

M1 TANK PLATOON

TECHNICAL SUPPLEMENT

for Amiga Computers

Contents Your *M1 Tank Platoon* should contain a manual, this technical supplement, a 3.5" disk, keyboard overlays and a registration card.

Equipment This simulation requires a Commodore Amiga with at least 512K of memory. It runs faster on machines with 1 Megabyte (1M) of memory. You can play this simulation entirely with the mouse, but many "tankers" find the keyboard useful at points. A joystick is also supported for certain tasks.

512K Memory Machines: If your machine has only 512K of RAM (memory), *M1 Tank Platoon* requires that you use only one 800K 3.5" floppy drive. **You must unplug all other drives.** If you leave additional drives connected, the operating system leaves *M1 Tank Platoon* with insufficient memory.

Saving Games The game program disk has sufficient room to save all your platoon records. You do not need a separate save-game disk.

Installation *M1 Tank Platoon* is not copy-protected. It can be copied to other disks. If you copy it into a hard disk, make sure everything is in the same drawer. Always play from a copy, never from your original.

You can only make copies of the disk for your own, personal use. Selling or giving away any copies of *M1 Tank Platoon* is a Copyright Violation and against the law. See the copyright notice at the end of the game manual.

Loading *M1 Tank Platoon* can be loaded from the Workbench by double-clicking on the M1 Tank Platoon icon, like any other program.

In addition, you can auto-load the simulation by turning off your computer, inserting the *M1 Tank Platoon* disk, then turning on your computer. (Exception: if you have an Amiga 1000 that requires a Kickstart disk, you must use that disk first, then insert *M1 Tank Platoon* when the computer asks for the Workbench disk.)

If playing from floppy disks, leave the disk in your drive throughout the game. Do not remove the disk until you quit the game.

Operating Problems

The latest notes regarding this program can be found on the disk in a file named "READ.ME".

If the program does not load or run correctly, turn off your computer and restart it. On a 512K machine, make sure only ONE floppy disk drive is attached. Also remove any other peripheral hardware. If you still have trouble, make a new copy of the game onto an entirely new, unused disk. If none of this works, make a new copy of the game on another Amiga and try it on that. If the copy works on that machine, but not your own, your machine has hardware problems. Take it to a dealer or service facility for examination. A common problem is disk drives falling out of alignment.

If you have trouble loading on other Amigas as well as your own, you may be one of the tiny percentage with a defective disk. In such cases contact MicroProse Customer Service at (301) 771-1151, Monday through Friday, 9AM-5PM, Eastern time. Please have a pencil and paper handy when you call.

MOUSE CONTROLS

The Amiga version of *M1 Tank Platoon* fully supports mouse operations in the Amiga style. This means significant changes from the IBM system described in the manual. For example, mouse actions are activated by the left-side mouse button (a "left-click"), while holding down the right-side mouse button brings up menus (a "right-holddown").

All options *outside* battle are mouse operated. The keyboard is used only to erase and reenter names. The joystick is not used outside of battle.

During battle keyboard, mouse, and joystick are supported. You can use the keyboard controls and overlay as described in the manual, or the mouse controls as described below, or any combination that suits you. In battle the joystick emulates the keyboard's cursor keys (the *controller*).

Prepare for Battle

You must use a mouse for all these controls. Ignore the manual references to *Controllers* and *Selectors*. Instead use the mouse to find and move the highlight, and then left-click to make a choice. In addition, some screens have yellow buttons. Click on these to perform various actions.

Staff Briefings (page 31-35): As you move the mouse, a selected option highlights. Left-click to make your selection.

On the very first briefing page, where the platoons are listed, you can start a new platoon by pressing the Esc key, typing a new name, and pressing Return. This erases the old platoon and creates an entirely new one.

Vehicle Identification Quiz (page 33): As in the briefing, use the mouse to highlight and left-click to make your choice.

Bivouac - Outfitting (page 35-36): You can highlight the text areas in the top half of the screen. Left-click on your platoon name, a vehicle name, a crewman's name, or ammo supply. In each case you'll see detailed information on the bottom half of the screen.

Battle Controls Overview

To transfer a crewman to another position (either in that tank or another tank), click on the man's name, click on the "XFER" button, then click on the position he'll occupy. Illegal positions (see the lower box on page 36) will not highlight.

To promote or decorate a crewman after a battle, simply click on his name and press the appropriate button. A man's current rank and task may prevent promotion (see the lower box on page 36).

You can change a crewman's name by clicking on it, pressing ESC, typing a new name, and pressing Return. This permanently changes that name with the new one (you'll never see that old name again!).

Bivouac - Briefing (page 36): Although the briefing is automatic, you can "speed read" through it using the yellow buttons. "PREV" sends you back to the previous page, "NEXT" to the next page, and "EXIT" to the bivouac options.

Controllers: The "controller" swings your view left or right, elevates it up or moves it down. You can use the joystick, cursor keys, and/or mouse as the "controller". Each operates somewhat differently; select the method(s) you prefer.

Mouse Controller: In crew positions (TC, Gunner or Driver), use the mouse to manipulate the device illustrated on page 40. The mouse moves the small "Controller Position" boxes like "slider" switches along their respective tracks (the left-right horizontal track, and the up-down vertical track).

To move the box, left-holddown on the box, wait until it changes color, then drag it along the slider. The further you drag it, the faster the movement. When you release the mouse button, the slider jumps back to center position (the slider is "spring loaded").

For small movements, you can "left click" along the slider beside the box. This produces very slow movement as long as you hold down the mouse button. When you release it the movement stops.

Joystick Controller: Holding the joystick left, right, up or down causes accelerating movement in that direction. To move slowly, flick or tap the joystick repeatedly. Movement stops when you release (center) the stick.

Cursor Controller: One tap of a cursor key starts movement very slowly in a direction. Repeated taps, or holding the key down, accelerates the movement. To stop movement, tap once in the opposite direction. You can use both the special cursor keys and the direction keys on the numeric keypad.

Up and Down: Unlike the IBM version, the "up" button or control position device moves your aim upward, while "down" moves it downward.

The Pop-Up Menu: During battle a right-holddown with the mouse pops up a general-purpose menu. This menu lets you change viewpoints, your OP (personal location) and leaders. These options are described in more detail on page 37 and pages 66-67. The menu options duplicate certain function keys.

Selector #1: Frequently referenced in the manual, this is always the Return key or the Joystick fire button.

Selector #2: Also referenced in the manual, this is always the Space bar. There is no joystick equivalent.

TC Unbuttoned View

This view is illustrated on page 39 of the manual. As shown there, a mouse left-click in the appropriate area fires a Smoke Grenade Launcher.

The Controller: Moving the controller left or right (with the mouse, joystick, or cursor keys) swings the TC's cupola that direction, including his machine-gun. Moving the controller up or down elevates or depresses your view and the gun.

Firing: To fire the caliber .50 M2HB machine-gun, left-click on either handle, or the area between them. A single click fires a short burst. Hold it down for sustained fire.

Zoom/Unzoom: To use your 7x35 binoculars, left-click anywhere in the outside view. To remove them, left-click again in the same area.

New Controls: There is a new switch, not illustrated in the manual, to the right of the Round-Loaded and Laser Warning lights. This switch toggles on/off the image intensifiers (a night vision aid) in your binoculars. Obviously, if you aren't using the binoculars this switch has no effect!

TC Buttoned View

This view is illustrated on page 41. A mouse left-click in the appropriate area fires a Smoke Grenade Launcher. In addition, left-clicking on the Ammunition Switch or the Main-Coax Switch instructs the gunner to change ammo or weapon types. The other switches and lights are informational only. To operate them you must move to the gunner's position.

The Controller: Performs the same function here as the TC Unbuttoned View (above).

Firing: As in the real M1A1, you can fire the TC's caliber .50 M2HB machine-gun with the hatch closed. Left-click on the small handgrip to the far right, just below the vision slot. As before, a single click fires a burst, holding down the button produces sustained fire.

Zoom/Unzoom: The TC can toggle between 1x (normal) and 3x (zoom) vision. To do this, left-click anywhere in the vision slot view.

Night Vision: When buttoned up the TC has *no* night vision aids. The thermal viewer is only available to the gunner, not the TC. (The US Army is aware of this limitation and has proposed additional night-vision aids for future versions of the M1.)

Gunner View

This view is illustrated on page 43 of the manual. A left-click in the appropriate area operates each of these controls: Smoke Grenade Launchers, Thermal (night) Viewer Switch, Computer(Norm)/Battlesight Switch, Main-Coax Switch, Ammunition Switch, and the Magnification Lever.

The Controller: Moving the controller left or right (with the mouse, joystick, or cursor keys) rotates the turret and your viewpoint. Moving the controller up or down elevates or depresses the main gun, the coaxial machine-gun and your view.

Firing Laser or Gun: The Gunner Controls Handgrip buttons are "clickable" with the mouse. The LEFT button fires the laser rangefinder once. The RIGHT button fires the gun. If the gun is set to "main", the 120mm cannon fires one round and the loader immediately begins reloading. If the gun is set to "coax", the coaxial machine-gun either fires a burst (with a click), or gives sustained fire (if you hold down the mouse button).

Zoom/Unzoom: To toggle between the 3x and 10x views available to the gunner, either left-click in the view area, or on the Magnification Lever.

Gun Stabilization: Whenever your laser strikes a target (i.e., any vehicle or ground troops), the turret stabilization system is automatically engaged. From that moment onward, the turret automatically rotates, elevates, or depresses to keep the weapon aimed at the target, regardless of either your movement or the target's movement. An "*" appears in your gunsight after the range when your stabilization is running.

Stabilization is very handy. You just "zap" the target with the laser, then sit back and watch the weapon track the target. If you don't fire soon, it's wise to occasionally update the range with another laser flash.

If you move the controller, the stabilization turns off. If you leave the gunner's position, the actual crewman takes over and makes his own target selection (which may not match yours!).

Driver View

This view is illustrated on page 47. As shown there, a mouse left-click operates the Engine Exhaust Smoke Generator, the Night Periscope, and the Brake Pedal. The Parking Brake (the smaller pedal) is *not* used during battle, and is therefore inactive.

The Controller: Moving the controller left or right (with the mouse, joystick, or cursor keys) turns the hull in that direction. Moving the controller up causes the tank to accelerate forward. Moving the controller back causes the tank to slow down; if the tank is already halted and you move the controller back, the tank moves in reverse.

Firing: The driver has no weapons, and therefore cannot fire. The joystick fire button or the Return key apply the brakes. Remember that because of your viewing angle, the brakes are *off* when the pedal is *down*, and applied when the pedal is up.

Zoom/Unzoom: The driver has no zoom viewer. His vision slot is always 1x (normal) power.

New Controls: The driver's handgrips in the M1 operate like motorcycle controls. Rotating them controls vehicle acceleration. For convenience, a mouse left-click on either handgrip immediately "puts the pedal to the metal", accelerating the vehicle to maximum speed as fast as possible. The tank continues at maximum speed until you use the brakes.

Driving Notes: The mouse and joystick controls recenter when you release them, causing the tank to coast to a stop. The cursor keys do not. Therefore, you may find it convenient to accelerate to speed with the cursor keys, then steer with the joystick or mouse.

The Mapboard

The mapboard is illustrated on page 56. All keyboard controls for the mapboard work as described in the manual. Function keys F5, F6, F7 and F8 navigate through all mapboard options, and the regular alphabetic keys to issue orders. In addition, you can use the mouse for a different and more intuitive control of the map.

Mapboard Area: In the map area to the left, left-click to move the crosshairs to any part of the map. To zoom or unzoom either use the keyboard "z" and "x" keys, or move to the right and click on the "Z-zoom" or "X-unzoom" text in the lower right corner.

If you left-click on top of a unit on the map, in addition to putting the crosshairs there, you also see the data window for that unit.

Manual references to "move to" and "turn to" orders (pg 13, 57, 59, 62) are inaccurate because of the new mouse controls. The "m" and "t" keys are now used for these orders.

Data Window: The data-window (to the right of the map) operates on three levels of detail. The highest shows you a map key. To go to a friendly platoon, left-click anywhere in the list of US forces. You'll drop down to the data for your first platoon (your MBT platoon of M1/M1A1 tanks).

The next highest level is platoon data, with a gray background. Left-click in the upper left corner (on the vehicle symbol) to return to the map key. Left-click on the platoon name across the top to go to the next platoon. Left-click on an individual platoon vehicle to see a specific vehicle.

The lowest level shows information about a specific vehicle in a platoon (with a white background). Again, left-click in the upper left corner (on the symbol) to move up to platoon data. Left-click on the vehicle's name (across the top) to see the next vehicle in that platoon. For tanks in your platoon, left-click on a crewman to go to that position (which exits the map). Note that whenever you left-click to go to a crew position, your OP (observation point) is automatically transferred to that tank (see page 66 for details on your OP).

On both the platoon (middle) and vehicle (lowest) levels you can issue orders to the platoon (page 58-63) or the vehicle (page 56-58). Move the mouse over the order (it will highlight) and left-click. Keyboard equivalents are noted beside each order.

To change leaders from one tank to another you must use the keyboard or the right-holddown menu. See page 66 for details.

The Outside View

This view is described on page 68. In the Amiga version a series of mouse buttons are arranged across the top, with their keyboard equivalents noted in blue. You can accelerate the left or right view by repeatedly clicking on the same button. To stop turning, click once in the opposite direction. As described in the manual, "Turn to this Facing" rotates the vehicle to match your current view direction.

KEYBOARD CONTROLS

Viewpoint Controls

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Active in these views....</i>
TC Unbuttoned	F1	pp. 39-41	works from any viewpoint
TC Buttoned	F1	pp. 41-43	works from any viewpoint
Gunner	F3	pp. 43-47	works from any viewpoint
Driver	F4	pp. 47-50	works from any viewpoint
Outside Tank	F9	p. 68	view from OP tank
Outside Any	Shift F9	p. 68	must be on mapboard

OP & Platoon Leader Controls

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Active in these views....</i>
OP to Next Tank	F10	p. 66	works from any viewpoint
LDR to OP Tank	Shift F10	p. 66	works from any viewpoint

Standard Vehicle Controls

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Active in these views...</i>
Sabot (AP) Ammo	1	p. 46	Gunner (tiny on TC Buttoned)
HEAT Ammo	2	p. 46	Gunner (tiny on TC Buttoned)
Main/Coax	3	p. 46	Gunner (tiny on TC Buttoned)
Computer(Normal)/Battlesight	4	p. 45	Gunner (tiny on TC Buttoned)
Input Battlesight Range	5	p. 45	Gunner (tiny on TC Buttoned)
Manual Range Input	Shift 0-9	p. 45	Gunner (tiny on TC Buttoned)
Magnify Vision	7	pp. 39,41,44	none (but view changes)
Night Vision	8	pp. 39,41,44,47	Gunner, Driver
Turn to This Facing	9	pp. 40,42,47	TC (both), Gunner
Smoke Generator On	=	p. 39	Driver
Smoke Generator Off	-	p. 39	Driver
(Fire) Smoke Grenades	Backspace	p. 9	TC (both), Gunner

TC Controls *These controls are unique to the two TC (Tank Commander) positions.*

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Other effects...</i>
View/Aim Up	Up cursor	pp. 39-42	aiming TC's caliber .50 gun
View/Aim Down	Down Cursor	pp. 39-42	aiming TC's caliber .50 gun
View/Aim Left	Left Cursor	pp. 39-42	aiming TC's caliber .50 gun
View/Aim Right	Right Cursor	pp. 39-42	aiming TC's caliber .50 gun
Fire Machine-gun	Return	pp. 40, 42	

Gunner Controls *These controls are unique to the Gunner position*

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Other effects...</i>
Elevate Main Gun/Coax	Up Cursor	p. 43	aims main gun and coax MG
Depress Main Gun/Coax	Down Cursor	p. 43	aims main gun and coax MG
Rotate Turret Left	Left Cursor	p. 43	aims main gun and coax MG
Rotate Turret Right	Right Cursor	p. 43	aims main gun and coax MG
Fire Laser Rangefinder	Space bar	pp. 44-45	engages stabilization
Fire Gun or Coax	Return	p. 46	

Driver Controls *These controls are unique to the Driver position*

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
Accelerate/Move Forward	Up Cursor	p. 48	takes time to reach max speed
Decelerate/Move Back	Down Cursor	p. 48	takes time to stop
Turn Left	Left Cursor	p. 48	
Turn Right	Right Cursor	p. 48	
Brake (stop quickly)	Return	p. 48	

COMMANDS

Vehicle Orders

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
Advance Fast	a	p. 57	
Advance Slow	s	p. 57	
Halt	h	p. 57	
Backup	b	p. 57	
Left Turn	l	p. 56	
Right Turn	r	p. 57	
Move to...	m	p. 57	
Turn to...	t	p. 57	
Fire at Will	f	p. 57	
Cease Fire	c	p. 57	
Engage to Front	e	p. 58	
Engage to Rear	d	p. 58	
Engage to Left	<	p. 58	need not hold down shift key
Engage to Right	>	p. 58	need not hold down shift key
Smoke Generator On	+=	p. 58	need not hold down shift key
Smoke Generator Off	-	p. 58	need not hold down shift key

Platoon Orders

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
Advance Fast	a	p. 62	
Advance Slow	s	p. 62	
Halt	h	p. 62	
Backup	b	p. 62	
Left Turn	l	p. 59	
Right Turn	r	p. 59	
Move to...	m	p. 62	
Turn to...	t	p. 59	
Fire at Will	f	p. 62	
Cease Fire	c	p. 62	
Form Wedge	Shift W	p. 59	illustrated on pg 60
Form Vee	Shift V	p. 59	illustrated on pg 60
Form In-Line	Shift I	p. 59	illustrated on pg 60
Form Column	Shift C	p. 59	illustrated on pg 61
Form Echelon Left	Shift L	p. 59	illustrated on pg 61
Form Echelon Right	Shift R	p. 59	illustrated on pg 61
Smoke Generator On	+=	p. 62	need not hold down shift key
Smoke Generator Off	-	p. 62	need not hold down shift key

HQ Radio Net *only if the appropriate support is available*

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
A-10A Attack Jet	j	pp. 64,65	has Mavericks and 30mm GAU
AH-64A Attack Helicopter	a	pp. 64,65	has Hellfires and 30mm Chain
OH-58D Observation Helicopter	o	pp. 64,65	has Machine-gun
107mm Mortar Bombs	b	pp. 63,64	high explosive barrage
107mm Smoke Bombs	s	pp. 63,64	smoke screen barrage
155mm HE Shells	h	pp. 63,64	high explosive barrage
155mm WP Shells	w	pp. 63,64	smoke screen barrage
MRLS 227mm Rockets	r	pp. 63,64	large high explosive barrage

SIMULATION CONTROLS

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
Outside Tank	F9	p. 68	view from OP tank
Outside Any	Shift F9	p. 68	must be on mapboard
Hide Map Objectives	Alt m	p. 55	toggles graphic on and off
Pause	Alt p	p. 68	hardware pause may also work
Accelerated Time	Alt a	p. 69	lower number is faster
Boss (Hide Game)	Alt b	p. 69	must press Alt b to resume
Quit	Alt q	p. 69	exit to DOS
Adjust Detail	Alt d	p. 69	adjusts graphic complexity

MAPBOARD

Controls

<i>Control</i>	<i>Key</i>	<i>Manual</i>	<i>Notes</i>
Mapboard	F5	p. 54	
Your Tank	F6	pp. 54,56	displays OP tank position, data
Next Platoon	F7	pp. 55,58-63	cycles platoon data windows
Next Vehicle	F8	pp. 55,56-58	cycles vehicle data windows

Terrain Color Key

Feature

Open Ground
Road
Building
Stream
Tree
Bog or Field

Color

Dark green
Black line
Gray/black box
Blue line
Black-green dot
Olive green areas

Vehicle Symbols Key

Map Symbol



Vehicles

Main Battle Tanks:
M1, M60, T-80, T-72, T-64, T-62, T-55

Other AFVs:
IFVs, APCs, Armored Cars, etc.

Unarmored Vehicles:
Jeeps and Trucks

Dismounted Infantry
(with missiles and rockets)

Helicopters:
AH-64A, OH-58D, or Mi-24 HIND

American Attack Jet:
A-10A "Thunderbolt II"

Pact Attack Jet:
Su-25 "Frogfoot"

CREDITS

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