

Introduction

This is probably the most comprehensive 'real-time' battle simulation program ever written for a home computer. It can be played on a simple level as a 'shoot-them-up' game, or a more stealthy player can make use of the intelligence map to locate and destroy selected targets. The most skilled players will be able to protect their bases with mines, support forward bases under attack with air cover and fresh troops, and also intercept and destroy enemy vehicles (land and air) while in flight between bases. A game could last five seconds or five hours depending on the dexterity and tactical skill of the player.

Game Controls

In these instructions, joystick 1 is represented as 'J1' and joystick 2 as 'J2'. The joystick positions are indicated as 'J1U' for joystick 1 up, 'J2L' for joystick 2 left, etc. The joystick fire-button is represented as 'J2F'. Here is a list of the standard key settings:

In Flight

```
C ..................................... Slower
< ..................................... Faster
Z ..................................... Left
? ..................................... Right
> ..................................... Up
X ..................................... Down
```

Intelligence Map

```
M ..................................... Enable Map (On/Off) .......... 'J1L'
Z ..................................... Left ......................... 'J2L'
X ..................................... Down ......................... 'J2D'
> ..................................... Up ........................... 'J2U'
? ..................................... Right ........................ 'J2R'
```

Arming Weapons Systems

```
X - When You Land At A Base ... Enter Arming Sequence .. 'J2D'
RETURN ..................................... Exit Arming Sequence
SHIFT ..................................... Select Standard Weapons Load
+ ..................................... Increase Arms Load
- ..................................... Decrease Arms Load
Cursor Up or Cursor Down ................. Move To Next Item
```

Firing Weapons Systems

```
Cursor Left - Select Weapon ..... Arm Left ..................... 'J1L'
Cursor Right - Select Weapon .... Arm Right .................... 'J1R'
SPACE ..................................... Weapons Sights On ..... 'J2F'
SPACE ..................................... Fire Weapon ........... 'J2F'
Z ..................................... Weapon Sights Left ....... 'J2L'
? ..................................... Weapon Sights Right ...... 'J2R'
X ..................................... Weapon Sights Down ....... 'J2D'
> ..................................... Weapon Sights Up ......... 'J2U'
```

Micro-Screen Messages

```
f1 ..................................... Base 1 Position
f2 ..................................... Base 2 Position
f3 ..................................... Base 3 Position
f4 ..................................... Base 4 Position
```

General Game Controls

```
H ..................................... Temporarily Halts Play
1 to 4 at start of game ......... Skill Level (4 is hardest)
```