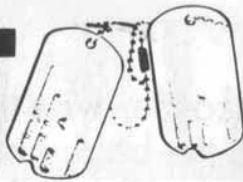


PLATOON



You are a raw young recruit in a Platoon of five deep in enemy territory. Unprepared for the challenges that lie ahead; realisation dawns that you must not only survive the physical ordeals but retain your sanity amidst the horrors and injustices of war.

As the game progresses you must overcome the hostilities in the different environments presented to you and ultimately survive with your sanity and morale intact. There are six sections in this experience, each presenting you with a more arduous problem. There will be casualties, as in any war, but the first casualty of that naive young soldier will be his innocence.

GENERAL CONTROLS

Usual joystick options in Port 2 for UP, DOWN, LEFT, RIGHT and FIRE.
SPACE BAR is used to throw grenades.

| | |
|-----------------|---|
| M | - Music on function |
| O | - Music off function (sound effects only) |
| RUN/STOP | - Abort game |

This program code and graphic representation are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

Game Design by Ocean Software Limited
© 1988 Ocean Software Limited
© 1987 Hemdale Film Corporation. All rights reserved.
TRACKS OF MY TEARS by Smokey Robinson Licensed from
B.M.G. Records (U.K.) Limited
© Motown Record Corporation

COMMODORE
Programmed by Zach Townsend
Graphics Andrew Sleight and Martin MacDonnell
Music and Sound Effects Jonathan Dunn



JUNGLE and VILLAGE

You must lead your Platoon deep into the depths of the Vietnamese jungle and ultimately the village. Once there, you will search the huts for useful objects and ultimately find a trap door in one of the huts that will lead you to an underground network of tunnels.

The jungle contains many perils such as armed patrols, booby trapped trip wires, assassins in trees and concealed "hides" where deadly snipers lie in wait. During your trek stay vigilant for a box of explosives left by a previous Platoon as this must be collected before reaching the bridge which must be blown up to prevent a large patrol following your Platoon (and effectively wiping you all out). To destroy the bridge you must have the aforementioned TNT, when you cross it the explosive will be automatically planted.

Food, ammunition and medical supplies left by enemy guerrillas can be picked up and used. For best results, spread supplies equally between the soldiers in your Platoon.

List of objectives in this section:

1. Find explosives.
2. Find bridge.
3. Place explosives on bridge.
4. Find village.
5. Search huts for a torch and map.
6. Find trap door.

SECTION 1 and 2

CONTROLS



You control one man at a time using your joystick.

| | |
|-----------|---|
| UP | — JUMP/WALK UP/ENTER HUT/EXAMINE OBJECT |
| LEFT | — WALK LEFT |
| RIGHT | — WALK RIGHT |
| DOWN | — DUCK/WALK DOWN/LEAVE HUT |
| FIRE | — SHOOT |
| SPACE BAR | — THROW GRENADE |

NOTE: Whether you jump or walk up when pressing UP on the joystick is determined by whether there is an exit above you or not. The same rule applies for pressing down. The EXAMINE OBJECT facility is only available when inside a hut and in front of the required object.

COMMODORE ONLY

Keys F1 to F7 call up the STATUS PANEL which allows you to examine the state of your platoon and transfer to control of another soldier. This is done by pressing UP, DOWN and FIRE on the joystick.



STATUS and SCORING

MORALE

This is a collective indication as to the state of your Platoon. Morale decreases every time one of your platoon is wounded and when an unarmed Vietnamese villager is shot. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time one of the platoon is wounded, he will collect a HIT. When he has collected four HITS then he will die, signified on the status panel as "retired in action". When all five members of the platoon are dead, the game is over.

AMMUNITION

Number of grenades left.
Rounds of ammunition left.
These can be increased by collecting ammunition left around.

SCORE

This is increased by removing enemy soldiers, collecting useful objects and destroying the bridge as well as any traps. A large bonus is obtained when this section is completed depending on the number of active members of the platoon left.



HINTS and TIPS

* Watch out for the enemy jumping out of the trees above you or appearing out of trapped doors near your feet - a well placed grenade will destroy the latter.

* When a member of your platoon is seriously injured (i.e. two or more hits) transfer control to another soldier to ensure as many as possible of your platoon survive.

* When you are about to pick up food or medical supplies, transfer to the member of your platoon most in need of them.

* It is recommended that you map out this section in order to complete it.

TUNNEL NETWORK



SECTION 3

Leaving the rest of the platoon in the village you volunteer to go down the trap door whereupon you find yourself in an underground tunnel system. You already have a torch and a map to enable you to find your way around as shown on the right hand side of the screen and your position is indicated by an arrow pointing in the direction you are facing.

Beware - The tunnels are densely populated with guerrillas who must be shot on sight. They usually appear from around the corners, but some of them have a sneaky habit of swimming through the waters of the tunnel and springing up in front of you ... and that knife isn't for decoration! The tunnel also contains a number of rooms in which you may find valuable items such as Red Cross boxes (to heal one of your "HITS") and ammunition. It is also essential that you find two boxes of flares and a compass for the next section (as before, when you enter a room you may be confronted by a guerrilla or indeed one of the boxes may be booby-trapped).

CONTROLS



SECTION 3

You control your movements and that of the crosshair (gunsight) with your joystick.
There are three control modes -

- | | |
|-------|---|
| UP | - (A) Walk forward/(B & C) Move crosshair up |
| LEFT | - (A) Rotate left/(B & C) Move crosshair left |
| RIGHT | - (A) Rotate right/(B & C) Move crosshair right |
| DOWN | - (B & C) Move crosshair down |
| FIRE | - (A & B) Shoot (C) Examine object |

CONTROL MODE A

Moving through the tunnels. When an enemy soldier appears, control changes to Mode B.

CONTROL MODE B

Moving the crosshair in the tunnels. Move it over your target and press FIRE. If you score a hit, control will revert back to Mode A.

CONTROL MODE C

When you enter a room, move the crosshair and press FIRE to examine objects. If needed they are automatically taken. To leave the room, press FIRE with the crosshair over the exit icon (bottom right).

STATUS and SCORING

**MORALE**

This is a collective indication as to the state of your Platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.

SCORE

This is increased with every successful encounter with Viet Cong, upon finding useful objects and finding the exit.

HINTS and TIPS



- There are no villagers in this section so everyone is assumed to be an enemy.
- Search all rooms and remember where booby-trapped boxes are.



THE BUNKER

Upon finding the exit in the tunnel system you find yourself in a foxhole. Night has fallen, you are tired and doubtful of the terrain and position of the enemy, so you decide to rest in the foxhole until confirmation comes through from base camp. Unfortunately a group of guerrillas suspect your location and will have no hesitation in attacking. You have your machine gun and a supply of flares to light up the night sky in order to see the enemy silhouetted against the horizon but be prudent supplies are limited as is the time of illumination. You must ensure that you do shoot each man you see as your own muzzle flash will give away your position and anyone who is left standing will find it easy to locate and kill you.

CONTROLS



The joystick moves the gunsight. A flare is released by placing the gun sight over the flare gun (bottom right) and pressing FIRE.

- | | |
|-------|------------------------|
| UP | - MOVE CROSSHAIR UP |
| DOWN | - MOVE CROSSHAIR DOWN |
| LEFT | - MOVE CROSSHAIR LEFT |
| RIGHT | - MOVE CROSSHAIR RIGHT |
| FIRE | - SHOOT |

STATUS and SCORING



MORALE

This is a collective indication as to the state of your platoon. Morale decreases every time you are wounded. When the morale is at zero then your platoon is considered inactive and the game is over.

HITS

Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION

Rounds of ammunition left.
Number of flares left.

SCORE

Your score is increased by shooting attackers.

HINTS and TIPS



- Shoot attackers immediately.
- Conserve ammunition and flares by sending flares up regularly and removing each attacker with a short, well placed burst of gun fire — not a long inaccurate barrage.

THE JUNGLE



Having survived a harrowing and sleepless night, you go in search of Sergeant Elias — your platoon leader. However, you meet Sergeant Barnes who informs you that Elias is dead, killed in combat. Shortly after however, you see from a distance that Elias is in fact alive and being relentlessly pursued by guerrillas. In front of your very eyes you see your Sergeant mowed down in a hail of gun fire and at that moment a little bit more of your innocence and sanity is eroded. Pondering on the information given to you from Sergeant Barnes you realise that in fact he is indirectly responsible for the death of Elias by not aiding him.

Before you can collect your thoughts more thoroughly you hear a crackle come over the radio — a transmission from the General. An air strike is planned for precisely 10:00 hours. That means that that section of the jungle you are in is to be napalmed in two minutes, as it is crawling with guerrillas. That just about gives you time to reach a safe area, and take cover from the airborne onslaught. You have been given the compass bearings of a particular safe area and you must make your way there immediately.

GAME PLAY

The compass (top right) indicates the direction that you are facing always head in a northerly direction. Each screen depicts a view of a portion of the jungle you are in. Run to the top of each area, avoiding the Viet Cong fire, snipers and any other hazards such as barbed wire and half buried mines. There are several routes through the jungle; some will enable you to make your destination in time, while others will not.

CONTROLS



Using the joystick move your man around the obstacles avoiding enemy fire. Take a left or right turning at the top of each area.

LEFT
RIGHT
UP-
DOWN
FIRE

- MOVE LEFT
- MOVE RIGHT
- MOVE UP THE SCREEN
- MOVE BACK DOWN THE SCREEN
- SHOOT

HINTS and TIPS



Find out which is the quickest route and use it every time. Keep moving as enemy fire is directed straight at you in order to make good time, certain screens will have to be rushed. Other, more difficult screens, may be negotiated after you have cleared the way of all visible attackers.

THE FOXHOLE

Having reached the area you were told was safe you find that Sergeant Barnes is in a foxhole. He realised your suspicions about him, and Sergeant Elias and sees this as an ideal opportunity to eliminate you without witnesses or any other evidence. Ensnared in his foxhole he fires his machine gun and throws grenades at you. With the air strike imminent and vengeance for the unfortunate Sergeant Elias playing on your mind you realise there is only one sensible course of action. You must remove Barnes from the bunker in order to avoid the napalm. The cover that is afforded Barnes makes machine gun fire rather ineffective leaving you with the only option of a frontal assault with your grenades. You must, in fact, score five direct hits with your grenades into the foxhole. You will find the box of grenades at the start of the screen and these must be picked up, immediately.

CONTROLS



LEFT
RIGHT
UP
DOWN
FIRE

- MOVE LEFT
- MOVE RIGHT
- MOVE UP SCREEN
- MOVE BACK DOWN THE SCREEN
- THROWS GRENADE

STATUS and SCORING



Your score is increased with each successful hit on Barnes's foxhole, and with his final destruction should you last that long!

HINTS and TIPS



Keep moving for reasons already discussed. Pick up your grenades immediately.