

SPECTRUM 48k



COMBAT LYNX

Compatible with Protek, Interface 1 and other joysticks that read the keyboard. Not compatible with the Kempston joystick.

GENERALLY

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.

THE CONTROLS

In these instructions words or numbers in angle brackets, such as <LOAD> or <6>, are keys on your Spectrum. The function of these keys is shown in capitals, for example the <6> or DOWN key. Here is a list of the standard key settings:

IN FLIGHT

<3> SLOWER
<4> FASTER
<5> LEFT
<6> DOWN
<7> UP
<8> RIGHT

INTELLIGENCE MAP

<M> ENABLE MAP (ON/OFF)
<5> WEST
<6> SOUTH
<7> NORTH
<8> EAST
<0> + < > MOVE IN DIRECTION FASTER

ARMING WEAPONS SYSTEMS

<6> when you land at a base ENTER ARMING SCREENS
<SPACE> EXIT ARMING SCREENS
<+> INCREASE ARMS LOAD
<-> DECREASE ARMS LOAD
<ENTER> MOVE TO NEXT ARMING SCREEN

FIRING WEAPONS SYSTEMS

<2> SELECT WEAPON ARM LEFT
<9> SELECT WEAPON ARM RIGHT
<ENTER> WEAPON SIGHTS (ON/OFF)
<0> FIRE WEAPON
<5>, <6>, <7>, <8> WEAPON SIGHTS LEFT, DOWN, UP, RIGHT

MICRO-SCREEN MESSAGES

<1> when micro-screen screen flashes START MESSAGE
<1> held down during message MESSAGE COMES QUICKLY
<CAPS SHIFT> + <Q>, <W>, <E> POSITIONS OF BASES 1,2,3
<CAPS SHIFT> + <R>, <T>, or <P> POSITIONS OF BASES 4,5,0
<SYMBOL SHIFT> + <Q>, <W>, <E> PERSONNEL AT BASES 1,2,3
<SYMBOL SHIFT> + <R>, <T>, or <P> PERSONNEL AT BASES 4,5,0

GENERAL GAME CONTROLS

<S> during play SOUND (ON/OFF)
<H> during play HALT PLAY (ON/OFF)
<K> before selecting skill KEYS TO OWN CHOICE or JOYSTICK/S
<D> before selecting skill SAVE KEY DEFINITION ON TAPE
<S> before selecting skill SAVE SCORE TABLE ON TAPE
<L> before selecting skill LOAD SCORE OR KEYS FROM TAPE
<1> to <4> at start of game SKILL LEVEL (4 is hardest)

LOADING

If you wish to use a joystick (or two joysticks) make sure the joystick interface is connected to your Spectrum before switching on. Place the cassette in the tape recorder, and rewind it to the beginning of the tape. Set the cassette recorder to maximum treble if it has a tone control, and half volume. Check that the ends of the same wire of the Spectrum's cassette cable are connected to the EAR sockets on the Spectrum and the tape recorder. Press the keyword <LOAD> on the Spectrum, followed by two pairs of inverted commas '<' (press <SYMBOL SHIFT> and <P> at the same time to get one pair of inverted commas) and then press the <ENTER> key. Next press the <PLAY> key on the tape recorder, and then wait for about five minutes while the game loads.

STARTING PLAY

After loading you can start the game by pressing <1> to <4> to set the skill level (4 is the most difficult), or if you first wish to reset the controls to the keys (or joystick/s) of your own choice press <K> before setting the skill level. A list of the controls will then appear on the screen one at a time. After each one either tap the key that you wish to use for that control, or move the joystick in the direction that you wish to select. With one joystick it is recommended that you use 'UP' for 'UP', 'DOWN' for 'DOWN', 'RIGHT' for 'RIGHT', 'LEFT' for 'LEFT', 'FIRE BUTTON' for 'FIRE WEAPON'. If you have a second joystick it is recommended that you use 'UP' for 'FASTER', 'DOWN' for 'SLOWER', 'RIGHT' for 'ENABLE MAP (ON/OFF)', 'LEFT' for 'SELECT WEAPON', 'ARM LEFT', and 'FIRE BUTTON' for 'WEAPON SIGHTS (ON/OFF)'. You are allowed three 'lives' each game, after which you will be returned to the score table, before restarting with the option to define the keys again, or to load or save a previous score table or key definition from tape.

YOUR MISSION

Depending on the skill level that you have selected you will have from three to six bases which you must support with troops and air cover. Base 0 has an endless supply of fuel and weapons, and the ability to

instantly revitalise injured troops brought back from other bases. All the bases start with 30 able bodied soldiers. Allied land vehicles move around the battlefield independently of your control. You provide the only allied air support. Enemy land vehicles will slowly converge on your bases unless stopped by the allied land vehicles (these independent battles can occasionally be seen on the intelligence map or flight screen), by mines that you have dropped, or by the other weapons of your COMBAT LYNX helicopter. You may attack any aircraft that you see, and all land vehicles that do not appear with circles around them on the intelligence map (the circles show that they are allied). Your bases may get instantly wiped out in direct attacks by enemy tanks, or just suffer a number of casualties as the result of passing or minor attacks. If not stopped, eventually the enemy forces will all move to attack base 0, after which you will almost certainly lose the battle. You are allowed three 'lives' before the game is reset with a completely new battlefield.

ARMING THE HELICOPTER

Each time you land at a base you will immediately be presented with a set of screens that will allow you to select weapons and troops to be carried on your next sortie. At the start of the game the helicopter is hovering just above Base 0, so to move into the arming screens you must lightly tap the <6> or DOWN key to make you first 'landing'. When landing watch your height gauge carefully and land very gently.

The first arming screen allows you to load up with ABLE BODIED PERSONNEL (armed soldiers). Each time you press the <+> key (you don't need to press <SYMBOL SHIFT> with the <+> key) another soldier will be included in your load. You will see the total weight increase with each soldier until you reach the maximum load that you can carry. If you wish to reduce your load press the <-> key. Each press of the <-> key will reduce the load by one soldier. When you are satisfied with your load press the <ENTER> key and you will move on to the next arming screen, which will be for INJURED PERSONNEL. There won't be any injured soldiers at the start of the game (or at Base 0 at any other time) so just press the <ENTER> key again to move on to the next arming screen, which will for STRAFING ROCKETS Like the CANNON and MACHINE GUN PODS these rockets have no guidance systems, and will just fire in the direction that the helicopter is pointing. Also they will be less effective against tanks, and should only be selected for use against lorries and gun emplacements. Note that as you increase your load of weapons you will (automatically) be able to carry less fuel, and may be unable to reach the other bases. Of course you can always return to Base 0 to reload and refuel, but remember to watch your fuel gauge. Base 0 is the only one at the start of the game with fuel supplies. Provided you have first carried some weapon loads to the other bases, you will then be able to deposit fuel at those bases by re-loading with the weapons there to such an extent that some of your fuel is automatically discarded. Generally though, you should consider Base 0 as your helicopter support base, and the other bases as forward troop positions. On the next arming screen the HOT missiles are wire-guided anti-tank weapons, which can be armed independently of the direction of the helicopter. After that there are heat-seeking ANTI-AIRCRAFT missiles, which will hit most aircraft in front of the LYNX without the need for arming. Finally there are MINES

which are carried in a container below the helicopter, which may be usefully deployed around your bases to prevent them being destroyed by enemy tanks. Be careful not to drop mines on your own bases! To get out of the arming screens press the <SPACE> key. Please note that in this game you are allowed to carry more weapons than would be possible in reality.

THE INTELLIGENCE MAP

At any time you can inspect the intelligence map by pressing the <M> key. A second press of the <M> key will return you to the normal flight screen. The map shows the battlefield in relief, ie. the low ground is in white squares, high ground is in green squares, with the rest in yellow. Vehicles and bases are shown on the map by black symbols. To move around the map use <5>, <6>, <7> and <8> cursor keys. If you hold down the <O> FIRE WEAPON key at the same time as a cursor key you will be able to scan the map more quickly. Allied vehicles are represented by symbols in circles so try to avoid blowing them up! The following symbols are used:

CAPITAL 'T'	Tank
CAPITAL 'H'	Base
CAPITAL 'H' ON ITS SIDE	Lorry
CAPITAL 'Y' UPSIDE DOWN	Gun emplacement
CAPITAL 'X'	Your LYNX
FLASHING BLACK SQUARE	Mined area
CIRCLES AROUND SYMBOLS	Allied vehicle

The co-ordinate position of any point on the intelligence map may be taken from the North co-ordinate at the side of the map, and the East co-ordinate above or below the map. As soon as you turn off the map it is reset to your LYNX's current position. You will be able to note your own co-ordinate position and be able to change your direction to make contact with a vehicle that you have seen on the map. Unfortunately the intelligence map is only as good as the latest information - you may search in vain for a vehicle that has recently moved away from its last reported position on the map. Generally though, the map is very useful, especially for landing, when you will be able to see your LYNX move into position directly above the base, as you come in to land very slowly, then hover over the base before descending. Note that you cannot control the LYNX while looking at the map.

THE MESSAGE MICRO-SCREEN & BASE REPORTS

Just below the height gauge on the normal flight screen there is a green micro-screen with a capital M on it, which will flash when a message has been sent to you. To read the message press the <1> key. To make the message appear more quickly keep on pressing the <1> key. You can also use the micro-screen to find the co-ordinate positions of the other bases, along with information about how many troops are injured at those bases. For the co-ordinate positions press <CAPS SHIFT> plus the letter key that is below the number key which has the same number as the base, ie. the <Q> key is below key <1>, so for the co-ordinates of Base 1 press <CAPS SHIFT> and <Q>. For base 2 press <CAPS SHIFT> and key <W>. To find the number of injured and uninjured soldiers at the base press the <SYMBOL SHIFT> key instead of the <CAPS SHIFT>. Note that if you hold down key <1> the reports

will speed up. If you can manage to return injured personnel to base 0 they are instantly restored to full active service and may then be re-deployed. When any of your bases are attacked the number of injured personnel there increases. A base that has no able-bodied personnel left which gets even lightly attacked will be wiped out.

FLIGHT CONTROLS

Your helicopter is seen from behind. You can see it fly straight (forwards or backwards) and at an angle of up to 45 degrees to the right or left of the four points of the compass (N,S,E,W). As this angle increases beyond 45 degrees the 'direction of view' will flick from one point of the compass to the next, eg. from North to West. This may appear confusing at first, especially as the helicopter will be seen from the right when the North is the 'direction of view' and then be seen from the left as you flick through to West as the new 'direction of view'. To keep track of your flight path watch the compass and your flight co-ordinates next to the compass. At the bottom left of your normal flight screen you will see three gauges marked 'TEMP' for engine temperature (nb. twin engines), 'SPEED' for speed (nb. forwards and backwards), and 'FUEL' for fuel. Be careful not to overheat your engines, or run out of fuel. When landing you must use the intelligence map to check that you are directly above a base, the speed gauge to check that you are hovering or moving very very slowly, and the height gauge to check that you are coming down gently.

FIRING WEAPONS

This is a two or three stage process. First you must select the weapon system that you wish to fire by pressing the <2> or the <9> key. As you press these keys a small WEAPONS SELECT cursor will move right for <9> or left for <2> across the top of the six 'weapons status' gauges at the bottom centre of the normal flight screen. These gauges are marked as follows:

R	Rockets, multiple strafing type	unguided
G	Gun pods, machine-gun type	unguided
C	Cannon, 20 mm Oelkeron	unguided
T	Tank attack, H.O.T. missiles	wire guided
A	Air attack, Sidewinder missiles	heat-seeking
M	Mines, underslung for air release	dropped

You can only fire one weapon system at a time. The active system is the one with the WEAPONS SELECT cursor just above it. If you select mines or heat-seeking missiles you can release them simply by pressing the <O> FIRE key. The heat-seeking missiles will be ineffective at long range, at a wide angle, or against very fast jets. Dropped mines can be seen on the intelligence map, and are effective against all enemy land vehicles. You can have a maximum of sixty mined squares on the intelligence map at any one time. A mined square will be effective against two enemy vehicles, after which you will be sent a message that the mined area has been breached and is no longer effective. The unguided weapons fire in the same direction as the helicopter, and should first be sighted by pressing the <ENTER> or WEAPONS SIGHT key (this is not compulsory, but you will be unlikely to hit anything without the sights up). A small black cross will then

appear on the screen, to show where the weapons are pointing. The sight can be turned off by a second press of the <ENTER> key. These unguided weapons are less effective than the HOT missiles against tanks, though they may destroy a tank if you are lucky. Of the unguided weapon systems the most effective is the STRAFING ROCKETS followed by the CANNON, and the least effective is the MACHINE GUN POD. To successfully target them you will have to change height and the angle of your flight path. The HOT anti-tank missiles can also be fired without the sights up, but are likely to be a complete waste of time unless you have first pressed the <ENTER> key to get the SIGHTS ON. Once the sight has been switched on it can be guided by the <5> <6> <7> <8> cursor keys independently of the LYNX. Remember to press the <ENTER> key after firing to turn the sight off again, and restore normal flight control. Also remember that the enemy will be firing back at you, so don't hang around!

SKILL LEVELS

The skill level affects the number of bases that you have to support (from three bases at level 1 to six bases at level 4), the total number of enemy vehicles (which are in proportion with the number of bases), the rate at which your fuel is used up, and the accuracy of the enemy missiles. At level 1 you will be able to fly high at all times without much fear of being hit by enemy missiles, though unfortunately there will always be a small chance of being hit. As the skill level increases you will have to fly progressively lower, as the enemy missiles will prove deadly at high altitude.

SCORE

Jet Plane	500
Helicopter	400
Tank	300
Lorry	250
Gun emplacement	350

You will also receive an efficiency rating on the score table which takes account of the number of bases destroyed, troops lost, allied vehicles lost, ammunition used, and the number of targets hit.

OTHER SPECTRUM GAMES FROM DURELL (all £5.95)

Jungle Trouble	by Mike Richardson
Harrier Attack	by Mike Richardson
Scuba Dive	by Mike Richardson
Death Pit	by Clive Townsend