LEATHERNECK Copyright(c) MICRODEAL 1988

REQUIREMENTS:-

To run Leatherneck you require an Atari ST or an Amiga computer with at least 1 joystick.

LOADING:-

To load, turn off all peripherals and add-ons, then place the your Leatherneck disk into the internal disk drive, the program will then load and run automatically.

CONTROLS:-

Leatherneck is a four player game. Two men are controlled with a joystick in the normal way, (i.e. in the two mouse/joystick ports), and the other two are controlled by a special MICRODEAL dual joystick adaptor, (available from Microdeal), the special adaptor is not required to play the game.

PLAYING THE GAME:-

When you begin the game you must make some sort of joystick movement or the computer will think that you do not wish to play, and your player will die.

The object of the game is to gain points by surviving and advancing as far as possible. To survive you must avoid enemies and their shots and stay clear of machine gun fire and explosions. To advance simply walk up the screen while surviving!! On the right hand side of the screen is a status area which displays for each player a score, lives remaining, current weapon and amount of ammunition. A bullet in the status area represents how much ammunition you have left for your current weapon.

WEAPON CONTROLS:-

Your current weapon can be changed in one of two ways. The first is by moving you joystick rapidly right, left then right again. Or by striking a key on the keyboard.

PLAYER 1:- Keys to the left of 7,Y,H,B.

PLAYER 2:- Keys to the right of 8,U,J,N.

PLAYER 3:- Any of the ARROW keys.

PLAYER 4:- Any keys on the NUMERIC keypad. When playing a 4 player game to enable players 3 and 4, you must press the F10 key at the start of the game.

