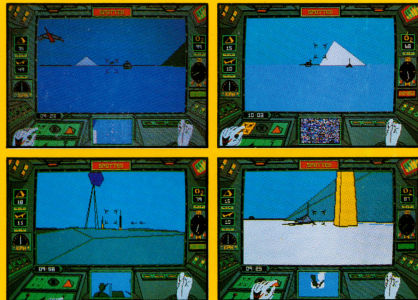


HAVE TANK. WILL TRAVEL.

THE ARCTICFOX Deadly tank of the near future. You command its bone-crunching power on a rescue mission to the Arctic wastelands. The odds? Lousy. **THE REALITY CHECK** You get it all. A three-dimensional battlefield. Accurate simulation of tank movement. Gut-wrenching stereo sound effects. Arcticfox feels so real you'll want to park it in your garage.

TWO ON-SCREEN HANDS WORK ALL CONTROLS AND WEAPONRY



INCLUDING CANNON, GUIDED MISSILES AND MINES

These screen shots represent Amiga version. Other versions may differ.

ELECTRONIC ARTS®
Home Computer Software

"So hot it practically melts
the polar ice cap... A
winner all the way."
Family
Computing

ELECTRONIC ARTS

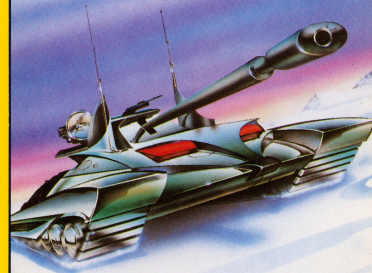
1

C64/128

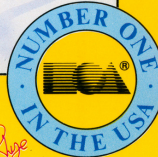
ARCTICFOX

64K
C64

C64/128



BY DYNAMIX



Jeff Tunnell
Richard Hicks
Kevin Ryan
Damon Slye

ELECTRONIC ARTS®

ARCTICFOX™

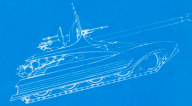
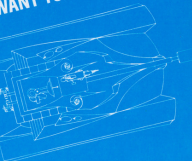
WHERE DO YOU SLEEP WHEN YOU OWN A 37-TON TANK?
ANYWHERE YOU WANT TO.

From 0 to 100mph in seconds! Just imagine a 37-ton Corvette in a hurry. Your 150mm cannon cuts through steel plating like a hot blade through pudding. Go ahead ... lose your restraint!
Two mine dispensers in back. A not-so-subtle shock for enemies on your tail.
Devastating line-of-sight guided missiles. Once launched, they can't be stopped. Don't get mad. Get even. Have tank. Will travel. They say Antarctica is nice this time of year.

THE ARCTICFOX (U.S.A.) PROTOTYPE

Weight: 37 tons
Length: 9.3 m
Width: 3.0 m
Height: 2.0 m
Engine: Style-Hicks
MX-100
Reciprocating
multi-fuel

2 mine dispensers
Tunnel series missile-launcher.
Line-of-sight missiles.
Suspension: 2 forty-ton hydraulic lifts.
Independent computer controlled.



"We build Worlds," is the motto of Dynamix, the designers of **Arcticfox**. Taking a break from world-building are (left to right) Kevin Ryan, Jeff Tunnell, Damon Slye and Richard Hicks.

They created the three-dimensional world of **Arcticfox** with a proprietary graphics package called 3-Space. It's responsible for the stunning projections and rotations in this program.

There is a Frisbee Golf course next to their office in Eugene, Oregon. It's responsible for keeping them sane during the fast-paced development of this program. "May the course be with you."



ARCTICFOX



FIGHTER: Unquestionably the most lethal unit of the alien attack force, its great speed allows it to swoop down unexpectedly on its target, and its evasive maneuvers make it difficult to hit with a guided missile.

ELECTRONIC ARTS®
Home Computer Software

ABOUT OUR COMPANY:
We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough, Berks, England.

Getting Started

- Turn on your computer
- Place game tape in the datasette, label side-up, and rewind fully
- Plug joystick into Port 2
- Hold down the **SHIFT** key and press the **RUN/STOP** key
- Press the play button on the datasette and the program will load
- After 2 minutes, the screen will turn cyan and after a further 1 minute, the title screen appears with the credits scrolling by. You can skip the credits by selecting one of the following *skill levels*:

- A. Preliminary Levels**
F1 - Enemy Preview
F3 - Training Mode
- B. Advanced Levels**
F5 - Beginner
F7 - Tournament

*Most games will load in about 3 minutes. Once a game is over the status screen will load. When you have finished reading this information, press the **SPACEBAR**, rewind the tape fully and press the play button to start another game.*

- Remember: Leave the **PLAY** button pressed on the datasette throughout the duration of a game.

Key Summary

Ctrl-R	Restart the game
Ctrl-S	Sound on/off
Ctrl-K	Keyboard mode
Ctrl-J	Joystick Mode
F7	Pause/continue game

Controlling Arcticfox

Movement: Your joystick controls the motion of the Arcticfox. By manipulating your joystick you cause the Arcticfox to move in the corresponding direction. Alternately, you can play in keyboard mode (**CTRL-K** to activate). The nine keys centred on the **S** key control movement.

	Forward motion			
	Q	W	E	
Left turn	A	S	D	Right turn
	V	X	C	
	Reverse motion			

To fire the Arcticfox's cannon, press your joystick button or the **SPACEBAR**.

Keyboard Button Controls: You can access some additional Arcticfox functions through the keyboard. The keys are laid out on the keyboard in the same pattern as the button on the control panel., The table below summarizes these extra functions. See your manual for more information.

Extra Function Controls

<u>Function</u>	<u>Control Key</u>
Cannon Inclination	P
Aft View	@
Mine	*
Relative Reverse	:
Guided Missile	;
Dig In	=
Big Screen Missile	RETURN

Programmers: Damon Slye, Richard Hicks, Jeff Tunnell, Kevin Ryan.
 Artwork: John Burton.
 World Creation: Paul Bowman.
 Producer: Joe Ybarra.
 Package Design: Grapplegroup Ltd.
 Package Illustrations: John Mattos.
 Screen Shots: Frank Wing.
 Artist's Photo: Randy Dersham.

Software © 1985 Dynamix. Package design © 1987 Electronic Arts.
 Amiga is a registered trademark of Commodore-Amiga, Inc.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a proof of purchase, a statement describing the defects, and your return address.

This warranty does not apply to the software programs themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

This warranty is in addition to, and does not affect your statutory rights in any way.

Media Replacement

Electronic Arts will replace user damaged media if the original media is returned with a Eurocheque payable to Electronic Arts Ltd. for £5.75 (inc. VAT) for disk or £3.45 (inc. VAT) for cassette.

Electronic Arts Ltd., 11/49 Station Road, Langley, Berks SL3 8YN, England.