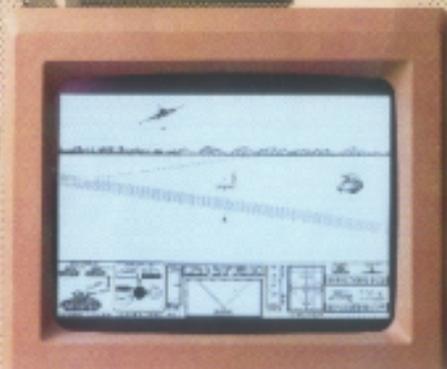# MAC ATTACK

A 3-D BATTLE FIELD SIMULATION GAME ★★★

MacAttack features life-like 3-dimensional animation and simultaneous sound. With the Macintosh mouse and keyboard you control the speed and direction of your tank, as well as cannon/turret aim and firing. Radar, Ammo-load, and scoring are fully-automatic. Instruction booklet is included. At last, Miles Computing brings the thrill of arcade gaming to your Macintosh!

TJR9

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Operations Orders

BRIEFING

It's twenty below and four-thirty in the morning. You are jolted from deep sleep to the scream of the hot line beside your bunk. You pick-up the red receiver and are greeted by a voice crackling over the frozen wires:

"Good morning, and welcome aboard, Commander. As your advance orders have stated, your three radar-equipped Sherman tanks are the only defense for a civilian population located several miles away. Intellegence reports the following:

The opposition's tanks are equipped with powerful howitzers which are equally as deadly as our own tanks' cannons. You must out-gun them with a single direct hit to destroy them. It is possible to out- maruever the tanks' shell fire, however, with fuel at a premium, this may not be the best course of action.

You also face fighter aircraft capable of launching accurate and deadly heat-seeking missles. Once these computer-guided missles locate your tank, it is very difficult to escape them. It is possible to out-maruever these missles or even destroy them mid-air with your own tank's shells, but it will take all your skill and experience to do so."

OVERVIEW

MacAttack! has two modes: **Attract** (demo) mode and **Play** mode. If you do not [Click] the mouse button to start, or select a level of play when prompted, MacAttack! will go into Attract mode. The only controls available in this mode are volume adjustment, and Quit (**Q** or **E**). [Click] anytime in Attract mode to start the Play mode.

In Play mode, there is one basic strategy: keep moving and firing! If you cannot get a shot off, move out of the line of fire.

KEYBOARD CONTROLS
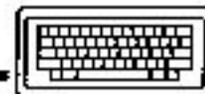
Make sure the [Caps Lock] key is not locked down.
Only one keyboard command will function at a
time.

[keyboard diagram]

[Backspace] Resets the MacAttack! game.

[0][1][2][3][4] Controls sound level. Default is 2.

[A][L] Used to (A)bandon or (L)eave a
tank that has run out of fuel.

[E][Q] (E)xit or (Q)uit game & displays
scoreboard. [Click] ejects disk.

[F][Click] (F)ire your tank's cannon.

[P] (P)ause action; any other key or
[Click] continues.

[S] Display (S)core and Pause action.

## Turret/Sight Controls

These keys simultaneously
move the turret & gunsights
to various vertical locations.
(See chart at left).

[;][:] Move the sight up or down.

[N][M] Trim (slight sight adjustment).

[⌘] Moves sight to bottom of ground.

[Space Bar] When held down, mouse moves
sight up/down; tank motion
remains unchanged until released.

[Enter] Moves sight to middle of ground.

[Option] Moves sight to top of ground.

[Shift] Moves sight to middle of sky.

TANK CONTROLS

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MAC ATTACK
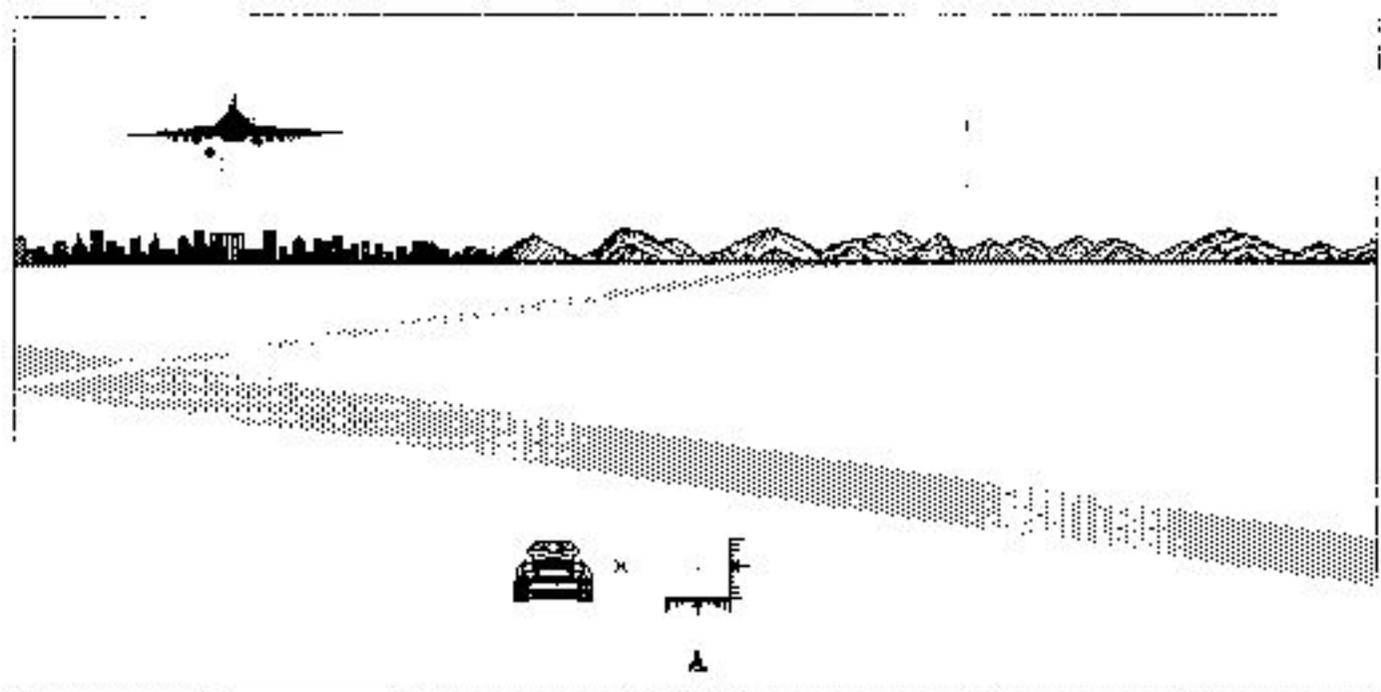
Please refer to the next two pages for more complete explanations of each control.

Sights

Visual reference for aiming your tank's shell fire. The small **x** (to left) indicates final shell impact when your tank is moving right or left.

Speed

Your tank's speed and forward/reverse direction.

Direction

Visual confirmation of both your tank's forward/reverse and lateral movement.

Remaining/Turret

Total tanks left in your peacekeeping force.

Fuel

Amount of fuel reserve for the current tank.

Radar

Shows Enemy tanks, aircraft, shell and missile positions.
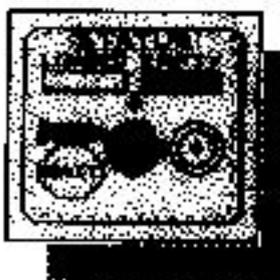
Status

Ammo load status.

Level

Each ★ indicates current skill level.

Score

Total point value of Enemy Tanks, Planes, Missiles hit and Cumulative Total for this peacekeeping force.

Remaining Tanks & Turret Position Indicator

Indicates total tanks left in peacekeeping force. Large tank at the bottom represents the current manned tank. As sights are adjusted, the turret on this large tank echoes sight adjustments.

Status

Ammo load status. It is only possible to fire a shell when the Loaded LED is lit. Loading is automatic.

Fuel

Amount of fuel reserve for the current manned tank. This indicator will flash at ¼ tank or less. At empty, engine will stop, entire indicator will flash and movement is impossible. However, turret controls and shell firing are still operational. Hitting Enemy tanks or planes while out of fuel, results in a small amount of additional fuel for your tank (siphoned from the remains). Also tanks consume fuel at a faster rate in the higher skill levels.

Radar

Shows Enemy tanks, aircraft, shell and missile positions. Tanks appear as large squares.

Aircraft are horizontal lines. Missiles/shells are vertical lines. The square defined by a broken outline represents the playfield seen on your screen. In level 1, the Enemy can only fire if they are within this sphere of influence. It is a very different story in the higher levels, however, so it is wise to monitor Enemy movement with radar!
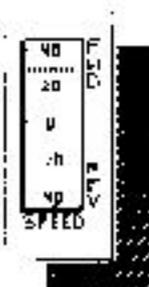
Speed

Indicates your tank's speed and forward/reverse movement. Note that once maximum speed has been reached, there is no way to exceed it.

Skill Levels (select with mouse or 123 keys)

Level 1: Enemy tanks and planes move at their slowest rate, and can only fire at you while they are visually on the screen. You use fuel at the slowest rate while in this level.

Levels 2 & 3: Enemy tanks, planes and their ammo move at an accelerated rate. Enemy tanks may turn and fire at a moment's notice. Any enemy shown in the radar display can fire at any time. You use fuel faster at these levels.
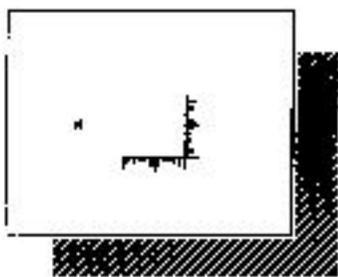
Sights

Visual reference for aiming your tank's shell fire. In addition to the standard grid sight, note the small **x** sight to the left. The **x** sight indicates final impact point when your tank is moving. Also your tank's shots have a parabolic path; shots are lobbed in an arc to their target. A shot is capable of destroying the enemy starting from the moment it reaches the summit of it's arc.

Missiles ▲ ▲ ▲ ▲

The plane fires conventional and heat-seeking missiles. The plane's first shot is always a conventional missile. It is possible to avoid being hit by a conventional missile by reversing your tank at full throttle to either the right or left. This will appear to slow the missile's progress towards you because your tank is now moving in the same direction as the missile. To avoid heat-seeking missiles, you must take <u>immediate</u> evasive action.

Shooting down missiles is best accomplished immediately after a plane launches one. Aim directly under the plane's wing. Your shot must end it's path at the missile's exact location in order to destroy the missile.

It is impossible to shoot down tank shells, but you can out-maneuver them.
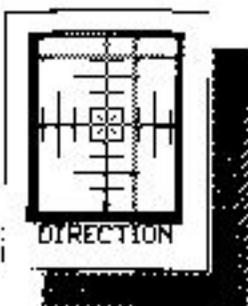
Direction

Visual confirmation of both your tank's forward/ reverse and lateral movement. Useful for plotting best course of retreat when trying to escape incoming tank shells and plane missiles. It is very difficult (impossible?) to out-manuever the plane's heat-seeking missiles. Also, if close enough to an Enemy tank that is turning and about to fire (the tank must come about to a full-frontal position in order to fire), it is best to push forward and past Enemy rather than retreating and becoming a sure target.

SCORING

Total points for Enemy tanks, planes, missiles hit and cumulative Total for current peacekeeping force is updated continuously during play. If in doubt of exactly what was hit (plane, missile, tank), watch these indicators. They inverse as they are updated. The day's high score in the current skill level is indicated at the end of the game (demo mode scoring does not count), or by pressing the S key (which also Pauses game), or the Q or E keys (which Quit/Exit game). If Quitting, each skill level's high score for the day is shown on the final scoreboard.

"S" or "Game Over" Score Display

On Final Scoreboard, normal tank, plane and missile icons represent 1 hit each. After the display is full, each bold-outline icon represents one row of normal icons. (For tanks 1=10, missiles 1=10 and planes 1=7).

Here is the point scoring breakdown:

Planes 15 points for a direct hit. Watch carefully as sometimes shots appear to hit, but actually fly harmlessly just under or over one of the wings.

Tanks 8 to 38 points. The greater the distance of the shot, the higher the point total.

Missiles 100 points, and a very difficult shot!

1000 At 1000 points, your mission is a success! (100 points in demo mode).

20,000 Maximum displayable point total. A message appears when 20,000 points have been scored; all scores reset to zero; and a ★ appears above the Plane score indicating 20,000 points.

LISA OWNERS

MacAttack! has been designed to run on a Lisa system under MacWorks™ from Apple Computer, Inc. MacAttack! sounds very different on a Lisa than on a Mac, so we recommend that you turn the sound off. **1234** keys set the sound ON. The **5** key will set sound OFF.

STORE OWNERS

MacAttack makes an excellent in store demo. We recommend a volume of "1" (soft) or "0" (silent) when the game is running in the self-play mode. When a user starts to play the game, the volume will default to sound level "2" (medium-low). In self-play mode, the only features supported are volume control, (Q)uit and the mouse button (to start). If you are running the game on 128K Macintosh the disk must be left in the drive at all times. On a "fat Mac (512K) let the game run all the way through the "attack" mode one time to insure that all the routines needed are loaded into memory. Wait until you see "Select Level of Difficulty" for the second time. You may now remove the disk by using the emergency method— pushing the end of a paperclip into the Disk-Eject mechanism. (DO NOT attempt this trick unless you have done it before).