

For
Commodore 64™

XONOX™

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ARTILLERY DUEL™

You are in charge of an artillery gun emplacement set in a rugged mountain terrain. Your enemy's gun emplacement is set across the hills in another strategic location, and it is your task to knock out the enemy before he is able to destroy you. You must take into account distance, gun placement relative to terrain, wind direction, and wind speed as you mount your assault. You can control the amount of powder and barrel angle for each shot fired as you zero in on your opponent. Before you can fire again, your enemy will get off a round, so make each shot count!

GAME INSTRUCTIONS

Get Ready to Play ARTILLERY DUEL™

1. Hook up your computer system and follow manufacturer's directions for peripheral connections.
2. This manual is written for both cassette and floppy disc formats. Only your load times and boot instructions will differ. Game play for each format is identical.
3. For use with floppy disc drive:
 - Insert disc into disc drive label side up, and turn on disc drive.
 - Turn on computer.
 - Type: Load "Boot", 8 (return).
 - Type: Run (return).
4. For use with cassette drive:
 - Insert cassette into cassette drive label side up.
 - Turn on computer. *DUEL*
 - Type: Load "Artillery" 1 (return).
 - Press Play on cassette drive.
 - Type: Run (return).
 - Press Stop on tape when game appears.
5. Artillery Duel is a two player game, so player #1 use the left joystick, and player #2 use the right.
6. There are 3 player skill levels which are independent of each other, so each player may choose to be a Private, Captain, or a General.
7. For use with cartridge follow manufacturer's directions.



ARTILLERY DUEL Video Game

As the officer in charge of an artillery gun emplacement, you must square off for an exciting duel of skill and action as you plan and coordinate the destruction of your opponent. Check the wind, make critical adjustments of barrel angle and powder

charge, and fire! Random terrains and gun placement ensure that every battle is different. Start off as a Private and as your skill in measuring the effects of wind and shot adjustment increases, you can promote yourself to Captain and eventually all the way to General. But when you get your promotions you will have to make progressively faster assessments of the situation as you zero in on your enemy!

1. OBJECT of the GAME:

Destroy the opposing artillery gun emplacement before he destroys you. Predetermine between you and your opponent how many battles you are going to play in your war (i.e., first player to destroy five gun placements).

2. CONTROLS:

Player #1 use left joystick and fire button, player #2 use right. Joystick controls which instrument is to be adjusted (flashing indicator) and the amount of barrel angle (up or down) and the amount of powder (up or down) used for each shot. The fire button fires your gun.

3. SCORE DISPLAY:

At the end of each battle, a cumulative score of the number of gun emplacements which both you and your opponent have knocked out will be displayed on each side in your continuing series of battles to win the war.

4. SKILL LEVELS:

You have three skill levels, Private, Captain, and General. Each player selects the level that they wish to play before the start of the first battle. The levels will remain in effect until the end of the war.

5. SCORING:

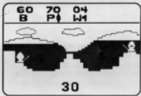
After each hit a damage report will show on the screen. When you have damaged more than 50% of your enemy his gun emplacement will explode and a recap of the scoring will be shown.

GAME LAYOUT:

The randomly created alpine terrain and gun emplacements will be new every time you play the game, so no two games will ever be the same!



have been selected, press FIRE BUTTON again to start game.



speed with flag for wind direction. The player in control makes his adjustments by using the JOYSTICK to move control (flashing sign) from Barrel to Powder to Fire instruments. To increase Barrel angle push up, or to decrease angle pull down while pressing FIRE BUTTON. You also control the amount of the Powder charge the same way. When you have made the correct adjustments, move control to fire and press the FIRE BUTTON to fire your gun.

There is an automatic shot countdown below the T.V. sight monitor in the instrument panel, and you must make your adjustments prior to reading "0" or your gun will automatically fire. Once you have fired control goes over to your opponent.

Shots falling short or long of your target explode, but you only score by a direct hit. Wind speed and direction may change between shots so you must take this into account when adjusting your gun as you zero in on your target. When one gun is finally destroyed, a group of your infantry soldiers will march on to the field of battle to a military drum beat to indicate which side has control of the territory. When you have destroyed your opponent, a score display will show you the number of shots, number of hits, and battle score to date in your war. Press FIRE BUTTON to continue your war.

PLAY ACTION — PRIVATE LEVEL:

Adjust powder level and barrel angle using the joystick. Take into account your previous shot's point of impact and the wind in making your adjustments.

You will have sixty (60) seconds to set up your shot before the automatic firing mechanism takes over. The on-screen clock tells you how many seconds you have to make your calculations. When you are ready, press the fire button to fire. The game will continue until one player has destroyed the opponent's emplacement.

PLAY ACTION — CAPTAIN AND GENERAL LEVELS:

You will still have all the variables (wind direction and speed, barrel angle, powder level and terrain) that you had in the Private level, but as your rank increases you will have less time (30 seconds for Captain and only 15 seconds for General) to make your adjustment decisions. The wind variations will also increase between shots, and your shots must be more accurate to destroy your opponent. Part of the challenge of being a captain or general is that you have less time to react to make the proper decisions. Assess the situation and rapidly decide what changes in your barrel angle and/or amount of powder will give your shot the proper trajectory to hit your target. You must always try to remember where your shot landed on the previous attempt and what the wind direction and wind speed were. This way when it is your turn again you can estimate which adjustment will be best under the particular conditions.

STRATEGIES FOR WINNING THE BATTLE:

When you first start a battle, test fire a shot based on your past experiences to see how gravity and wind are affecting your shot. Each game has slight gravity and wind force changes to prevent an experienced player from "memorizing" shot distances and trajectories (angles that the shots make at different barrel angles). Therefore the first shot is very important. Watch the opponent's shot as well, for you can learn from how his adjustments affect his shots to make yours more effective.

The higher you point your barrel the steeper the angle of your shot will be. This is good for getting at a gun emplacement nestled in a valley or behind a mountain, but high angle shots are more affected by the wind. (Note: about one increment of powder is equal to 2 MPH of wind change at 60° of barrel angle). This changes slightly with each new game.

As a last resort, use verbal exchanges and bad advice to distract and confuse your enemy. This is called "counter intelligence" and is often used by real military forces to supply false information to the enemy for their advantage.

PLAY IT AGAIN:

After you have fought your battle and either you or your opponent has won, your score display will recap the number of hits and emplacements knocked out so far in your continuing war. To continue, simply press FIRE BUTTON and a new terrain will be drawn for a new battle.

ARTILLERY DUEL — INSTRUCTION SUMMARY

Hook up your Artillery Duel video game cassette.

On your screen will appear an alpine terrain with hills, valleys and snow-capped mountains. Terrain will change with each new battle. Two artillery guns face each other on each side. The player whose number (1 or 2) is in the instrument panel has control (his gun flashes). Winning any battle takes cunning and quick decision making. Artillery Duel has a number of instruments in which to help you make correct calculations to win a battle and finally win the war.

At the top of your screen is your instrument panel. At the left is your Barrel angle indicator. To the right of Barrel is your Powder charge indicator, your countdown and Fire control. To the right of this is your Wind speed indicator and a flag for wind direction.

When a new round of firing begins you will first want to determine wind speed and wind direction. You will have 60 seconds for Private, 30 seconds for Captain, and 15 seconds for General to make the correct adjustments before firing. By moving your joystick right or left you will guide the blinking arrow to the instrument you wish to make adjustments to.

Barrel Angle —

Push up your joystick to increase the barrel angle and down on the joystick to decrease the angle.

Powder Level —

To increase the powder charge used in a shot push up on your joystick. Pull down on your joystick to decrease your powder level.

Wind Speed/Direction —

The wind instrument indicates wind speed in MPH. Watch the little white flag or the movement of the clouds to determine wind direction.

Shot Countdown —

The number displayed at the bottom center of the screen indicate the number of seconds remaining before you must fire — 60 seconds for Private, 30 seconds for Captain, and only 15 seconds for General.

Once the correct calculations have been made you should fire your gun. After your shot countdown has expired your gun will automatically fire. Firing will continue until one of the artillery guns is destroyed. When a battle is won, infantry soldiers marching to a military drumbeat will announce which side has control of the territory. The war continues with new terrain and new challenges.