

CARRIER COMMAND - AMIGA GUIDE

Before you load Carrier Command, you are advised to read the Mission Briefing. Once you have loaded the game, you should read through the Carrier Operations Guide, trying out the various sections of the Carrier, and familiarising yourself with its operational procedures, but first you should make a backup of the game and keep the original disk in a safe place.

MAKING A BACKUP COPY

Commodore Amiga Carrier Command is unprotected - to make a backup, hold down either mouse button when inserting the game disk at the Workbench prompt, then follow the on-screen instructions.

LOADING INSTRUCTIONS

If you are using an Amiga 1000, insert a Kickstart disk at the prompt.

Insert the Carrier Command game disk at the Workbench prompt. After about five seconds the title picture will appear, and the game will load after approximately thirty seconds.

CONTROL DEVICES

Peripherals

Carrier Command supports both mouse and joystick control. The whole game can be played with the mouse, but if the joystick is preferred, the Space Bar is used to emulate the right mouse button. The joystick should be plugged into port 1, and the mouse into port 0. Both mouse and joystick are active simultaneously.

Clicking

The concept of 'clicking' is important to comprehend when playing Carrier Command. When you are requested to click on an icon, press either the left mouse button, or the fire button if you are using a joystick.

Control Modes

The second concept to familiarise yourself with is that of the two control modes:

In "Pointer Mode", you move a pointer/cursor around the screen with the mouse or joystick. This mode is used to click on icons by pressing the fire button (either the left hand mouse button, or the joystick fire button).

By pressing the right hand mouse button or the Space Bar, you are put into "Direct Control Mode", and in this mode the mouse or joystick movements will actually control your Manta, Walrus, Carrier, etc.

Key Controls

Although Carrier Command can be played entirely from the mouse, a number of keys are supported to increase the flexibility of the game's control system.

Generally, you can use the up and down arrow keys to accelerate and decelerate the Aircraft, Amphibious Assault Vehicles and the Carrier itself.

The arrow keys will also emulate the four arrow icons on the navigation screens and the Laser Turret targetting screen (one advantage of this is that two keys may be used together to provide diagonal movement), and the **HELP** and **DELETE** keys emulate the Zoom In and Zoom Out icons.

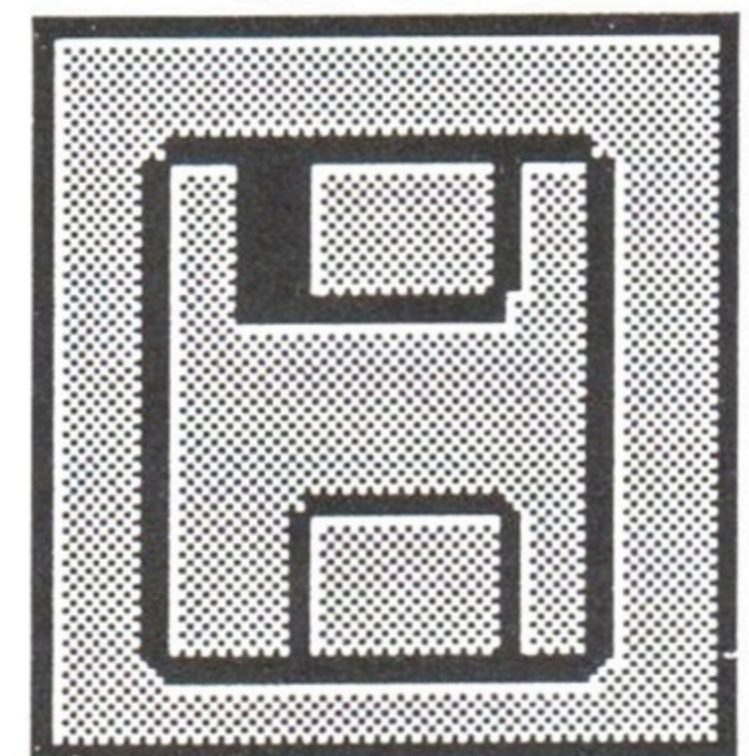
The numeric keys **1** to **4** can be used to select which aircraft or tank you wish to control, as an alternative to clicking on the numeric icons.

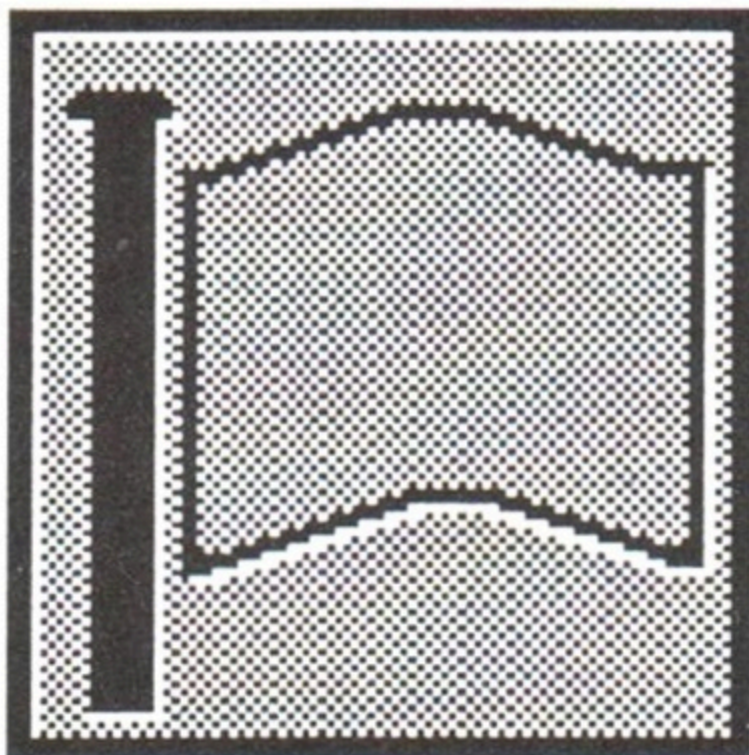
STARTING THE GAME

Once the game has loaded, you will be presented with the Front End screen.

Click on **Strategy Game** if you want to begin a new game of Carrier Command, **Action Game** if you wish to play a mini version of the game to improve your combat skills, or **Load Old Game** to load in a previously saved game position.

A number of file and game management options are available from within the game. Click on the **DISK** icon, and then click on the appropriate icon:



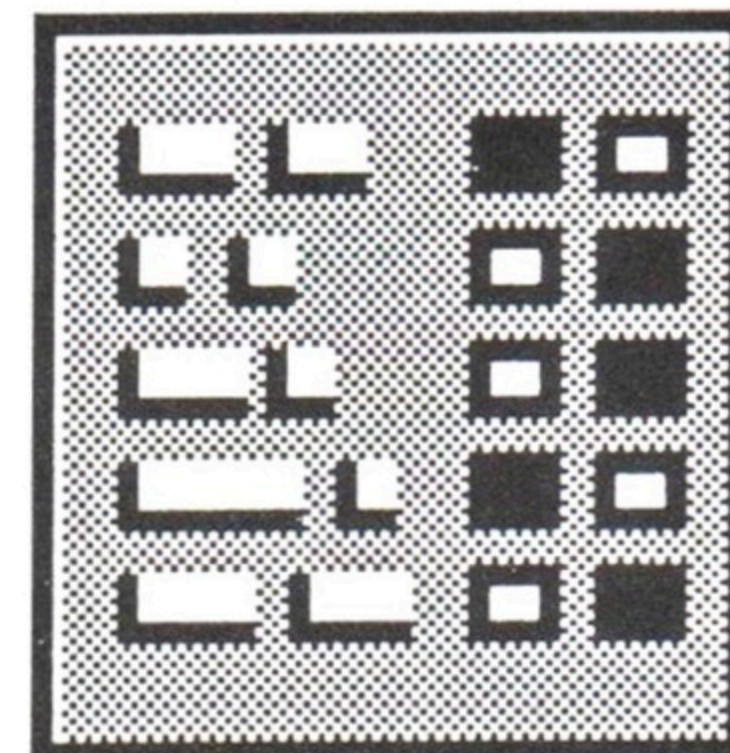


Surrender

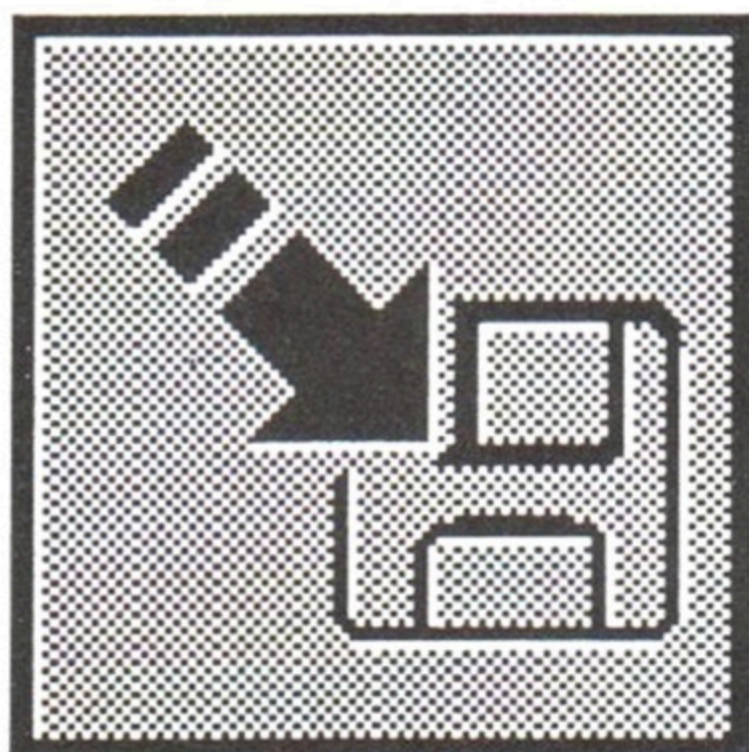
This option allows you to abort the game - effectively surrendering to the enemy forces. You will be given a chance to cancel this order.

Game Options

This option allows you to change various user-definable features, by clicking on either the YES or NO boxes next to each option. These options are saved with your game position.



SAVING THE GAME POSITION



Save Game

This option allows you to save your current game position to disk, for later retrieval.

Carrier Command uses an entire disk to store its saved games, so allocate a blank disk purely for saved games, and do not attempt to use it for any other purpose.

Insert the Saved Games disk in Drive **DF0:** and then select the disk area in which you wish the game to be saved. There are four to choose from, and if you select an area which already has a saved game position stored, it will be overwritten by the new position.

If you do not wish to save a game, you may select the **CANCEL** option from this screen.

COLOUR CODING

Amiga Carrier Command uses the following colour coding for the three island alignments:-

Blue	Friendly island
Red	Enemy island
Green	Neutral island

COMPATABILITY

Carrier Command is compatible with all releases of the Commodore Amiga machine with at least 512K of RAM. You may be required to disable or disconnect additional hardware attached to your machine, in order for the game to run.

MUSIC

To listen to the Carrier Command soundtrack, leave the game at the Front End for about twenty seconds, or press CTRL-M.

CREDITS

Carrier Command was conceived by Clare Edgeley

Original design by Ricardo Pinto

Coding by Ian Oliver and Graeme Baird at Realtime Games Software Limited

Sound effects by David Whittaker

Soundtrack composed and performed by Dave Lowe

Title screen, icons and box artwork by Herman Serrano

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