

FILE

HELP

QUIT

## GAME CONTROLS

### MOUSE

Move the mouse in the direction you want to shoot (aim) and click on the left button to shoot. One click-one shot. Hold down the mouse button and continuous shots will follow at the appropriate fire rate of the weapon.

Mouse control keys:

"R" and/or "I" keys: Reverse the mouse direction (up/down only).  
"+" and "-" keys: Faster/Slower transverse mouse speed.

Please note: The moves on the mouse are asymmetrical. Moving the mouse up (forward) will aim the weapon up (look up), moving it down (backwards) will aim it down (look down) and so on.



MOUSE

JOYSTICK

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## GAME CONTROLS

### JOYSTICK

Move the joystick handle in the direction you want to shoot (look/aim) and pull the trigger to shoot. Keyboard commands are also available while using the joystick.

**Joystick control keys:**

"R" and/or "I" keys: Reverse the joystick direction (up/down only).  
"+" and "-" keys: Faster/Slower transverse joystick speed.

Please note: The up and down joystick movements are unsymmetrical (opposite of the mouse). Pulling the joystick back will aim the camera (gun) up, pushing the joystick forward will point the gun down.



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## GAME CONTROLS

### KEYBOARD



**Spacebar:** Toggle weapons (to change weapon choice).

**"M" key:** Shoot missile. **"G" key:** Hand Gun (single shot auto)

**"A" key:** Artillery barrage (defensive measure).

**"P" key:** Pause. (Pauses/resumes the game).

**"esc" key:** Escape back to the game interface (quit game).

**"tab" key:** Changes the screen resolution (toggles).

**1-2-3 keys:** Changes screen resolution (1:large, 2:med, 3 small).

**"4" key:** Turns the sky map off/on. **"S" key:** Sound on/off

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## GAME INTERFACE

**FILE:** Select this function to save, load, start, continue and to exit a game.

**QUIT:** Select this function to quit the game. Quits to the Windows desktop.

**CREDITS:** Select this function to display the game credits.

**SCORES:** Select this function to access the scores (menu). (Best scores, stats etc.)

**OPTIONS:** Select this function to access the game set-up options. Change screen resolution and control devices.

**HELP:** Select this function to access the help menu. (Game instructions etc.)

**PLAY:** Select this function to play the game directly.

**FUNCTIONS**

**DISPLAYS**

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SHIELD

Level 1 2:09

ENEMY

### GAME INTERFACE

**LEVEL:** Displays current level and level timer.

**SHIELD:** Displays the percentage of shield protection afforded by the bunker. (100% = full strength)

**ENEMY:** Displays the percentage of enemy strength. (100% = full strength)

**AMMO:** Displays the amount of ammunition available to the player for the current weapon in use.

**MISSILES:** Displays the number of missiles available to the player.

**ARTILLERY:** Indicates that artillery support is available. ("A" key)

**SCORE:** Displays the current score (points).

### FUNCTIONS

### DISPLAYS

AMMO

239



SCORE 180

18

MISSILES