Introduction...

Welcome to AIRBORNE RANGER, the game of modern combat behind enemy lines. This supplement includes instructions on how to load the program (including troubleshooting tips) and a summary of joystick and keyboard controls. It does not include instructions on how to play the game. To start playing immediately, open the AIRBORNE RANGER FIELD MANUAL to page 6, "How to Play Without Reading the Manual," and follow the instructions there.

System Requirements...

1. Commodore C64/C64C/C128
2. Commodore 1541 or 1571 disk drive
3. Joystick

Loading...

1. **Turn off your computer** and disk drive
2. **Attach one joystick in port #2.** Do NOT leave a joystick in port #1 (a joystick there can scramble the keyboard controls).
3. **Turn on your disk drive.** WARNING: Do NOT leave a disk in the drive when you turn it on or off – your disk could be damaged.
4. **Remove all cartridges** from your computer.
5. **Insert the AIRBORNE RANGER disk,** label upward, into the disk drive. Close the drive door latch.
6. **Turn on your computer.**
   - On a C128 computer, AIRBORNE RANGER loads automatically.
   - On a C64 or C64C, you must type the following to load the program:
      Load "*", 8, 1 and press **RETURN**
   Note: After loading, leave the disk in the drive
7. **Have a spare disk handy.** You'll need a blank disk to save your Ranger. It doesn't have to be formatted since a special format disk routine can be selected within the Save Ranger sequence.

Troubleshooting...

- If the program does not load or run correctly, turn off BOTH the computer and the disk drive. Leave them off for at least 10 seconds, then try again.

- If it still doesn't load or run correctly, turn off your computer, disk drive and all other attached equipment. Disconnect attached peripheral devices such as printers, modems, light pens etc. AIRBORNE RANGER uses memory in odd locations and sometimes attached equipment tries to use this RAM memory too, destroying necessary parts of the game program.

- Try loading the program on another machine. If it loads correctly on that machine, your difficulties are in your hardware. The most common problem is that disk drive speed or alignment (especially alignment) is off. Have a local dealer or service department readjust the disk drive. Be sure to treat your disk drive carefully – something as minor as a gentle bump can throw it out of alignment.

- The C64 version of AIRBORNE RANGER uses a proprietary fast-load-from-disk routine. (This greatly speeds disk access time, and is faster than cartridge-based fast load programs). Do NOT attempt to use a cartridge fast-load program with AIRBORNE RANGER. Similarly, non-Commodore disk drives may or may not work, depending on their level of compatibility with the 1541 and 1571 drives.

- If you still have trouble loading on other machines as well as your own, you may be one of the tiny percentage who receive a defective disk despite our quality checks. However, we find that hardware problems are (regrettably) much more frequent than damaged disks.

- If you have further problems, contact MicroProse Customer Service at (301) 771-1151 Monday through Friday, 9 a.m. - 5 p.m. EST. Please have pencil and paper handy before your call.

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Controls Summary

The *controller* referred to in the manual is your JOYSTICK.

Airdrop Sequence

To steer aircraft left, right: Push JOYSTICK left or right.
To drop supply pods: Press JOYSTICK FIRE BUTTON before jump light turns green.
To jump from aircraft: Press JOYSTICK FIRE BUTTON after
To steer parafoil: Push JOYSTICK in direction you want to go.

Movement

To move: Push JOYSTICK in direction you want to go.
To run: Press either CRSR key. Note that combat indicator in upper left corner changes from black background to white to indicate running condition. To return to walking, press CRSR again.

Attacking:

To aim: Use JOYSTICK to rotate Ranger until aiming in desired direction. Line up the Target Crosshair with the target.
To attack: Press the JOYSTICK FIRE BUTTON to shoot (or stab, if using Knife).

Weapon Selection:

Carbine: Press the f1 key.
Hand Grenade: Press the f3 key. Weapon selected returns to Carbine after each use.
Law Rocket: Press the f5 key. Weapon selected returns to Carbine after each use.
Knife: Press the f7 key.
Time bomb (five second delay): Press the 5 key.
Time bomb (ten second delay): Press the 6 key.
Time bomb (fifteen second delay): Press the 7 key.

Other Controls

To use First Aid: Press the INST DEL key.
To see Map (pauses game): Press the RUN STOP key. Press key or JOYSTICK FIRE BUTTON to return to combat screen.
To Recall Aircraft: Press the [←] (left arrow) key.

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SIMULATION • SOFTWARE

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Introduction

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System Requirements

1. Commodore C64/C64C/C128 with a tape drive.
2. Joystick.

Loading

1. **Turn off your computer.**
2. **Unplug all cartridges and devices** from your computer. This includes disconnecting any disk drives, printers, modems, light pens, etc.
3. **Attach one joystick in port** #2. Do NOT leave a joystick in port #1 (a joystick there can scramble the keyboard controls).
4. **Plug the cassette tape deck** into your computer.
5. **Turn Cassette 1, Side A** into the tape drive.
6. **Turn on your computer.** If you have a C128, hold down the Commodore (C=) key as you switch on the computer.
7. **Load the program** by holding down the SHIFT key and tapping the key marked RUN STOP. Then, as prompted on the screen, rewind the tape and press PLAY on the tape cassette deck. Later you will be prompted to place different tape sides in the cassette deck, rewind them, and press PLAY again.
8. **Have a spare tape handy.** You'll need a blank tape to save any Veteran Rangers. If you do not wish to go through the saving routines, play with a Practice Ranger.

Troubleshooting

- If the program does not load or run correctly, turn off the computer, leave it off for at least 10 seconds, then try again.
- If it still doesn't load or run correctly, turn off your computer and all other attached equipment. Disconnect attached peripheral devices, such as printers, modems, light pens, etc. AIRBORNE RANGER uses memory in odd locations, and sometimes attached equipment tries to use this RAM memory too, destroying necessary parts of the game program.
- Try loading the program on another machine. If it loads correctly on that machine, your difficulties are in your hardware.
- If you still have trouble loading on other machines as well as your own, you may be one of the tiny percentage who receive a defective tape despite our quality checks. However, we find that hardware problems are (regrettably) much more frequent than damaged tapes.
- If you have further problems, write MicroProse Customer Service at 2 Market Place, Tetbury, Gloucestershire, GL8 8DA.

Controls Summary

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To jump from aircraft: Press JOYSTICK FIRE BUTTON after Jump Light turns green.

To steer parafoil: Push JOYSTICK in direction you want to go.

Movement

To move: Push JOYSTICK in direction you want to go.

To run: Press either CRSR key. Note that Combat Indicator in upper left corner changes from black background to white to indicate Running condition. To return to Walking, press CRSR again.

To crawl: Press the SPACE BAR. To return to upright position, press SPACE BAR again.

Attacking

To aim: Use JOYSTICK to rotate Ranger until aiming in desired direction. Line up the Target Crosshair with the target.

To attack: Press the JOYSTICK FIRE BUTTON to shoot (or stab, if using Knife).

Weapon Selection

Carbine: Press the f1 key.

Hand Grenade: Press the f3 key. Weapon selected returns to Carbine after each use.

LAW Rocket: Press the f5 key. Weapon selected returns to Carbine after each use.

Knife: Press the f7 key.

Time Bomb (five second delay): Press the 5 key.

Time Bomb (ten second delay): Press the 6 key.

Time Bomb (fifteen second delay): Press the 7 key.

Other Controls

To use First Aid: Press the INST DEL key.

To see Map (pauses game): Press the RUN STOP key. Press key or JOYSTICK FIRE BUTTON to return to Combat Screen.

To Recall Aircraft: Press the **[INSERT ARROW GRAPHIC]** (left arrow) key.

MARKING MISSION TAPE LOCATIONS

For your convenience, we have arranged our program so that you can mark the starting locations of specific mission data. This information will enable you to fast-forward to the location on the tape of the data for the chosen mission, thus saving you valuable loading time. To mark the data locations, select **MARK MISSION TAPE** on the Ranger Selection Screen and follow the instructions as they appear. Record the tape locations on the form below:

_____ Destroy a Munitions Depot

_____ Steal a Code Book

_____ Disable Enemy Aircraft

_____ Capture an Enemy Officer

_____ Cut a Pipeline

_____ Knock Out Enemy Radar Array

_____ Disable a SAM Site

_____ Liberate a P.O.W. Camp

_____ Photograph a Secret Experimental Aircraft

_____ Free the Hostages

_____ Create a Diversion

_____ Delayed Sabotage

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