



COMMODORE C-64/128 CASSETTE VERSION

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 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

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 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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