

CBM 64/128 Cassette

64/128

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AIRBORNE RANGER™

THE ULTIMATE COMBAT SIMULATION FROM MICROPROSE

You are a member of 'THE ELITE UNIT' selected for your courage, ingenuity and special skills, hand picked to go on the most dangerous of missions behind enemy lines!

- 12 exciting missions.
- Various terrains to encounter.
- Multiple enemy threats.

"An excellent combination of the arcade shoot-em-up action and war gaming tactics... A great game." Amstrad Action 90%.

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MICROPROSE

AIRBORNE RANGER™



CBM 64/128

SPECTRUM

SPECTRUM



Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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MULTIMAXX 4



VENGETTA



GUNSHIP

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AIRBORNE RANGER



TURRICAN™ II



PROJECT STEALTH



ST DRAGON



MICROPROSE SOCCER



MYTH

AIRBORNE RANGER™

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE
Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette deck.

SPECTRUM 48/128K, +2 CASSETTE
Type LOAD™ and press ENTER, then press PLAY on the cassette deck.

When loading the game, the title screen appears, after the title screen you will be presented with a controls menu. The choices are:
1. Keyboard 2. Kempston 3. Protek - AGF
4. Sinclair 5. Fuller
Press the appropriate number to highlight your selection and space to confirm choice. If you change your mind do not press space and after a short period the computer will ask you to choose again.

AMSTRAD CPC CASSETTE

Press CTRL and small ENTER keys together then press PLAY on the cassette deck.

MISSION SELECTION

There are always more missions that need to be done than there are Rangers to do them. Choose the mission you wish by highlighting and selecting with your joystick.

Campaigns: Experienced commanders may want to select "Campaign." A Ranger assigned to a campaign will be expected to perform all of these missions. By selecting "Campaign" you will be eligible for promotions and awards that are not available to those who prefer to select their missions.

Difficulty Level: The higher the difficulty level, the more dangerous the mission, but the Ranger will have the opportunity to score more merit points. Use the controller to move the slider left or right on the difficulty bar (Left=Easy: Right=Difficult). Press the control button to select.

AIRDROP TO THE MISSION ZONE

While enemy attention is diverted elsewhere, a V-22 Osprey aircraft flies your Ranger to the mission zone. The Osprey will pass over the goal area for a quick reconnaissance, then continue south to the Drop Zone where you can jump in relative safety.

The Osprey flies south at a steady speed, but you can deviate course east or west to some extent (so you can drop Supply Pods where you want, and jump at a favourable location). To move the Osprey east or west, move your controls left or right.

Supply Pods: You have been issued three Supply Pods, each containing extra arms, ammo and first aid.

COMBAT SCREEN

Most of the action takes place on the Combat Screen, which shows you, the ranger, in the centre surrounded by your immediate environment.

RANGER MOVEMENT

Direction: Simply move the controls in the direction you want to go. You rotate until facing that direction, then move.

Changing Movement Speeds: You start the ground mission walking. To change to running, press the RUN/WALK key; to switch back to walking, press it again. Pressing the CRAWL/UPRIGHT key enables you to toggle between walking (or running) and crawling.

WEAPON USE

An Airborne Ranger has a variety of weapons at his disposal. To see which weapon you are currently armed with, look at the Combat Indicator at the top corner of the screen and note what silhouette appears there. To see your current weapon, look at the weapon indicators on the right of the screen and note which weapon is highlighted.

To change weapons, just press the appropriate key for the weapon you want. The silhouette indicator will change when the weapons are switched.

Carbine: This short automatic rifle fires when the control button is pressed. Hand Grenade: To throw a Hand Grenade, press the button, then release it. Law Rocket: A Light Anti-Tank Weapon rocket is launched when the control button is pressed.

Knife: When the control button is pressed, you stab in the direction you are facing.

Time Bombs: These are charges of plastic explosive with variable time-detonators.

DESERT MAP SYMBOLS

MG Nest		Bush		Bunker	
Barbed Wire		SAM Launcher		Wall	
Tent		Guard House		Explosives Magazine	
Boulder		Hostage Prison		Ammo Shack	
Mine Field				Trench	

TEMPERATE MAP SYMBOLS

Barbed Wire		Minefield		Communications Post	
Tree Stump		Tank Traps		Manned Turret	
Ditch		MG Nest		Tent	
Pond		Wall		Turret Bunker	
Proximity Mines		Tiger Pit		Fuel Dump	
Controls Pyramid		Bunker			

ARCTIC MAP SYMBOLS

Aircraft		Icy pond		Wall	
Bunker		Ravine		Fir Tree	
Radar		Hangar		Snow Drift	
MG Nest		Aviation Fuel Dump		Barbed Wire	
Airstrip		Guard House		Minefield	

Spectrum symbols may vary to those shown.

MISSION BRIEFINGS

Destroy a Munitions Depot:
Steal a Code Book:
Disable Enemy Aircraft:
Capture an Enemy Officer:
Cut a pipeline:
Knock Out Enemy Radar Array:
Disable a SAM Site:

Liberate a P.O.W. Camp:
Photograph a Secret Experimental Aircraft:
Free the Hostages:
Create a Diversion:

AFTER THE MISSION

Promotions: If you complete your mission successfully you can expect to be promoted. The ranks a Ranger can achieve in this way are, in order: Private First Class (PFC), Corporal (CPL), Sergeant (SGT), Staff Sergeant (SSG), Platoon Sergeant (PSG), Sergeant Major (SGM), Second Lieutenant (2LT), First Lieutenant (1LT), Captain (CPT), Major (MAJ), Lieutenant Colonel (LTC) and Colonel (COL - Achievable only by selecting "Campaign").

Commendations and Medals: Medals are awarded for achievement above and beyond the call of duty.

KEYBOARD CONTROLS FOR CBM 64/128

←	Call
5	Time Bomb 5 seconds delay
6	Time Bomb 10 seconds delay
7	Time Bomb 15 seconds delay
Inst Del	First Aid
CRSR	Run/Walk
Space Bar	Crawl/Upright
Run/Stop	Map

WEAPON SELECTION

F1	Carbine
F3	Hand Grenade
F5	Law Rocket
F7	Knife

KEYBOARD CONTROLS FOR AMSTRAD

ESC	Call
DEL	First Aid
F3	Time Bomb 5 seconds delay
F6	Time Bomb 10 seconds delay
F9	Time Bomb 15 seconds delay
Enter	Run/Walk
Space Bar	Upright/Crawl
Shift	Map

WEAPON SELECTION

F0	Carbine
F1	Law Rocket
F4	Knife
F7	Hand Grenade

CONTROLS FOR SPECTRUM

M	Call
Z	Time Bomb 5 seconds delay
X	Time Bomb 10 seconds delay
C	Time Bomb 15 seconds delay
B	First Aid
Enter	Run/Walk
Space	Crawl/Upright
Symbol/Shift	Map

WEAPON SELECTION FOR SPECTRUM

1	Hand Grenade
2	Knife
3	Law Rocket
4	Carbine

CAMPAIGN RIBBONS (CBM ONLY)

WORLD WAR II VICTORY MEDAL	KOREAN SERVICE MEDAL
LEGION OF MERIT	VIETNAM SERVICE MEDAL
SILVER STAR	ARMY COMMENDATION MEDAL
VIETNAM PRES. UNIT CITATION	PRESIDENTIAL UNIT CITATION
ARMY ACHIEVEMENT MEDAL	VALOROUS UNIT AWARD

DISTINGUISHED SERVICE MEDAL	ARMY OF OCCUPATION MEDAL
UNITED NATIONS SERVICE MEDAL	JOINT MERITORIOUS UNIT AWARD
EUROPEAN-AFRICAN CAMPAIGN	GOOD CONDUCT MEDAL
OVERSEAS SERVICE	ASIATIC-PACIFIC CAMPAIGN
SOLDIERS MEDAL	BRONZE STAR
DISTINGUISHED SERVICE CROSS	PURPLE HEART
NCO PROFESSIONAL DEVELOPMENT	PHILIPPINE DEFENCE

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ISTRUZIONI DI CARICAMENTO

CBM 64/128 CASSETTA
Premere i tasti SHIFT e RUN/STOP simultaneamente. Premere PLAY sul registratore.