

PERKINS ENGINEERING

1004 PLEASANT AVENUE

BOYNE CITY, MI 49712

(616)582-9832

*** ARTILLERY DUEL by JOHN PERKINS ***

THIS IS A TAPE OF A NEW GAME CARTRIDGE BY ASTROCADE. WE WILL BE INTERESTED IN YOUR COMMENTS.

LOADING LOAD AT 2000 BAUD USING YOUR ASTRO-BASIC (6004) CARTRIDGE.

BE SURE THE MODE SWITCH IS IN THE **RAM** (CENTER) POSITION, RANGE SW. AT 6K, AND LOAD WITH
:INPUT \times (24576) . IF YOUR BLUE RAM DOESN'T HAVE A CENTER POSITION (PURCHASED
BEFORE SEPT. 1980), LOAD WITH $\&$ (192)=0: :INPUT \times (24576): $\&$ (64)=0

PRESS AND HOLD THE RESET BUTTON DOWN AND THROW THE MODE SWITCH TO **ROM**, RANGE TO 2K.
NOW REMOVE THE KEYPAD OVERLAY AND SELECT # 1. EACH PLAYER CAN NOW SELECT HIS OWN SKILL LEVEL.

OBJECT: 2 PLAYERS OR TEAMS TAKE TURNS TRYING TO DESTROY EACH OTHER'S GUN EMPLACEMENTS
BY ADJUSTING BARREL ANGLE AND POWDER CHARGE, COMPENSATING FOR WIND VELOCITY AND DIRECTION.

YOU ARE NOW ONE OF THOSE MEN IN GREEN UNIFORMS. THE BELL SOUND AND THE LIGHT IN THE CONTROL
ROOM WINDOW INDICATE THAT THE ENEMY GUN HAS BEEN SIGHTED AND YOU ARE ORDERED TO KNOCK IT OUT!
YOU ARE LOOKING AT YOUR CONTROL PANEL. ON THE LEFT ARE TWO GREEN PUSHBUTTONS. ONE RAISES YOUR
GUN BARREL, THE OTHER LOWERS IT. THE INDICATOR SHOWS 45 DEGREES. THE NEXT TWO BUTONS PACK BAGS
OF POWDER IN THE BREECH BEHIND THE SHELL. THE FLASHING MEANS THAT YOUR FINGER IS ON THIS BUTTON.
IF YOU PULL YOUR TRIGGER YOU WILL ADD POWDER, 1/10 BAG AT A TIME. MOVE THE JOYSTICK DOWN FOR
LESS POWDER, LEFT TO CHANGE GUN ANGLE IN 5 DEGREE STEPS. ALWAYS USE THE TRIGGER TO "PUSH" THE
BUTTONS. MOVE TO RIGHT TO FIRE! BUT **WAIT!** AT FAR RIGHT IS THE ANEMOMETER READ-OUT. WATCH IT!
IT CHANGES! THE "FLAG" ABOVE IT SHOWS WIND DIRECTION. DON'T TRY TO ADJUST THE LITTLE TV.
THOSE KNOBS ARE BROKEN.

OVER 50% DAMAGE WILL BLOW UP YOUR AMMUNITION DUMP! AFTER A LITTLE GLOATING, THE BOYS
WILL PUT UP A NEW MOUNTAIN AND NEW GUNS, AND GRAVITY IS NEW TOO.

HERE ARE A FEW HINTS TO HELP YOU DEVELOPE YOUR STRATEGY:

AT HIGHER SKILL LEVELS, STRIKING A GUN BARREL WILL DESTROY ONLY THE BARREL. CHANGING THE
ANGLE WILL ALERT THE BOYS TO REACH OUT AND SCREW ANOTHER ONE ON.

BLASTING A HOLE THRU THE MOUNTAIN OR THE TREES ALLOWS YOU TO SHOOT THRU ON THE NEXT
SHOT. THE TUNNEL YOU MADE WON'T COLLAPSE.