

Arcticfox

Amstrad Cassette/Diskette

CASSETTE:

Insert the tape label side up and fully rewind. Hold down the **CTRL** key then press the **SMALL ENTER KEY**. Press the **PLAY** button on the recorder followed by another key. When the game has loaded, stop the tape, select your level and configuration and then press play if prompted.

Once the program has loaded, the title screen and credits appear. Press any key to continue.

CTRL-R restarts the game at any time. **ESC** pauses/restarts play;
CTRL-K selects keyboard control (the default). **CTRL-J** selects joystick control.

Skill Levels

To select your desired skill level, press the appropriate function key. See the enclosed manual for more information about the various skill levels.

A. Preliminary Levels

Training Mode: F7

B. Advanced Levels

Tournament Mode: F9

When you select Tournament Mode (**F9**), you will be given the opportunity to choose the enemy configuration and your starting location. Just follow the onscreen prompts to make your selection.

Controlling the Arcticfox

Movement: Your joystick can be used to control the movement of the Arcticfox (**CTRL-J** to activate). Alternately, you can use keyboard control (**CTRL-K** to activate).

The nine keys centred on the **S** key control movement.

	Forward motion			
	Q	W	E	
Left Turn	A	S	D	Right Turn
	Z	X	C	
	Reverse motion			

To fire the Arcticfox's cannon, press the joystick's fire button or the **SPACEBAR**.

Keyboard Controls: You can access the Arcticfox's other functions through the keyboard. The keys are laid out on the keyboard in the same pattern as the buttons on the control panel. The table below summarizes these extra functions. See your manual for more information.

Extra Function Controls

Function	Control key
Cannon Inclination	F7
Mine	F9
Relative Reverse	F4
Guided Missile	F5
Dig in	F6
Big screen missile	Small ENTER key

Amendments to Arcticfox manual:

Damage indicator: (Page 3) is black when Arcticfox is undamaged and slowly turns green and finally yellow as Arcticfox sustains damage.

Snow Fields: should read Tundra on page 5. The Arcticfox travels at 50% speed on Tundra fields which are coloured green on the radar view.

There is no option to have Control keys on the left side of the keyboard (Page 4).

Programmers: Damon Slye, Richard Hicks, Jeff Tunnell, Kevin Ryan

Amstrad version by: The Zen Room/Comtec

Artwork: John Burton

World Creation: Paul Bowman

Producer: Joe Ybarra

EuroPackage Design: Grapplegroup Ltd.

Package Illustrations: John Mattos

Screen Shots: Frank Wing

Artist's Photo: Randy Dersham