THEATRE OF DEATH

English

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PASSWORDS

Whenever a mission is completed, the password to access the next mission selection is displayed. Choose this option and enter the desired password to show the available mission selections at a later date (if shell shock is not a problem).

NEW GAME

Selecting the `New game` option will transfer you into Theatre of Death proper. As you progress through missions, they will increase in difficulty with each new mission chosen, and allow you to experience combat in a number of highly dangerous and demanding scenarios from all regions of the world. And make no mistake cadet, if you make it through to the end, we'll have made a goddam General out of you!

TERRAIN TYPES/MAP SCREEN

The Def Com battle sim is programmed to offer the four main global terrain types found on earth for battle simulation. These are:

Grassland	Desert
Snow	Lunar

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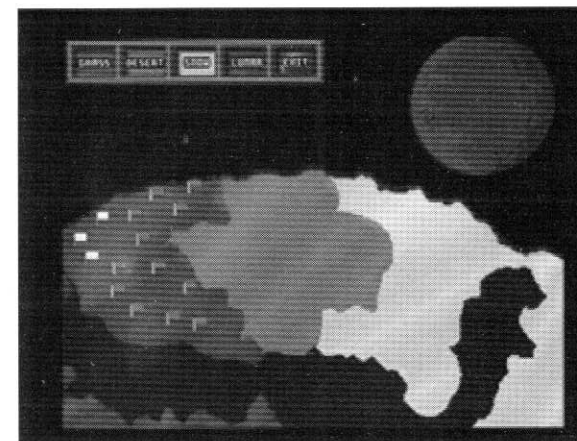
SCENERY

Ammo-Dumps

When out of ammunition, a soldier (not a vehicle) can enter an ammo-dump to reload or change weapons. Once the ammo dump is entered, a requester will appear to show which weapons and ammunition are available:

Use the RMB to rearm the chosen weapon.
Use the LMB to change weapon.
Exit returns you to the main screen.

Prisons

These can contain men. If a prison is destroyed it will release any men within it. However, any freed men will have no ammunition.

Bonus crates

Special bonus crates can be collected across all terrains. These contain bonuses such as health, ammo or points.

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LIVE ACTION SCREEN

This is where Theatre of Death happens. Through this screen you will see the enemy crushed and the life and death struggle on any particular active theatre. It will also allow you to annihilate, maim, destroy, slaughter, incinerate, devastate, crush, strafe and dismember in the most enjoyable and effortless manner.

1) Ammunition indicator
2) Health indicator
3) Map
4) Land
5) Halt
6) Satellite cameras
7) Air-strike
8) Troop assist
9) Weapon select
10) Information box
11) Music on/off
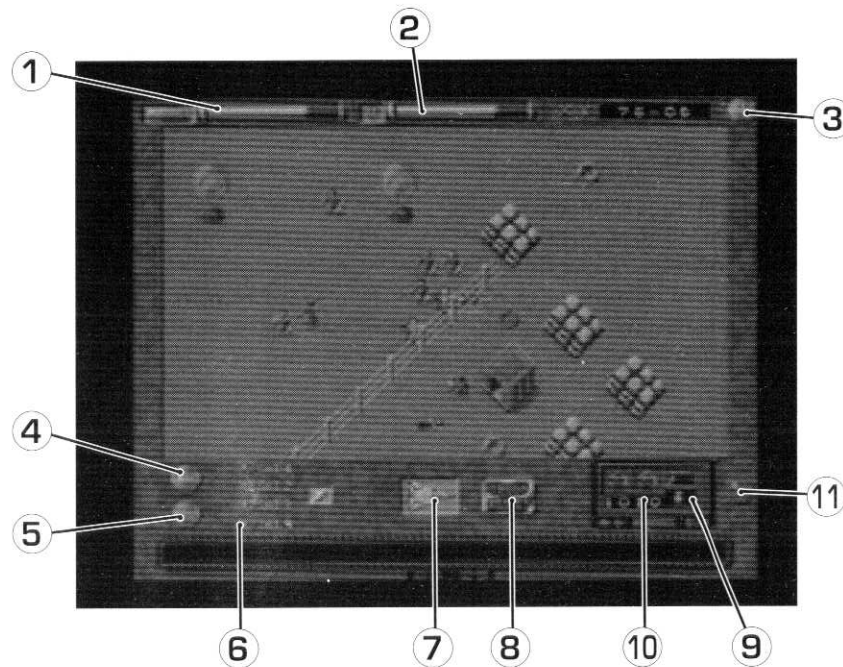
WEAPON TYPES

There are six weapon types available throughout the game. The following descriptions are applicable only when you have direct control of a man or vehicle employing that particular weapon (see weapon selection).

Press the RMB to use a weapon.

Machine gun
Hold down the RMB and strafe by moving the mouse cursor.

Dynamite
Press RMB once and a box of dynamite is dropped. A short time delay is given to allow the area to be vacated before detonation.

Land mines
Press RMB once and a land mine is dropped. These are invisible to men who are not under direct control (as well as enemy units of course) and are lethal on contact.

Rocket launcher
Move the cursor to the desired location on screen. Click the RMB once and a rocket will be fired on a line between your man and the cursor. It will detonate when it hits an object or reaches the cursor position.

Grenades
Move the cursor to the target. Press the RMB once and a grenade will be thrown to this position and explode.

Flame thrower
The flame thrower fires in eight directions around the user. Position the cursor and press the RMB to employ. Inflammable objects will burn.

may returned to return to that unit immediately and at any time by selecting the appropriate satellite tracking system. To programme an STS to track a unit follow the instructions detailed below:

1. Select an individual within a unit for tracking.

2. Press the RMB (Right Mouse Button) on an STS icon to start the tracking of the unit currently under control.

3. Whenever the LMB is pressed on the same STS icon, the live action screen will centre back on to this unit.

7) Air-strike
Air-strikes are available only on selected missions where enemy activity is assessed as too high for the friendly units available. If however you personally deem enemy activity too high on a screen where air-strikes are not available, then that is just tough. This is a man's army and we've no room for yellow bellies!

Once you signal an airstrike by double-clicking your LMB on the icon, you will be asked to input the exact coordinates where you want the aircraft to drop their payload. To find the coordinates, simply move to the Map Screen and cross-reference the map by identifying the point you wish to bomb and read the coordinates off the top and side of the map.

Input the east/west coordinates before the north/south co-ordinates and separate both with a hyphen.

In the picture above, the coordinates are xx on the North/South side and xx on the East/West. The coordinates xx-xx must be input to order a strike on this sector.

Once the co-ordinates are selected an airstrike will be launched at that location - all buildings and troops present will be targeted, **without discrimination.**

8) Troop assist
Reinforcements will fly to the specified area by Chinook and rappel to ground.
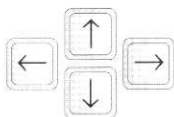
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PLATOON CONTROL SECTION

Mouse and keyboard

All interactions are carried out using the mouse and keyboard.

Keyboard Controls

Cursor keys

Scroll the screen in the appropriate direction. The screen will follow a selected individual around. However, it is often necessary to move the screen independently, offering a larger scope of view, using the cursor keys.
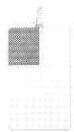
Numbers - used to enter the co-ordinates for reinforcements and air-strikes.

Mouse Controls

Theatre of Death's primary control interface is via the mouse (usually to be found to the right hand side of your Def Com terminal).

Left Mouse Button (LMB)

The left mouse button has the following functions on the Live Action Screen:

1. Icon selection
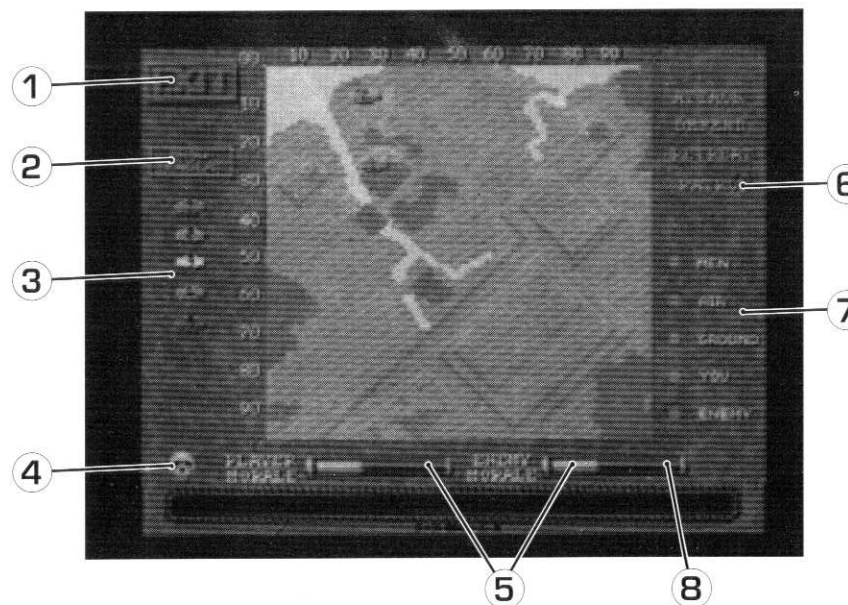2. Troop selection
3. Troop movement
4. Platoon leader

Icon Selection

Icon selection is simply achieved by moving the cursor to the desired icon and clicking the LMB (unless otherwise specified in the relevant section)

MAP SCREEN

1) Exit
2) Show leaders
3) Platoon symbols
4) Skull
5) Morale indicators
6) Movement modes
7) Toggle switches
8) Information box

1) Exit

Returns the play to the main screen.

If the LMB is clicked anywhere on the map prior to selecting this option you are returned to the main screen at this location.

2) Show leaders

This switch toggles on/off the platoon number symbol shown above the platoon leader on the map.