

C64/128

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The peace summit was successful. An arms treaty has been signed. All medium range missiles have been destroyed...

...except for two which have been captured by a group of Terrorists who plan to destroy the Western World unless their fellow terrorists are released from a penitentiary in the United States.

Your task, as a mercenary employed by the United States Government, is to capture the terrorist bases in their desert outpost - Battle Valley - and eliminate the two missiles.

BY SIMON WELLARD

BATTLE VALLEY

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COMMODORE 64/128



BATTLE VALLEY

RACK

HEWSON

THE AIM OF THE GAME

The player starts off at his central HQ and his aim is to progress from there to capture all terrorist bases, three located in either direction. Then the two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the countdown reaches zero, otherwise the missiles will be launched and the world destroyed.

In between the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated by using the helicopter. The remainder must be destroyed using the tank. Note that the terrorist bases and the missile silos themselves can only be destroyed by the tank.

The helicopter has a winch which is used to collect pontoons for mending broken bridges or to collect extra ammunition from rooftops. The tank collects ammunition when it is halted on the grid at an ammo dump.

LOADING INSTRUCTIONS

Commodore 64 or Commodore 128 with suitable cassette player.

You are advised to disconnect all hardware from your computer. Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the play key on the cassette player. The game takes a few minutes to load.

CONTROLS

After the game has loaded press fire to access the options page.

- | | |
|---------------|---------------------------|
| F1 | = One/two players |
| F3 | = Music ON/OFF |
| F5 | = Double fire mode ON/OFF |
| Joystick fire | = Begin game |

When on a base:

- | | |
|---------------------|---------------|
| Joystick left/right | = Select tank |
|---------------------|---------------|

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Joystick up = Select helicopter
 <- = Transfer to furthest captured base
 on far side of HQ

Using a tank or helicopter:

Joystick left/right = Move left/right
 Joystick up = Fly up/down (helicopter)
 = Gun barrel up/down (tank)
 Joystick fire = Fire rocket or shells
 F1, F3, F5, F7 = Set speed F1=slow, F7=fast
 Spacebar = Turn helicopter or tank round
 Run/Stop = Pause game

Using helicopter winch:

Press spacebar to halt helicopter
 F3 = Lower winch
 F1 = Raise winch

Double fire mode:

When double fire mode is set on the option pages, speed and direction can be changed using the joystick instead of the function keys. For example, to increase/decrease speed when facing right, push joystick right/left and press fire twice quickly. To stop, centre joystick and press fire twice quickly.

SCORING

Anti Aircraft Cannon	1250
Land Based Missile	300
Missiles Launch Pad	2000
Missile Carrier	1000
Missile Launcher	2020
Storage Silo	300
Early Warning Station	2000
Rocket Launcher	800
Anti Aircraft Gun	750
Defensive Cannon	1250
Fuel Tanker	300
Rapid Fire Launcher	750
Ammunition Truck	300
Fuel Tank	400
Military Outpost	1750
Transmission Mast	1000

CREDITS

Programmed by Simon Wellard with invaluable help from Piran Montford.

Graphics by Mark Washbrook

Music and sound effects by Charles Deenan and Jeroen Tel.

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