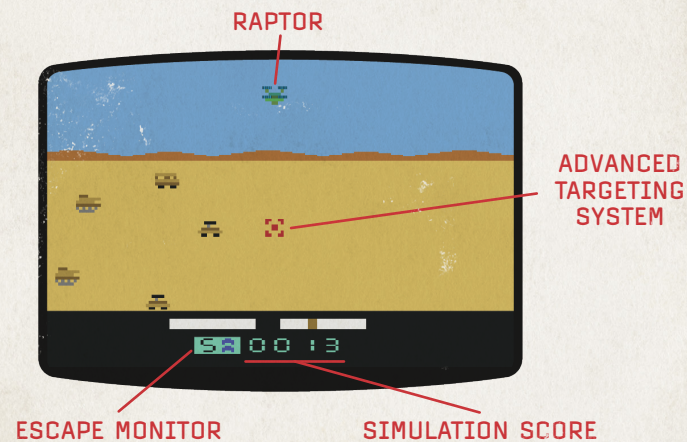


I. SIMULATION SCENARIO

A convoy of enemy vehicles is smuggling blutonium, an energy-rich component of nuclear weapons. Set in a desert landscape, the mission is to destroy all enemy combatants using the RAPTOR's rapid-fire laser with advanced targeting system and two smart bombs, referred to as boomerang bombs.

The simulation is set up in waves, with each successive wave getting progressively more difficult. The first part of each wave is the enemy convoy. Each convoy is followed by an encounter with its forward command vehicle, a larger and more formidable opponent. Starting with the second wave, the convoy harbors the blutonium trucks.

The simulation starts with five allowable enemy escapees, indicated by the escape monitor. If an enemy convoy vehicle escapes, the escape monitor is decremented once. If a forward command vehicle is allowed to retreat, the escape monitor is decremented twice. When the escape monitor reaches zero, the simulation is over.



II. CONTROLS

- > The joystick controls the RAPTOR's movements: right, left, front, and back.
- > Press the fire button to activate the RAPTOR rapid-fire laser. If the laser is fired for too long, it will overheat. The laser bar indicates the laser temperature. When the laser overheats, it will be out of commission for three seconds while it cools down.
- > To detonate a boomerang bomb, quickly double-press the fire button. Upon release of the second button press, the bomb will detonate¹. Boomerang bombs can be detonated when the laser is overheated.
- > The status bar indicates how many enemies have been launched in the current wave. When confronting the forward command vehicle, the status bar displays the forward command vehicle's damage level.

¹ With the left difficulty switch in the "B" position, the RAPTOR must be hovering (no joystick movement) to detonate a boomerang bomb. This setting is recommended for novice pilots to prevent premature bomb detonation. For advanced pilots, set the difficulty switch to the "A" position to allow detonation while the RAPTOR is moving.



LASER BAR BOOMERANG BOMBS STATUS BAR

III. ENEMY CONVOY

The enemy convoy is comprised of several vehicles moving at various speeds.



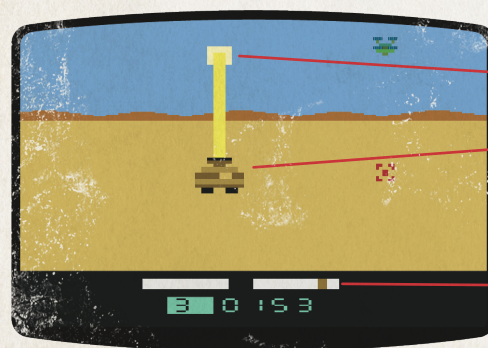
¹ When a jammer is on the battlefield, the RAPTOR's advanced targeting system is disabled.

² Destroying a blutonium truck with the RAPTOR laser activates a power boost (see section V).

³ A rocket launcher varies its speed between fast and slow.

IV. FORWARD COMMAND VEHICLE

A battle with the forward command vehicle occurs at the end of each wave. Multiple hits on the forward command vehicle are required to destroy it. Its damage level is indicated by the status bar. Boomerang bombs are ineffective against the forward command vehicle. Any unused bombs at the end of the enemy convoy will be awarded as bonus points (see section VII). The forward command vehicle is equipped with an anti-aircraft sky sweeper. If the RAPTOR comes into contact with the sky sweeper, the RAPTOR laser will immediately overheat. During a power boost (see section V), the sky sweeper has no effect on the RAPTOR.



SKY SWEEPER
FORWARD COMMAND VEHICLE
FORWARD COMMAND VEHICLE DAMAGE

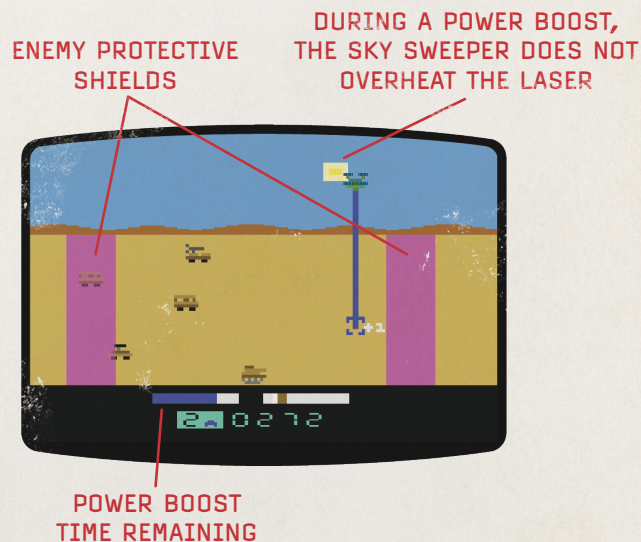
V. POWER BOOST

When a blutonium truck is destroyed by the RAPTOR laser, a temporary power boost is activated¹. During a power boost, the RAPTOR laser cannot overheat by over-firing or by the RAPTOR coming into contact with the forward command vehicle's sky sweeper. Additionally, the power-boosted laser is able to penetrate the enemy protective shields (see section VI). During a power boost, the RAPTOR targeting system and laser will turn blue and the laser bar will indicate the amount of power boost time remaining.

¹ A power boost is not activated when a blutonium truck is destroyed by a boomerang bomb.

VI. ENEMY PROTECTIVE SHIELDS

In later waves, enemy protective shields will be projected onto the battlefield. The RAPTOR laser cannot penetrate the protective shields unless there is an activated power boost. However, boomerang bombs always destroy enemies behind the protective shields.

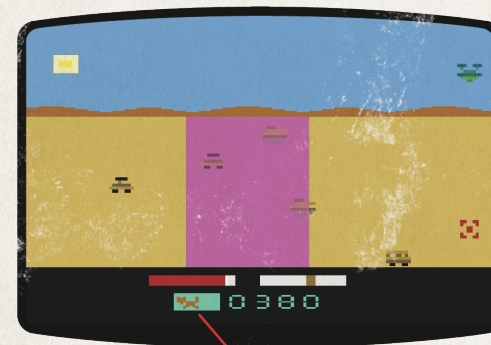








VII. SCORING

- > Each enemy convoy vehicle destroyed is worth 1 point.
- > Each forward command vehicle destroyed is worth 25 points.
- > Each unused boomerang bomb at the end of a convoy or at the end of the simulation is worth 10 points.
- > For every 200 points scored, the escape monitor is incremented, earning another allowable escapee.

VIII. PREDATOR RANKING

At the end of the simulation, a predator ranking based on the simulation score is displayed where the escape monitor is located. Participants who achieve a Raptor ranking are eligible to enroll in the USAF RAPTOR training program.



MANTIS	CRAB	FOX	VIPER	LION	RAPTOR
					
0-99 POINTS	100-199 POINTS	200-399 POINTS	400-699 POINTS	700-999 POINTS	1000+ POINTS



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