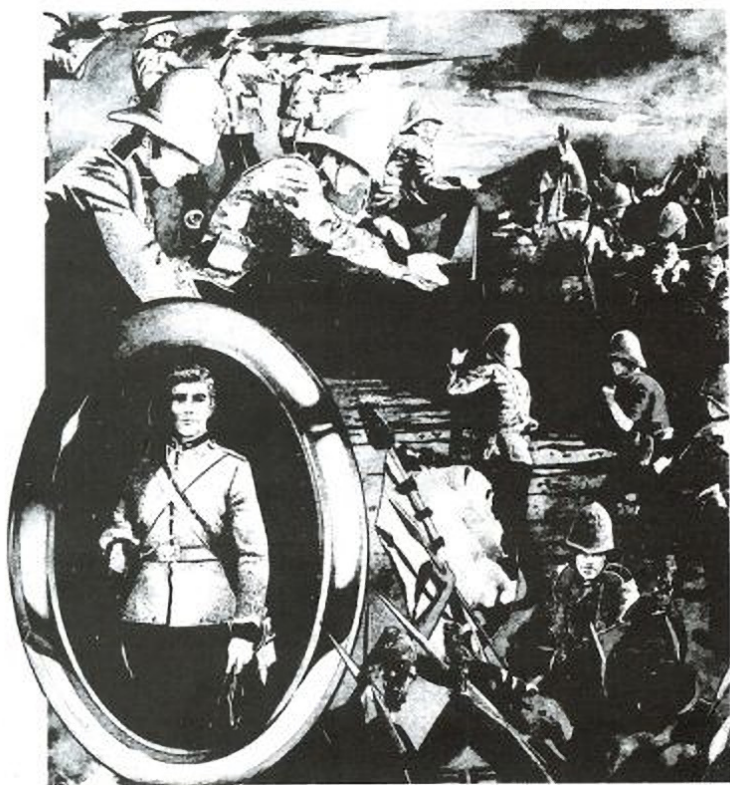


RORKE'S DRIFT



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RORKE'S DRIFT PC VERSION

LOADING

Boot your computer with DOS before you install or start Rorke's Drift.

Hard Drive

Installation: insert Rorke's Drift into drive A or B. Change to that drive by typing A; or B: and pressing ENTER. Then type

INSTALx where:

x is the drive you're installing from (A or B)

y is the drive you wish Rorke's Drift to reside on (C, D or E) and press ENTER. A sub-directory RORKE will be created and the appropriate files will be copied across.

Starting from Hard Drive: switch to the drive which has Rorke's Drift on by typing x: (where x is the drive letter) and pressing ENTER. Type CD\RORKE and press ENTER. Then type RORKE for EGA/VGA version or

RORKE's for CGA version and press ENTER.

Starting from Floppy drive: insert the disk and then type RORKE for EGA/VGA version or RORKEC for CGA version and press ENTER.

We recommended that floppy drive users format a spare disk, to save half completed games to, before playing.

PC CONTROLS

Rorke's Drift is best controlled by using the mouse. If you do not have a mouse the following keyboard controls will move the mouse pointer for you:

T	Up Left
Y	Up
U	Up Right
G	Left
H	Mouse Click
J	Right
B	Down Left
N	Down
M	Down right

In addition, pressing the keys below, positions the mouse pointer over the following useful icons:

- 1 Disk Operations
- 2 Calendar
- 3 Clock/Fast Mode
- 4 Man/Give Orders
- 5 Map
- 6 Red Cross/Casualty List
- 7 Battle-On
- 8 Next Man (Up)

PIECE STATISTICS

From left to right the 5 piece statistic icons, mentioned in the MAP ICON paragraph of the manual, represents attack strength, defence strength, marksmanship, ammunition and health status.

HISTORICAL BACKGROUND

Just after Noon on January 22nd 1879, the British army undertook the first engagement with the Zulu empire. Wrongly, they assumed they were fighting ignorant savages. Yet already they ruled an impressive empire which covered a large area of Southern Africa. An army of over 50,000 men had trained hard, and led by their King - Cetshwayo, had become a highly disciplined fighting machine. The British encampment at Isandhlwana was unprepared for the coordinated assault directed against them, and the column was annihilated. An army of 4,000 warriors then pressed on to the British outpost at Rorke's Drift. Here stood a church and a hospital in which there were 36 wounded and sick soldiers. There were just 101 able-bodied men. Led by their highest ranking officer, a lieutenant of the Royal Engineers called Chard, the Redcoats built a perimeter of barricades from mealie bags and wooden crates. The battle that followed was full of bravery and devotion to duty on both sides and eleven Victoria Crosses were won by the British defenders.

The re-creation of this incredible chapter in history took many months work by an experienced wargames designer - and countless hours of research went into making sure it feels and plays like the original encounter. Each character is represented individually on the battlefield. A pose has been drawn for every order, 80 in all, allowing him to face any one of 8 directions whilst standing, kneeling, firing etc. Attention has been paid to ease of use. As a result this simulation is fully mouse-driven. You will control each of the 137 men (including the wounded, who played - and play - an active part of the battle). You will decide when they advance, retreat, rest, aim, fight and fire. Each man has his own skill-level for shooting and fighting hand-to-hand. He also has an individual level for his health and his ammunition.

LOADING

Place disk in the disk drive and switch your computer on. We would recommend formatting a spare disk before starting to enable you to save a game.

GETTING STARTED

On the title screen, first select the language you would like the text to be displayed in by using the mouse and clicking on the appropriate flag. Then click on either the PLATO logo - to start the game where the Zulus will follow the attack pattern that actually occurred, or the IMPRESSIONS logo where each time you play the zulus will vary their strategy.

ORDER OF PLAY

The game has two distinct phases: command and battle. In the command phase, no movement or fighting takes place - the game is paused. In this phase you give orders to as many of your men as you wish. In the battle phase - the simulation runs, the Zulus move and attack, your orders are carried out - the battle takes place!

VICTORY CONDITIONS

For you, commanding the British force, victory is out of the question - survival is your goal. The battle starts at 5.30p.m on 22nd January and finishes when either you are wiped out or at 7.00a.m on 23rd January.

THE COMMAND SCREEN

Disk icon: This enables you to save (and load) game positions. You can save up to 3 games on a diskette. Note: if you wish to exit this screen without saving click yellow arrow to exit.

Throughout the game the yellow arrow signifies exit.

CLOCK ICON: The simulation starts at 4.30p.m on 22nd January. You have completed the construction of your defences. You have an hour to deploy your men. Once you have deployed you can move the clock forward to 5.30p.m (when the Zulus first attack) by clicking on it. during the battle if you click on the clock, you will go into "fast battle" phase - where a summary of events is displayed while the action continues in the background. This option allows you to accelerate the game.

MAN ICON: From this icon the order screen can be accessed.

MAP ICON: A map of Rorke's Drift is displayed; clicking on any part of it takes you to that part of the area, and a new set of icons appears at the bottom of the screen. Clicking on the icons then shows statistics about all soldiers/Zulus on the screen. From left to right, the icons show: defence strength, marksmanship, ammunition and health status. The numbers are out of a 100, with 100 being the best/highest.

RED CROSS ICON: shows the number alive, injured and dead for each side.

EXIT ICON: switches to battle phase.

5

there are any obstructions in the line of fire (don't try firing through brick walls!). Soldiers kneeling are unable to fire over sandbags.

REPEAT ORDER: Having issued a command, you can get that order carried out by other soldiers - this is very useful for keeping soldiers in formation while they move. Just click on the soldiers number and rank at the bottom of the screen. The pointer will turn yellow to indicate that you are in repeat order mode. Just point at and click on the soldiers and they will carry out the order. This feature significantly decreases the time you need to spend on giving out 'individual' orders. To finish just click on the soldiers number and rank to return to the normal command phase. Note: Repeat order does not work for firing.

NEXT SOLDIER: Having finished giving orders to a soldier, you can select the next man in a number of ways; if you can see the man you want just click on him, you can use the up and down arrows in the bottom corners to move through the ranks or by displaying the map, bringing up the part of the battlefield that you are interested in and then clicking on your man.

HAND TO HAND FIGHTING: During the battle phase - should a Zulu or a soldier meet, they will engage in hand to hand combat. The outcome will depend on their individual abilities (attack/defence), current strength and the amount of cover (if any). The results of the fighting will be displayed to you after each round.

MAP CO-ORDINATES: The X (left/right) and Y (up/down) co-ordinates showing the location of the window are displayed at the top left hand side of the screen. (0.0 is the top left of the map).

BATTLE PHASE: The battle will continue until the left mouse button is held down and released. You will then go back into command phase. To move around the battlefield move the pointer to the edge of the screen. The battlefield will then scroll.

When you leave the battle phase, on entering the command panel, if there are any unreported fight results, they will appear. If you click on the reports exit icon, no more will be displayed. Click off the report and the next report will be displayed. Continue clicking until no more appear. Note: if you click on the report card itself, the screen will switch to the battle area so that you can see exactly where the action took place.

7

ORDER SCREEN

To turn the man to face in the direction you want, click on either of the curved yellow arrows.

The top left gets the man to stand easy.

The one to the right gets him to use his specialist skills:

Private - fights

Sergeant - fights

Officer - fights

Medic - attempts to heal the wounded around him.

Quartermaster/storeman - will fill ammo bags of the soldiers near him with bullets (70 bullets per man).

The next three commands only apply to the soldiers. They allow you to get him to aim and reload while kneeling, aim and reload while standing or Fire!

The final icon on the left hand side gets the soldier to move.

There are three speeds: walk (signified by 1 soldier), run (shown by 2) and charge (shown by 3). Walk also allows the soldier to climb over certain parts of the terrain, like the barricades. If you charge, your strength will decrease until you become worn out! At the end of the charge, your soldier will immediately switch to fight mode.

Having given your order, click on the exit icon - to confirm you've finished. You can come back and change the order if you wish.

MOVE COMMAND: Having clicked on the speed, the mouse pointer will turn yellow and the order icon disappear to reveal the battlefield. Click the pointer over the area you want the man to go. When you switch to battle phase he'll go! Note: a yellow cross sometimes appears to denote where a soldier is currently travelling to. Also 'soldiers' cannot climb over one another or through brick walls!

FIRE COMMAND: Having clicked on the fire icon, assuming you have a loaded gun, the order menu will disappear to reveal the battle field. Using the yellow mouse pointer click on the target you wish to hit. The result will appear. You will have to reload your gun, before you can fire again reloading only takes during the battle phase - only 1 shot per soldier per turn is allowed.

Whether the shot hits the target depends on which direction the soldier is facing (don't try and fire behind your back), whether he is aiming and for how long, the distance between the gun and the target, the soldiers firing ability, and whether

6