

3) Platoon symbols

In the Theatre of Death all men are part of a platoon. The whole platoon works and moves as a single unit and is controlled on the Map Screen as such rather than individuals within a Platoon. To move a unit, follow this procedure:

1. Choose the platoon you wish to command by clicking the LMB on its platoon symbol (the entire platoon will be highlighted).
Note - do not click on the platoon symbol on the map screen.
2. Next select the movement mode desired (see below)
3. Then select the position you wish that platoon to move towards by pressing the LMB on the position on the map. The whole platoon will now advance towards this location.

Unless otherwise instructed (or obstructed!) the platoon will advance to the designated position where they will carry out the orders given in the command select panel.

4) Skull

Surrender mission, surrender your self respect yellow belly.

5) Morale indicators

These display the current state of morale of both friendly and enemy forces.

6) Command Select Panel

There are four commands which can be issued to individual platoons. These commands allow you, as commander, to issue commands to units that are not under direct control (i.e. on the Live Action Screen) so your forces can be deployed with optimum effectiveness. To issue a command to a Platoon, it must be highlighted on the map screen (see above).

Attack - once the platoon has reached its destination, each member of the unit will hunt down and engage the nearest enemy.

Defend - once the location is reached the platoon will remain stationary and only fire upon enemies that come within firing range.

Retreat - When the unit sights an enemy platoon, it will retreat from them rather than engaging in combat. This option is not, repeat NOT an option our cadets are expected to use regularly.

Patrol - a mix between attack and defend. Once the platoon has reached its destination it will move about the area and engage any enemies that come within firing range.

7) Toggle switches

These control what is displayed on the map, as follows:

- Men** - all men (friend or foe) on/off
- Air** - air units on/off
- Ground** - ground vehicles on/off
- You** - friendly forces on/off
- Enemy** - enemy forces on/off

8) Information box

Displays current information on the state of play.

As with air-strikes, this facility is only available on certain missions.

Again it will be necessary to enter strike co-ordinates into the simulator. Note that reinforcements will be dropped in that sector whatever is around - enemy, water etc. so input coordinates wisely!

Select Troop Assist by double-clicking on the icon with the LMB.

9) Weapon select

A soldier can carry two weapons at any given time. Select the appropriate weapon with the LMB. Weapons may be changed or reloaded at ammo-dumps.

10) Information box:

Displays information on the current state of play.

11) Music on/off

If you like your killing quiet, click on this icon to turn off the music.

Troop Selection

Click the LMB on any friendly soldier or occupied vehicle and he will be selected for control. He is now under direct control.

Troop Movement

Once a unit is selected, position the cursor anywhere on the live action screen, click the LMB, and the unit currently under control will proceed to this location. Note - even where a controlled soldier is off-screen, clicking on the live action screen will command him to move to that point.

Platoon Leader

An important note is that if the platoon leader (the green man) is selected then the whole troop will follow his lead.

Right Mouse Button (RMB)



When a man or vehicle is under your direct control, pressing the RMB will cause him to fire the weapon he is carrying (see weapon select panel to view current weapon). Most weapons will fire in a direct line towards the cursor.

The RMB is also used to start recording the position of friendly units with satellite trackers (see section on satellite tracking systems).

Both Mouse Buttons (BMB)



When a unit in direct control is on screen and possesses a jet-pack, pressing BMB will use the jet pack's booster rockets. You're airborne soldier!

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1) Ammunition indicator

The ammunition indicator displays the amount of ammunition available for the particular weapon in use to the soldier currently under control.

2) Health indicator

Displays the current health of the soldier currently under control.

3) Map

This icon calls up the Map Screen (See the following section)

4) Land

The land icon is only available to vehicles under direct control, as follows:

- Helicopter** - the helicopter will land and the pilot will climb out.
- Tank** - the driver will disembark.
- APC** - cannot land
- ALC** - cannot land

Note: If a vehicle attempts to 'land' too close to a scenery object, it will crash and explode. Plus, if a helicopter attempts to land over a scenery object, it will be refused permission. It is therefore wise to land in a clearing, away from enemy and scenery.

5) Halt

Selecting halt pauses the game and displays the current state of play - Chinooks remaining; air-strikes remaining; choppers in H-pad; your current score. Select Halt by double-clicking on the icon with the LMB.

6) Satellite tracking systems (STS)

The Def Com satellite possesses four individually-tracking imaging systems which can be programmed to track any individual friendly units simultaneously in addition to your independent satellite view. Once a particular unit has been selected for tracking, the cadet

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Use of Weapons

- Men - may use all weapons.
- Helicopters - may use machine guns and rockets.
- Tanks - may use machine guns and rockets
- APC - no weapons available for use.
- ALC - no weapons available for use.

VEHICLES

Helicopter

Helicopters can be flown by walking onto an H-pad or into a vacant helicopter where it will take off automatically. Press the **land** icon and the helicopter will land and the pilot will leave the vehicle.

Helicopters can fly over ground obstructions. They fire machine guns and rockets.

Tanks

These may be driven by walking a man into any unoccupied tank. Tanks are extremely effective against infantry firing machine guns and rockets as well as being able to physically crush the enemy (or your forces).

To vacate the vehicle press the land on-screen icon.

APC (Armoured Personnel Carriers)

An APC is a heavily armoured vehicle used to carry up to 5 men through danger zones. Move men onto the APC to load them aboard, press the RMB to unload them. APC's have no external weaponry.

ALC (Amphibious Landing Craft)

These are identical to the APC's but travel only on water and land on a jetty.

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When you enter Theatre of Death, your operations will commence in the grasslands. You will notice a number of flags on the terrain. Each flag represents an individual mission but is colour coded to make your progress across the terrain more strategically based and therefore more ordered (in accordance with maxim 472 pp569 paraA C4 which states 'watch your back or the enemy will attack'*).

White Flag - This mission is currently available

Red Flag - Mission not yet available - will become available in future

Blue Flag - Mission has been completed

Each terrain type comprises 15 individual missions. However at any one time, only 3 will be available (only 3 white flags will be displayed). Click on a flag to select that mission and to enter mission briefing. When a mission has been completed, one red flag will become white and the previous mission will become blue. After completing 10 missions on a single terrain area, you have performed sufficiently well to progress to the next theatre.

Once each mission has been successfully executed, you will then be allowed to enter the restricted zone of the Def Com simulation - THE LUNAR LEVELS!

Once a mission has been briefed, it may be selected by clicking the left mouse button at the bottom left hand side of the screen. The mission may be aborted prior to its commencement and a new mission chosen by clicking the left mouse button at the bottom right hand side of the screen.

CONTROL SYSTEM

In accordance with simulation control directive GL1000 (K1), the human/simulator interface has been developed to offer the optimum level of control over the battle. It is suggested that you actively interface with your Def Com terminal whilst using these instructions.

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FEATURES, HINTS AND TIPS

- You cannot shoot anybody behind a hill or in a trench.
- People can be grenaded in a trench.
- Movement is slower when on a slope.
- Rockets will impact on the sides of hills before reaching their destinations.
- You cannot shoot a man behind an object (a tree or building for example)
- If a man collides with an object while moving to a destination he will attempt to manoeuvre around it.
- Play continues while the map is on.
- Make use of the cameras. You can keep track of up to four groups with these. Practice their use in the training sessions as proficiency in their use saves a lot of screen scrolling, switching - and lives!
- Make good use of platoon commands. It is often not a good idea to command a direct assault a well defended position or an area where the enemy outnumbers you. Troops will be lost. Your troops.
- Make good use of on-screen objects - hide behind buildings and trees to surprise the enemy.
- Traitors will not gun down the enemy if they are currently selected.
- Land mines are very useful if an enemy is on attack mode (most of the time). They will head for the nearest squad of men. Mine the area and they've had it.

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"Ladies and gentlemen, welcome to the Def Com Military Academy. You are about to operate the most advanced battle simulator ever created.

The terminal in front of you controls the Geo-stationary spy satellite above the virtual landmass that comprises the Theatre of Death.

The campaign commences in the Grassland area, progresses to the Desert and on into the Arctic wastes. Upon completing the correct quota of missions you will be transported to Moon Base Alpha for the ultimate series of challenges the academy's mainframe has to offer.

So if you are sitting comfortably and your reactions and strategic intelligence is at its sharpest, we will bring the house lights down and immerse you in the total action experience that is "The Theatre Of Death".

LOADING INSTRUCTIONS

AMIGA

1. Insert disk No.1 into the DFO: internal disk drive.
2. Turn on your Amiga.
3. After a brief delay the disk will load the game.
4. Insert disk 2 in DFO when requested.

COPY PROTECTION

The copy protection on Theatre of Death is necessary to 'dissuade' wrongdoers from duplicating this game and help put them back onto the side of law and order. It is for their benefit as well as for ours and for the entire industry's. When asked to enter the code, refer to the cunning copy protection sheet on the back page of this manual and click the appropriate shield with the Left Mouse Button (LMB).

STARTING A MISSION

Once you have satisfied the Def Com entry security systems, you are presented with the **mission select menu**. Choose from one of the options:

1) New game

2) Passwords

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