

SUMMARY OF COMMANDS

1. ACTION COMMANDS:

"M" (MOVE) Commands the unit under the cursor to prepare to move.

"A" (ATTACK) Commands the units under the cursor to attack an enemy unit.

"D" (DEFEND) Commands the unit under the cursor to entrench and defend itself.

"R" (RESERVE) Commands the unit under the cursor to enter the "Reserve Mode", in which it most readily recovers from losses.

JOYSTICK ENTRY: Move the cursor over the unit, push the trigger twice, move the arrow on the menu that appears in the text display, and press the trigger again when it is next to the desired command. Use "Cancel" to exit menu without changing the unit's orders.

2. OBJECTIVE COMMAND

"H" (HERE) Designates an objective for the last friendly unit accessed (via the keyboard commands "A", "D", "M", or "R", or the joystick driven command menu).

JOYSTICK ENTRY: This command can also be entered by pushing the trigger of the joystick when the cursor is over the desired location. If an enemy unit occupies it, the trigger must be pressed twice. If a friendly unit is in the objective location, the "H" command must be used.

3. INFORMATION COMMANDS

"SPACE" (UNIT STATUS) Displays all available information on the unit under the cursor. If the unit is an enemy unit, only limited information will be available. This information can also be gained via the joystick by pressing the trigger once.

"C" (CITY) Displays the name, occupant, and Victory Point value of the city under the cursor.

"G" (GENERAL) Describes the commander of the unit under the cursor.
(Except Atari)

"W" (WHO?) Places the cursor on the unit from which the last message originated.

"?" (WHO'S WINNING?) Displays the game status in the text display area, including the current casualty levels, the victory level, and the current overall supply totals.

"O" (OVERVIEW MAP) Replaces the scrolling map and text display with a one screen map of the entire board area, showing land and sea areas and the deployments of the opposing armies. Press any key to return.

4. UTILITY COMMANDS

"F" (FREEZE) Freeze the game action; press "F" again to restart.

"L" (LOAD) Load a previously saved situation from disk. Atari and Commodore: enter the file name (1-8 characters), and press RETURN. Apple: enter the number of the game.

"Q" (QUIT) Used to change sides in a two player game.

"B" (FLASHBACK) Used to enter the flashback mode to review the course of the current game. (Except 64K Apples and Atari 800).

"S" (SAVE) Save the current game situation on disk. Atari and Commodore: enter a file name (1-8 characters), and press RETURN. Apple: enter number and file name (1-15 characters).

"T" (TERRAIN) Removes all units from the map and displays the terrain underneath. Press "T" again to restore the units.

"U" (UNITS) Changes unit display from symbols to icons and back.

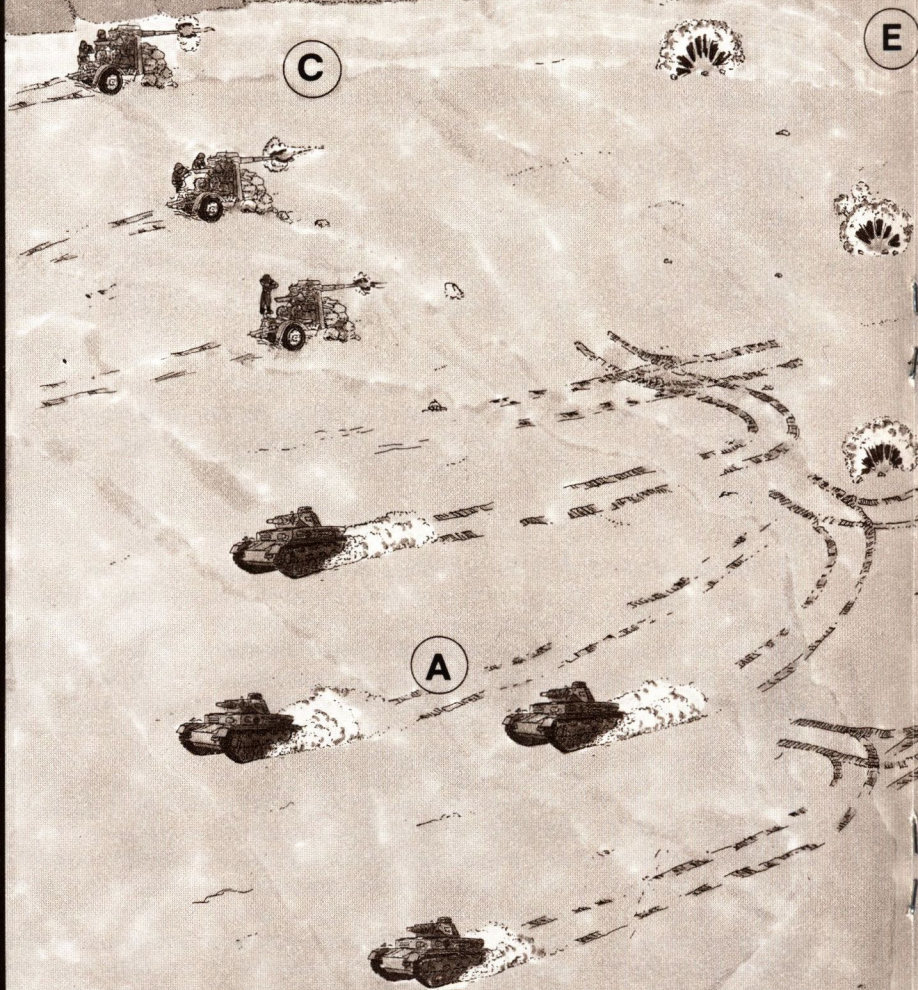
"<" and ">" (Atari and Apple), **"+" and "-"** (Commodore) (SPEED INCREASE AND DECREASE) changes speed of play during the game.

Decision *in the* Desert

COMMAND

FROM MICROPRO

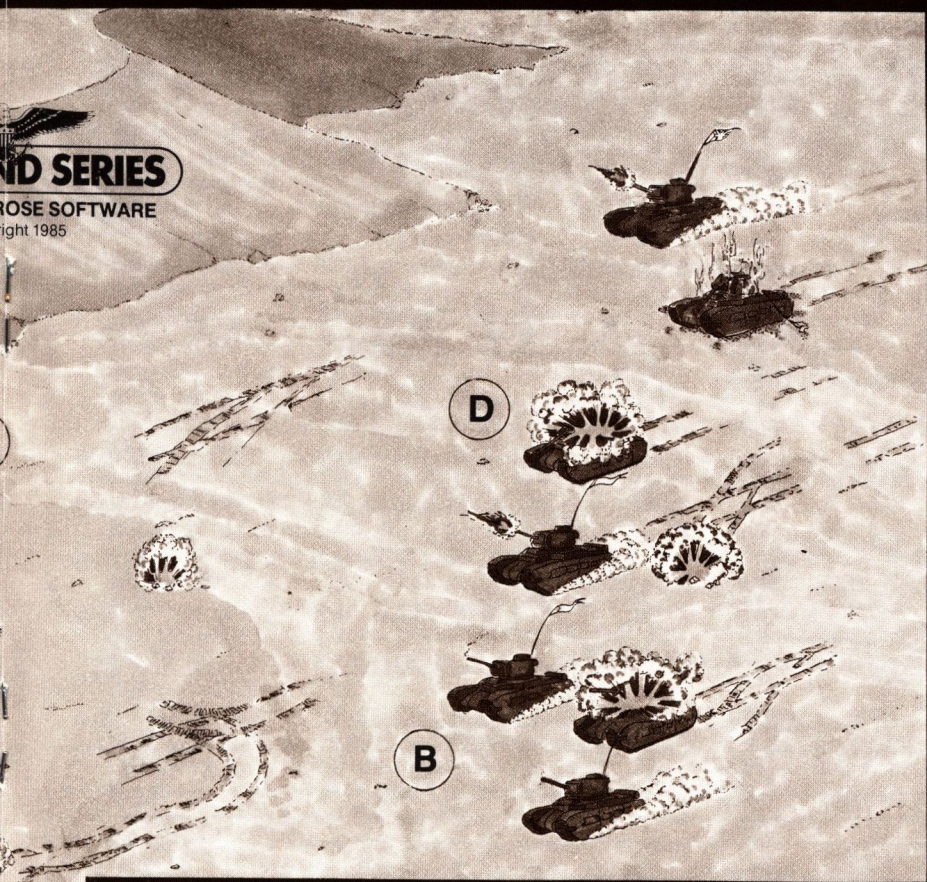
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ND SERIES

ROSE SOFTWARE

ight 1985



Typical Desert Engagement

CIRCLE "A"

German Panzer Tanks Retreating After Having Lured British Tanks into Chase

CIRCLE "B"

British Tanks Follow Unaware of the Impending Trap

CIRCLE "C"

Dug in German 88mm Antitank Guns Lay in Wait

CIRCLE "D"

Long Range Anti-Tank Fire Hits British Tanks

CIRCLE "E"

British Tank Return Fire Falls Short

TERRAIN KEY

SCREEN PICTURE	NAME	COMBAT FAVORS	MOVEMENT EFFECTS
	SEA		IMPASSABLE
	COASTAL (WATER)		IMPASSABLE
	COASTAL (LAND)	NORMAL	NORMAL
	HARBOR		IMPASSABLE
	FORT	DEFENSE HEAVILY	NORMAL
	ROAD (Black) & TRACK (Red)	ARMOURED ATTACKS	FAST
	HILLS	DEFENSE	SLOW
	ROUGH	DEFENSE	SLOW
	DESERT	ARMOURED ATTACKS	NORMAL
	AIRFIELD	ARMOURED ATTACKS	NORMAL
	PASS	DEFENSE	SLOW
	ESCARP-MENT	DEFENSE	VERY SLOW
	TOWN	NORMAL	NORMAL

UNIT TYPES

ICON	SYMBOL	TYPE	SIZE	VP
ITALIAN				
		BLACKSHIRT	DIVISION	1
		LIBYAN	DIVISION	1
		INFANTRY	DIVISION REGIMENT	2
		MOTORIZED INFANTRY	DIVISION	3
		ARMOURED	DIVISION	4
		PARACHUTE	DIVISION	5
GERMAN				
		INFANTRY	REGIMENT DIVISION	5
		PARACHUTE	BRIGADE	5
		MOTORIZED INFANTRY	REGIMENT DIVISION	6
		PANZER	REGIMENT DIVISION	7

UNIT TYPES

ICON	SYMBOL	TYPE	SIZE	VP
BRITISH				
		INFANTRY	BRIGADE	3
		SUPPORT	GROUP	4
		MOTORIZED INFANTRY	BRIGADE	4
		INFANTRY TANKS	REGIMENT BRIGADE	7 4
		LIGHT ARMOURED	BRIGADE	4
		CRUISER/MEDIUM	BRIGADE	4
COMMON				
		ARTILLERY		5
		AIR	SQUADRON GROUP	7
		MINE FIELD		0
		HEADQUARTERS		12
		SUPPLY DEPOT		20