

FIREZONE

QUICK KEY GUIDE

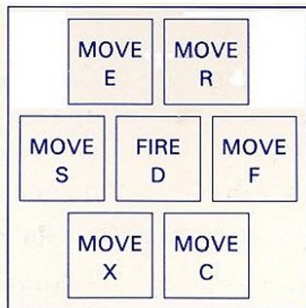
CBM 64/128

LOADING:

CASSETTE: Rewind the cassette and press **SHIFT RUNSTOP** simultaneously.

DISC: LOAD "*" ,8,1.

MOVEMENT CONTROLS:



SPACE
BAR

— Returns the cursor to **SCAN MODE** from **MOVE MODE**.

SPACE
BAR

— Puts the cursor in **MOVE MODE** from **SCAN MODE**.

D

— When in **SCAN MODE** — **TOGGLES BETWEEN "STACKED" UNITS** — i.e. more than one unit in a single hex. When in **FIRE MODE** Press this to **FIRE**.

RETURN

— Ends the Movement Phase.

UNIT COLOURS

- **LEAGUE** Grey on Green
- **COMBINE** — Red on Green

GAMEGEN CONTROL KEYS

LOADING:

DISK: LOAD "DESIGN", 8, 1.

CASSETTE — Use side B of the tape and press SHIFT RUNSTOP simultaneously.

T — changes terrain to (press appropriate key)

1 — Clear, 2 — Woods, 3 — Rough, 4 — Marsh,
5 — Water, 6 — Ruins, 7 — Urban.

O — followed by number key places a road in the hex.

K — sets key variables from menu.

U — sets unit data (menu).

***** — saves game file.