

COMBAT

COURSE



SPECIAL FORCES

Application for Admission

FORM 2278-11A

NAME (Last, First, MI): _____

ADDRESS: _____

SOCIAL SECURITY NUMBER: ____/____/____ - ____/____/____

DATE OF BIRTH (Month/Day/Year): ____/____/____

PLACE OF BIRTH: _____

EXACT TIME OF BIRTH: (AM/PM) _____ HEIGHT: (Ft.In.) _____

WEIGHT: (Lbs.) _____ HAIR COLOR: _____ EYE COLOR: _____

SHOE SIZE: _____ MARRIED ☐ SINGLE ☐ NONE OF THE ABOVE ☐

MOTHER'S MAIDEN NAME: _____

FATHER'S MOTHER'S MAIDEN NAME: _____

MILITARY BACKGROUND:

ARMY ☐ NAVY ☐ AIR FORCE ☐ MARINES ☐

NATIONAL GUARD ☐ R.O.T.C. ☐ OTHER _____

NONE OF THE ABOVE ☐

COMBAT EXPERIENCE:

WWI ☐ WWII ☐ KOREA ☐ VIETNAM ☐ GRENADA ☐

OTHER _____ NONE OF THE ABOVE ☐

SPECIAL TRAINING:

WEAPONS ☐ ESPIONAGE ☐ EXPLOSIVES ☐ COMBAT ☐

ELECTRONICS ☐ OTHER _____

NONE OF THE ABOVE ☐

COMPLETE DESCRIPTION AND PLACEMENT OF ALL TATOOS

(PLEASE BE SPECIFIC): _____

DO YOU SPEAK ANY FOREIGN LANGUAGES?

FRENCH ☐ RUSSIAN ☐ CHINESE ☐ POLISH ☐ SWAHILI ☐

OTHER _____ NONE OF THE ABOVE ☐

IS THIS YOUR FIRST APPLICATION FOR SPECIAL FORCES TRAINING?

YES ☐ NO ☐

IF YOU RESPONDED NO, PLEASE EXPLAIN WHY: _____

Signature: _____ Date: _____

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TO: SPECIAL FORCES RECRUIT
FROM: JAMES LUDLUM, COMMANDER-IN-CHIEF

YOUR APPLICATION FOR SPECIAL FORCES TRAINING HAS BEEN ACCEPTED. REPORT IMMEDIATELY TO THE NEAREST RECRUITING OFFICE FOR CONFIRMATION, AND TO PICK UP YOUR ORDERS PERTAINING TO THIS SPECIAL ASSIGNMENT. PLEASE BRING THIS LETTER WITH YOU FOR IDENTIFICATION.

YOUR TRAINING WILL BE CONDUCTED AT THE SPECIAL FORCES TRAINING CAMP, ALSO KNOWN AS **COMBAT COURSE**. UPON ARRIVAL, YOU WILL BE INDUCTED BY THE OFFICER IN CHARGE OF YOUR SQUADRON, LIEUTENANT J.P. WILCOX. CONGRATULATIONS ON YOUR NEW ASSIGNMENT.

A few words from Lieutenant J.P. Wilcox—

"So, you guys think you're pretty hot stuff, getting accepted into Combat Course for Special Forces training, eh? Well, let me tell you, this has gotta be the worst-lookin' bunch of recruits I've ever seen! I don't know what they were thinkin' when they O.K'd your applications—I'll bet there isn't a single one of you who's got what it takes."

"Seeing how I'm stuck training you bozos anyway, we're gonna get a few things straight right from the start. I give the orders around here, see? And you follow 'em...if ya know what's good for you! When I say jump, you jump. When I say get goin', you better get goin'. You think you know what you're up against? Well, you're gonna be mighty surprised."

"We start ya out nice an' easy with an obstacle course—brick walls, drain pipes, barbed wire, trenches—just like a walk in the park. Oh, yeah, I forgot about Rex. Rex is a very friendly, attack-trained German shepherd who doesn't like intruders running through his territory...get the picture?"

"If you survive the first course, ya get dynamite and grenades to play with—and I wouldn't advise hangin' onto them for very long. You'll also be jumpin' land mines and dodgin' rubber bullets, or else you're gonna find yourself flat on your face in the dirt."

"After explosives training, you get to the really good stuff: hand-to-hand combat and self-defense...with a little help from a high-powered automatic rifle. Once you get through the first three courses, we put you through 'em all again, one right after the other—just in case you forget something. And then there's the final test, where we throw everything at ya all at once. So...you still think you got what it takes?"

"If you wanna be one of the best, then listen up and do **EVERYTHING** I say. **YOU GOT THAT!?!???** I'll personally be watchin' every move you make—I mean *every* move—and if I don't like what I see you better believe you're gonna hear about it! By the time I get through with you, you'll be running these courses in your sleep. Now if you're smart, you'll read through your Survival Handbook real good first...so straighten up and **GET GOING!!!!**"

COMBAT COURSE

SURVIVAL HANDBOOK

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WHAT YOU NEED

Atari ST

- Atari® 520ST™, 1040ST™, or Mega™ computer; 512K minimum
- Disk drive
- Color monitor
- Joystick
- Formatted save disk (optional)

Amiga

- Amiga™ 500, 1000, or 2000 computer; 512K minimum
- Disk drive
- Color monitor or TV
- Joystick
- Formatted save disk (optional)

Commodore

- Commodore 64™ or 128™ computer (in 64 mode); 64K minimum
- Disk drive
- Color monitor or TV
- Joystick (optional)
- Formatted save disk (optional)

IBM

- IBM® PC/XT/AT, Tandy® 1000/3000 families, or 100% IBM compatible computer; 512K minimum
- Disk drive
- Color monitor or TV
- Color or enhanced graphics adaptor
- Joystick (optional)
- Formatted save disk (optional)

LOADING INSTRUCTIONS

Atari ST

1. Plug a joystick into Port 1.
2. Insert the **Combat Course** disk into the disk drive.
3. Turn on your monitor, disk drive, and computer.
4. The game will load into your computer's memory and the title screen will appear; press the fire button to begin.

Amiga

1. Plug a joystick into Port 1.
2. Turn on your monitor and computer. If necessary, insert Kickstart version 1.2 into the disk drive.
3. When asked for a Workbench disk, insert the **Combat Course** game disk into the disk drive. The game will load into your computer's memory; when the title screen appears, press the fire button to begin.

Commodore

1. If you plan to use a joystick, plug one into Port 2.
2. Insert your **Combat Course** game disk, label side up, into the disk drive and close the drive door.
3. Turn on your monitor, disk drive, and computer.
4. Type **LOAD"*,8,1** and press **Return**.
5. The game will load into your computer's memory and the title screen will appear, followed by the Option Screen.

IBM

Loading the Game Using a DOS Disk

1. Insert a DOS disk (version 2.1 or higher) into Drive A.
2. If you plan to use a joystick, make sure it is plugged into the game port of your computer.
3. Turn on your monitor or TV and the computer.
4. Respond to the date and time prompts.
5. When an **A>** prompt appears on the screen, replace your DOS disk with **Combat Course** Disk 1.
6. Type **COMBAT** and press **Enter**. Select a graphic mode

and then press **Enter** again. When the title screen appears, press **Enter** to begin.

Installing DOS on the Program Disk: One Disk Drive

1. Insert a DOS disk (version 2.1 or higher) into Drive A and close the drive door.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Enter**.
5. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and **Combat Course** Disk 1 as the "diskette for Drive B."
6. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
7. Make sure your DOS disk is in Drive A. Then type **COPY COMMAND.COM B:** and press **Enter**.
8. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and **Combat Course** Disk 1 as the "diskette for Drive B."
9. From now on when you want to play **Combat Course**, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, select a graphic mode and then press **Enter**. When the title screen appears, press **Enter** to begin.

Installing DOS on the Program Disk: Two Disk Drives

1. Insert a DOS disk (version 2.1 or higher) into Drive A and **Combat Course** Disk 1 into Drive B. Close the disk drive doors.
2. Turn on your monitor or TV and the computer.
3. Respond to the date and time prompts.
4. At the **A>** prompt, type **SYS B:** and press **Enter**.
5. You will see a message telling you that the system has been transferred. The message will be followed by another **A>** prompt.
6. At that **A>** prompt, type **COPY COMMAND.COM B:** and press **Enter**.

7. From now on when you want to play **Combat Course**, just insert Disk 1 into Drive A, close the drive door, and turn on the monitor and computer. After the game loads, select a graphic mode and then press **Enter**. When the title screen appears, press **Enter** to begin.

Installing Combat Course on a Hard Drive

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert **Combat Course** Disk 1, label side up, into Drive A and close the drive door.
3. At the **A>** prompt, type **INSTALL C:** and press **Enter**.
(Note: "C" designates the hard drive; if your hard drive is designated by another letter, type that letter instead.) A sub-directory named **MIND** will be created, and all files will be copied into that directory. When Disk 1 has been transferred, follow the on-screen instructions to insert Disk 2 and press **Enter**.
4. To run **Combat Course**, first log-on to the hard drive. At the DOS prompt for the hard drive (for example, **C:**), type **CD\MIND** and press **Enter**. Then type **COMBAT** and press **Enter** again to begin the game.
5. To remove the game from your hard drive, simply delete all of the game files from the directory **MIND**, then remove the directory **MIND**.

THE GAME

The Courses

1: Physical

An obstacle course that has you scaling brick walls, crawling under barbed wire and through drain pipes, with attack dogs in hot pursuit.

2: Risk

Fewer obstacles, more danger—now the course is riddled with land mines! Lay dynamite and throw grenades for extra points.

3: Combat

Fight in ruthless hand-to-hand combat, sneak up behind enemy guards, and blast armed opponents with machine-gun fire.

4: Combined

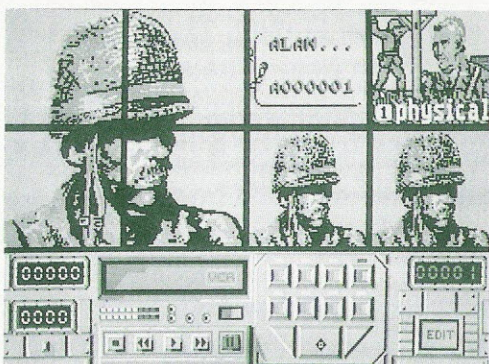
If you thought a single run was tough, try your hand at all three together when you run the Physical, Risk, and Combat courses one after another.

5: CCS (Cobra Construction Set)

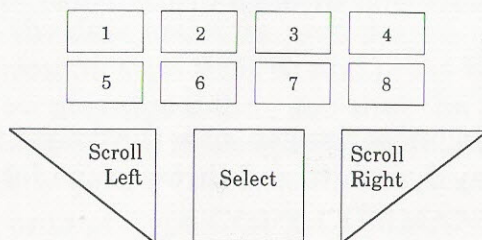
The ultimate challenge. A nerve-wracking course of non-stop action, designed to keep even the best players humble.

THE OPTION SCREEN

When the Option Screen appears, you will see an 8-button control panel on the right side of the screen. Each of these buttons selects a different option, shown in the corresponding window on the top half of the screen.

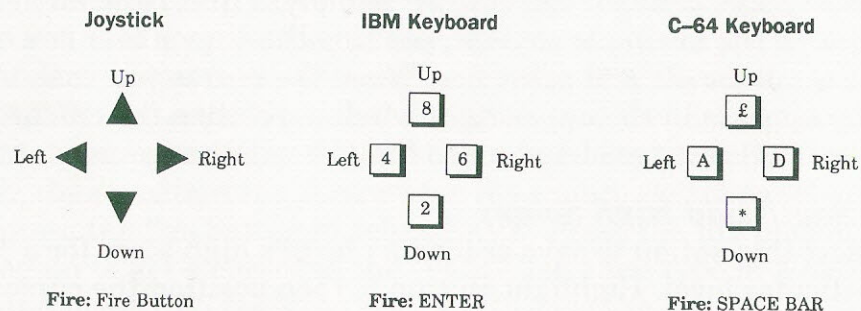


CONTROL PANEL



To select an option, position the cursor on top of a button and press fire. The L.E.D. over that button will change from green to red to show that it has been selected.

CONTROLS



Game Options

1: High Scores

Highlight Button 1 to see the ten best game scores.

2: QUIT

Select this option to leave the game; the High Score Table is automatically saved to the game disk when you select QUIT. Highlight Button 2, then position the cursor over the square Select panel beneath the buttons and press fire. Follow the on-screen instructions to insert the game disk and press RETURN (or ENTER).

3: Enter Names

Enter player names by selecting this option. Highlight Button 3, then position the cursor over the square Select panel beneath the buttons and press fire to erase the current name. Enter a new name using the keyboard, then press RETURN (or ENTER). To enter another name, you must repeat this process with a different name tag. Position the cursor over the right scroll panel and press the fire button to scroll through the available name tags. To scroll in the opposite direction, position the cursor over the left scroll panel and press fire. (NOTE: Player names are not saved to disk—you must re-enter your name each time you boot.)

4: Play

Select this option to choose a course and begin play. The PLAY option will always be selected when the game loads, and will default to the PHYSICAL level. To play on the PHYSICAL level, simply position the cursor over the square Select panel beneath the buttons and press fire. To scroll through the available courses, position the cursor over one of the scroll panels and press fire. When the course you wish to play appears in the upper right window, position the cursor over the Select panel and press fire to begin that course.

5: Save/Load High Scores

Select this option to save or load a player's high score for a particular level. Highlight Button 5, then position the cursor over one of the scroll panels and press fire to alternate between SAVE and LOAD. (**NOTE:** To save or load a player's high score for a certain level, that level **must** be displayed in Window 4.)

SAVE: To SAVE the high score on the current level for the player whose name appears in Window 3, insert a formatted data disk into the disk drive. Make sure that the "SAVE" disk icon is displayed in Window 5, then position the cursor over the square Select panel and press the fire button. That player's high score for the current level will be saved to disk (*Commodore Users: For instructions on formatting a data disk, look under "DISK" in the Construction Set section of this manual.*)

LOAD: To LOAD a player's high score for the current level, highlight Button 3 and select the name of the player whose high score you wish to load (player names must be re-entered each time you boot). Then insert your save disk into the disk drive and highlight Button 5. Make sure that the "LOAD" disk icon is displayed in Window 5, then position the cursor over the square Select panel and press the fire button. The player's high score for the current level will be loaded into memory and will appear in Window 3.

6: Save/Load Replay

(Not available on Commodore computers)

Select this option to save or load a player's run on a particular level. Highlight Button 6, then position the cursor over one of the scroll panels and press fire to alternate between SAVE and LOAD. (**NOTE:** Replays are saved on their own level, and must be loaded from that level; when you save or load a replay, its level **must** be displayed in Window 4.)

SAVE: Insert a formatted data disk into the disk drive. Make sure that the "SAVE" disk icon is displayed in Window 6, then position the cursor over the square Select panel and press the fire button to select SAVE. Press the fire button again to get a cursor in the "VCR" slot, then type in a name and press RETURN (or ENTER) to save the last run.

If you have already saved runs on that level, the name of a saved run will appear in the "VCR" slot when you select SAVE. To save the new run over the old run, position the cursor over the square Select panel and press the fire button while the old name is displayed. To save the new run to a new name, position the cursor over one of the scroll panels and press fire until (.) appears. Position the cursor over the square Select panel and press the fire button to get a cursor in the "VCR" slot, then type in a name and press RETURN (or ENTER) to save the last run. (**NOTE:** If you press RETURN or ENTER without typing in a name, the run will be called "NAMELESS.")

LOAD: Make sure that the "LOAD" disk icon is displayed in Window 6; then insert your save disk into the disk drive, position the cursor over the Select panel, and press the fire button to select LOAD. The name of a saved run will appear in the "VCR" slot. If more than one run has been saved on that level, click on either scroll panel to view the names of other saved runs. (If no runs have been saved on that level, "NO FILE" will appear in the "VCR" slot.) When the name of the run you wish to load is displayed in the "VCR" slot, posi-

tion the cursor over the Select panel and press the fire button to load that run into memory. To replay the run, simply position the cursor over the VCR slot and press fire.

7: Player Scores

Highlight Button 7 to see your current top scores for all five courses. To view other players' top scores, position the cursor over one of the scroll panels and press fire.

8: Top Five Players

Highlight Button 8 to see the top five players in the current course. To view the top five players in other courses, position the cursor over one of the scroll panels and press fire.

Instant Replay: The VCR

(This feature is not available on Commodore computers.)

A "VCR" slot appears on the left side of the Control Panel. The VCR feature allows you to review the first few minutes of the last run. To replay the last run, position the cursor over the "VCR" slot and press the fire button. (If you have not yet run a course, a demo run will be displayed when you select "VCR.") You will also select "VCR" to view a saved Replay which has been loaded into memory—see the section above titled "Save/Load Replay" for complete details.

VCR CONTROLS

Joystick	IBM Keyboard	C-64 Keyboard
Fast ▲	Fast [8]	Fast [£]
▶ Fast Forward	[6] Fast Forward	[D] Fast Forward
▼ Slow	[2] Slow	[*] Slow

PAUSE: Fire Button or Fire Key
Press **ESC** to return to the Option Screen

Edit

To enter the course Construction Set, position the cursor over the word EDIT on the right side of the Control Panel and press fire (to exit the Construction Set, select END).

The Construction Set feature allows you to design your own courses and save them to a formatted data disk. For complete instructions, see the section at the end of this manual titled "The Construction Set."

PLAYING THE GAME

To begin play on Level 1 (PHYSICAL), highlight Button 4; if you wish to select another course, follow the instructions given above for the **PLAY** option. Position the cursor over the square Select panel and press fire to start.

On-Screen Displays

High Score: The highest score for the current level is displayed on the right side of the screen.

Your Score: Your current score is displayed on the left side of the screen.

Timer: The game timer is displayed on the left side of the screen beneath your score. The timer starts at 4000 and runs down to zero.

Bonus Points: If you complete the course before time runs out, Bonus Points will be added to your score at the end of the run.

The Sergeant: The drill sergeant assigned to your course can be seen in Window 1 (in the upper left corner of the screen). If you successfully perform a special maneuver, the extra points will be displayed in this window. If you disregard an order or do not perform a maneuver correctly, points will be deducted from your score.

Dangers/Commands: During each run, dangers or special commands will appear along the course; these will be displayed in Window 2 (the second window on the top row). See below for a complete list of dangers and commands, and how to react to them.

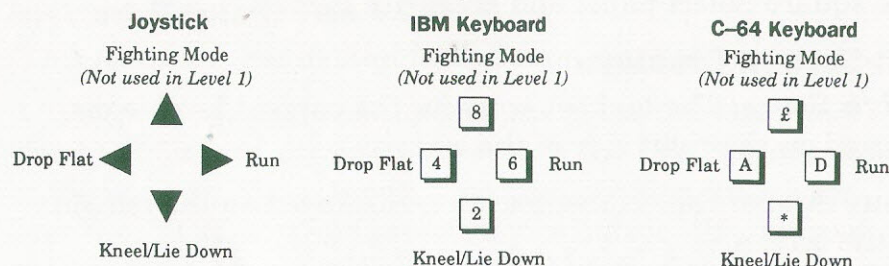
NOTE: Be sure to keep moving at all times—if your man is not moving forward, points will be deducted from your score.

Controlling Your Man

You will control your man using the four joystick (or keyboard) positions and the fire button. The actions you perform will vary, depending on the course and your current situation.

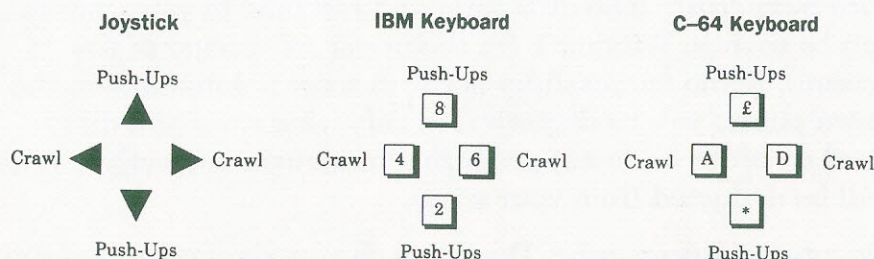
LEVEL 1: PHYSICAL

CONTROLS



Fire Button or Fire Key: (if running): Jump
To **PAUSE** game, press the **Space Bar**
(Commodore Users: press the **RUN/STOP** key)
Press **ESC** to return to the Option Screen
(Commodore Users: press the **←** key.)

CONTROLS: LYING DOWN



Fire Button or Fire Key: (if lying down): Kneel
(if kneeling): Stand Up

Special Maneuvers

Crawl: Drop flat by moving the joystick left, then move the joystick repeatedly left and right.

Stand Up: Press the fire button once if you are kneeling, twice if you are lying down.

Exit Fighting Mode: Press the fire button (*Fighting Mode is not used in the Physical level*).

Climb Over a Wall (or out of a ditch): Press and hold down the fire button while running just as you approach the wall (or the end of a ditch). Once the man is on top of the wall, release the fire button to have him climb down. If you release the fire button too soon, you'll have to press and release it again to get him off the wall.

Jump Up (to reach a ladder, pulley, etc.): Press and hold down the fire button while running just as you approach the ladder or pulley.

Move Forward On Ladder: With the fire button held down, move the joystick left and right. Release the fire button to jump down.

Move Forward On Pulley: Continue holding down the fire button while you are on the pulley and you will move forward automatically. Release the fire button to jump down.

(To perform these maneuvers with a keyboard, simply press the corresponding movement keys.)

Dangers/Commands

Air Raid: Drop flat and crawl until the helicopter disappears.

Rex the Combat Dog: Jump up and grab onto a ladder, pulley, or tree until Rex goes away.

10 Push-Ups: Drop flat, then repeatedly move the joystick forward and back. When you have done 10 push-ups, the

man in Window 2 will disappear. (NOTE: if you disobey orders and **do not** do 10 push-ups, points will continue to be deducted from your score until you comply.)

LEVEL 2: RISK

Special Maneuvers

Pick Up Dynamite (from box with white label): Pull the joystick back to kneel in front of the box; then move the joystick right to pick up the dynamite and press the fire button to stand up.

Place Dynamite (in front of doors only): Kneel in front of a doorway and move the joystick right, then stand up and get out of the way quickly.

Pick Up/Throw Grenade: Kneel in front of the grenade, then move the joystick right to pick up the grenade. Quickly press the fire button to stand up, then move the joystick forward to throw the grenade. (NOTE: Moving the joystick forward will put your man in Fighting Mode unless he is holding a grenade; press the fire button to exit Fighting Mode.)

Enemy Fire: Jump to avoid the bullets.

(To perform these maneuvers with a keyboard, simply press the corresponding movement keys.)

LEVEL 3: COMBAT

Special Maneuvers

Fire Machine Gun: Press the fire button while standing still to pull out the machine gun, and press fire again to shoot. Pull the joystick back to put the gun away. (NOTE: You cannot run while you are holding the machine gun.)

Man Running Up From Behind: Pull out your machine gun, then quickly turn around and fire.

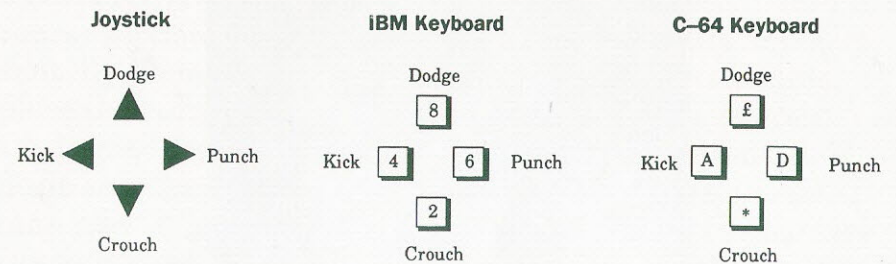
Hand-to-Hand Combat: As soon as you are approached by an opponent you will automatically be placed in Fighting Mode. Move the joystick forward, back, left and right to per-

form four different fighting maneuver. Press the fire button to exit Fighting Mode.

Sneaking Up On Enemy Guard: Drop flat and crawl up behind him; when you are close enough, you'll stand up and punch or kick him automatically.

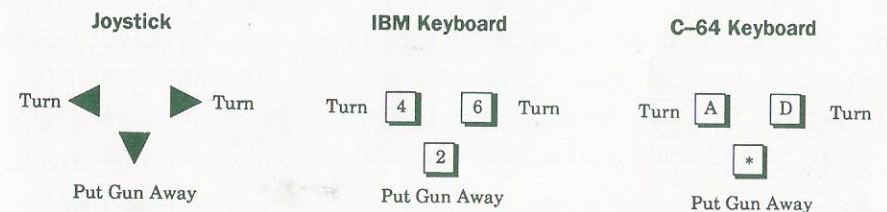
(To perform these maneuvers with a keyboard, simply press the corresponding movement keys.)

CONTROLS: FIGHTING MODE



Fire Button or Fire Key: Exit Fighting Mode

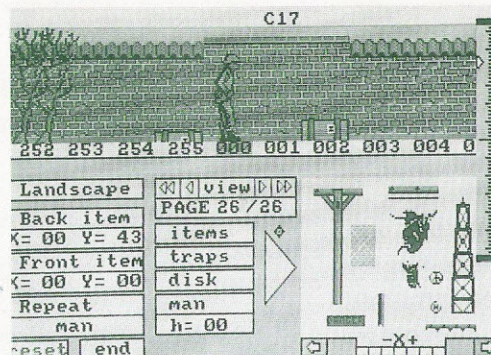
CONTROLS: WITH MACHINE GUN



Fire Button or Fire Key: Pull Out Gun/Fire Gun

THE CONSTRUCTION SET

To enter the Construction Set, position the cursor over the word EDIT on the right side of the Option Screen and press fire. A course, consisting of 256 numbered sections, appears at the top of the screen. The design options appear below. When designing a course, you control such features as landscape, background and foreground items, the position of the soldier, and traps.



VIEW: To move backward or forward in the current course, position the cursor over either the left or right arrows on either side of the word "VIEW" and press fire. To move rapidly, click on the double arrows.

LANDSCAPE: To view the various landscape sections, position the cursor over this option and press fire. To select a section of landscape, position the cursor over that section and press fire. You will be returned to the Menu Screen, and the section you choose will appear on the top of the screen.

(Commodore Users: To view more landscape sections, click in the black area at the bottom of the Landscape Screen.)

ITEMS: When you highlight this option, a selection of items that can be placed in your course appears on the right side of the screen. To view more items, position the cursor over one of the arrows in the bottom left and right corners of the Items Window and press fire.

SELECTING ITEMS: Each item that you place in your course will be either a background or a foreground item. Before you select an item, be sure that the correct option (**Back Item** or **Front Item**) is highlighted on the left side of the screen. Then position the cursor over the item you wish to select and press the fire button; that item will now appear in the current section of the course at the top of the screen. Only one Back Item and one Front Item may be placed in each section of the course. *(Commodore Users: Only one Item may be placed in each section.)*

POSITIONING ITEMS: Once an item has been placed in a course section, you may position it both vertically and horizontally. To move the item left or right within its section, place the cursor over one of the boxes at the bottom center of the Items Window and press fire to select a horizontal ("X") position. *(Commodore Users: Certain Items take up more than one "X" position, and therefore are limited in how they can be placed. When you select an Item, the number of "X" boxes highlighted indicates how many positions it uses. If an item uses all four positions, all four "X" boxes will be highlighted and you will not be able to change its position.)*

To move the item up or down, position the cursor over the Height Gauge at the right side of the screen and press the fire button to select the desired vertical ("Y") position. An item's "X" and "Y" positions are displayed under the options **Back Item** and **Front Item** (except in the Commodore version). To delete a selected item, click in one of the boxes next to the arrows at the bottom of the Items Window and press fire. *(Commodore Users: Click in the white area to the right of the "X" boxes at the bottom of the Items Window.)*

MAN: To change the vertical position of the soldier, select MAN and press fire. Then position the cursor over the Height Gauge at the right side of the screen and press the fire button to select the desired height. This height will then be displayed underneath the word "MAN" (you may repeat

this height as many times as you wish by selecting REPEAT). If no height is selected, the height of the man will correspond to the height of the lowest item. If you do not wish the man to appear on the screen while you are designing your course, select "OFF" (the default selection is "ON").

REPEAT: Use this feature to repeat the last option selected. The option to be repeated (LANDSCAPE, BACK ITEM, FRONT ITEM, TRAPS, or MAN) will be shown beneath the word "REPEAT" (except in the Commodore version).

If MAN is selected, you will repeat the height of the man. If FRONT ITEM or BACK ITEM is selected, you will repeat both the item and its position. Options may be repeated as many times as you wish.

TRAPS: When you highlight this option, a selection of traps that can be placed in your course appears on the right side of the screen. To view more traps, position the cursor over one of the arrows in the bottom left and right corners of the Traps Window and press fire. There are 20 possible traps in all, and each is assigned a number from 1 to 20. When you select and place a trap, it must be assigned a letter corresponding to one of three categories:

- A: Dependent on a Back Item
- B: Dependent on a Front Item
- C: Not dependent on an item

(Commodore Users: Traps are not associated with Items; therefore, letters are not assigned to Traps and will not appear on your screen.)

A trap's category may be assigned either before or after you select it. To select a trap, position the cursor over the trap you wish to choose and press fire. If you wish to change the trap's category, position the cursor over one of the letters (A, B, C) at the bottom of the Traps Window and press fire to select that category. When a trap is selected, its name and number will appear at the top of the screen. The letter before the number indicates its category, and if the trap is dependent on an item

either "FRONT ITEM" or "BACK ITEM" will appear after the name. Only one trap may be placed in each course section; once a trap has been placed in a section, its category letter and number will appear over that section at the top of the screen. To delete a selected trap, click in one of the boxes next to the arrows at the bottom of the Traps Window and press fire. *(Commodore Users: Click in the white area to the right of the "X" boxes at the bottom of the Traps Window.)*

PLACING TRAPS: While there are no restrictions on how traps can be designated and placed, you may want to read the following list of suggestions about placing traps; the traps are listed in order.

1. **Jump/Fall:** Associate with small items such as sand bags, low walls, gas cans, ammo boxes, etc. (A or B)
2. **Jump/Slip:** Associate with larger items such as fallen or damaged barrels. (A or B)
3. **Jump Over Wall:** Associate with a high wall. (A or B)
4. **Dog Start:** The dog appears as soon as you pass the trap.
5. **Crawl:** Associate with such items as barbed wire and drain pipes, all of which should be preferably in the foreground. (B)
6. **10 Push-Ups:** Place almost anywhere. (C)
7. **Air Raid:** Place almost anywhere. (C)
8. **Mine:** Associate only with mines, which should be placed in the background. (A)
9. **Grenade:** Associate only with grenades, which should be placed in the foreground. (B)
10. **Drown:** Associate only with water that does not have a pontoon (raft). (C)
11. **Set Charge:** Associate with the "armored door" background section. (C)
12. **Get Charge:** Associate with the small ammo crate, which must be in the foreground and located a reasonable distance in front of the door. (B)
13. **Shooter:** Place almost anywhere; the shooter appears

14. **Rear Attack:** Place almost anywhere; the man appears on the left side of the screen after you pass the trap. (C)
15. **High Burst:** Place almost anywhere. (C)
16. **Low Burst:** Place almost anywhere. (C)
17. **Close Combat:** Place almost anywhere; the man appears on the right side of the screen after you pass the trap. (C)
18. **Sentry:** Place almost anywhere; the man appears on the right side of the screen after you pass the trap. (C)
19. **Grenade Combat:** Place this trap immediately before a "GRENADE" trap; the man appears on the right side of the screen after you pass the trap. (C)
20. **Swim:** Associate only with water. (C)

DISK: To **SAVE** a course you have designed, insert a formatted data disk into the disk drive and select "DISK," then "SAVE." A list of existing courses will appear on the right side of the screen. To save your course over an existing one, position the cursor over the name of the course you wish to delete and press fire; the new course will now be saved over the old course. To save the new course under a new name, place the cursor over the dots after the word "Name" and press fire. Type in a name, then press RETURN (or ENTER) to save the course to that name. To exit without saving, select "CANCEL" and press fire.

Commodore Users: When you select "SAVE," the name of the last saved file will appear on the screen. Press RETURN to save the new course over the old course, or type in a new name and press RETURN to save the new course to a new name.

To format a Commodore data disk, turn on your monitor, disk drive, and computer. Insert the disk to be formatted into the disk drive and close the drive door. At the "READY" prompt type **OPEN 15,8,15** and press RETURN. At the next "READY" prompt type **PRINT #15,'NEW:** then a disk

name (max. 15 chars.), followed by a comma and a two-character identifier (letters or numbers); then press RETURN. (Example: **PRINT #15,'NEW: COMBAT, A1**). At the next "READY" prompt type **CLOSE 15,8,15** and press RETURN. The disk is now formatted.

To **LOAD** a course you have designed, insert your data disk into the disk drive and select "DISK," then "LOAD." A list of existing courses will appear on the right side of the screen. Position the cursor over the name of the course you wish to load and press fire. To exit without loading, select "CANCEL" (or "UNDO") and press fire. (**NOTE:** There are several courses on your game disk which can be loaded into memory, then modified and saved to a data disk without affecting any of the 5 original game courses.)

RESET: To reset the course at the top of the screen, select "RESET" and press fire. At this point, you will be given the option of continuing or cancelling. To cancel the reset, select "NO"; to proceed, select "YES." The entire course will now be free of all items and traps, with one background throughout.

END: To exit the Construction Set, position the cursor over the option "END" and press fire.

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COMBAT

COURSE



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