

## **\* \* \* \* Artillery Duel \* \* \* \*** **By John Perkins**

This is a prototype of a future game cartridge by Astrocade. Please "road test" it and give us your comments, pro or con.

### Loading Instructions:

- 2000 Baud with Astrovision BASIC: Be sure the mode switch is in the RAM (center) position. Load the program with `:INPUT %(24576)` If your Blue Ram doesn't have a center position load with `&(192)=0;:INPUT %(24576);&(64)=0`
- 300 Baud with Bally BASIC: Load the 300 Baud side with `:INPUT` Allow 5 ½ minutes to load with nothing entering on screen.

Press and hold the reset button down and throw the mode switch to ROM and range to 2k. Now remove the keypad overlay and select # 1. Each player can now select his own skill level.

### Object:

Two 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 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 60 degrees. The next two buttons 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 slow up your ammunition dump! After a little gloating, the boys will put up a new mountain and new guns, and gravity is new too.

### Hints:

Here are a few hints to help you develop 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. (Note: A handwritten note here says, "They do it anyway now")
- Blasting a hole through the mountain or the trees allows you to shoot through on the next shot. The tunnel you made won't collapse.