

FINAL ASSAULT™

Command Card

for the Commodore 64/128

Read the Final Assault instruction manual for loading and general game-play instructions. Read this command card for keyboard controls and variations from the manual for the Commodore 64/128 version of the game.

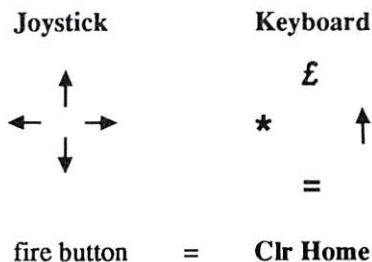
Getting Started

In the Commodore version, choose your game options in this order:

1. Select either the number of courses, resume, or training.
2. If you did not resume a saved game, type your name and press **Return**.
3. Set your departure time and press **D** when finished.
4. Select the season (summer or winter) for your trek.
5. Choose your route(s). Then press **A** to select Accept or **R** to select Refuse.
6. Load your pack. Then press **D** to select Done or **M** to select More.

Keyboard Controls

Press the keys shown in the diagram in place of the joystick moves described in the manual. Use these controls for hiking and jumping, using your supplies, climbing on ice, and climbing on rock.



Using Your Supplies

Press **Spacebar** to bring the pointer onto the screen. Then, depending on where an article is, move the pointer to either Carried (on your rack) or In My Bag and press the fire button or **Clr Home**. You'll see a list of contents. Push the joystick handle up and down or press the **£** and **=** keys to scroll through the list. When the pointer is on the article you want, make your selection by pressing the fire button or **Clr Home**. To remove the list of items and continue your climb, press **Spacebar**.

Climbing On Ice

When climbing on ice, dig in your axes and set your first foot using the joystick moves described in the manual or the keyboard controls on the front of this card. Then pull yourself up and set your second foot by pressing the fire button or **Clr Home**.

Additional Keys

- Press **P** to pause the game. Press **Spacebar** to resume play.
- Press **Backspace** at any time to end the game.