

QUICK START REFERENCE GUIDE

THE MENU :

To play Battle Isle with two players, choose the start option at the main menu, using the joystick or the cursor keys. To validate your choice, press the joystick fire button or the RETURN key. Wait a few seconds, "START" You can play as soon as the game has loaded.

To play against a computer opponent, choose "OPTIONS" at the main menu. The first menu item displays the name of the current map. Choose the map and enter map name CONRA. Then choose "START" at the main menu.

THE MAP CODES :

Each time you successfully complete a map mission, you will be given the access code for the next map.

In a two player game, the first map code is FIRST. In a game against the computer opponent, the first map code is CONRA".

THE GAME :

Each player controls his actions on his own tactical screen. Battle Isle is played in two alternating phases : a MOVEMENT phase and an ACTION phase. The first player begins the game in ACTION phase (usually the attack phase). In the next turn the phases are swapped, and so on.

To win, you must destroy all enemy units, or capture the enemy Headquarters with an infantry unit.

KEEP IN MIND that the orders you give will not be executed and your units will not arrive at their destination or attack their targets until the change in phase.

CONTROLS :

You control the game using the joystick. When you press the fire button, you can execute several actions. Keep the fire button pressed and move the joystick up/down or left/right. When the cursor changes shape, you will recognise the symbol, you can validate the action by releasing the fire button. Battle Isle has two different control modes with several functions related to each of them and available in only one or the other mode. The following table explains those different functions. If you play against the computer, choose the phase changing symbol as soon as you've given all your orders. This will let the computer calculate and therefore give his orders much faster.

THE KEYBOARD CONTROLS :

During the game, these functions are also available :

The E key = toggles the sound effects off/on



























The S key = toggles the music off/on

The ESC key = to quit the current game, confirm this command by pressing the Y key.

The D key = to save the current game. This option can only be used when both players have asked for a change in phase. Choose a number to save the game between 0 to 9. The computer asks you to insert a save game disk (use the format disk named B14)

COMMAND FUNCTIONS

5036944

CURSOR	MOVEM.	ATTACK	FUNCTION
			The hexagonal cursor moves around the screen when no other function has been chosen. To choose a function, press the fire button, at which time another cursor symbol will appear.
			The "X" appears in the cursor, when you are leaving a chosen function, for example, inventory of a depot.
			The "eye" displays an overview map, where you can assess your present situation, choose a new location, and see which pieces have not yet been moved in that turn. Press the fire button and move the joystick to the right. Pieces which have already been used appear as black dots.
			The "four-way arrow" gives the unit you have indicated the order to move. In MOVEMENT phase, position the cursor over a unit, push the fire button and move the joystick forward. The possible destinations are highlighted. Move the cursor to the desired field and press the fire button twice to move the unit.
			The "exclamation mark" gives the unit the order to attack. Position the cursor over a unit in ACTION phase, push the fire button and move the joystick forward. Possible targets are highlighted. To choose a target, move the cursor over the target and press the fire button.
			The "question mark" provides information. Press the fire button and move the joystick toward you (down). Depending on whether you are over a unit, or in the general battlefield, this cursor will provide you with unit-specific, or general battle information.
			The "i" for inventory shows the contents of a unit or building. Press the fire button and move the joystick to the left. This command can only be used when over a transport unit or building.
			The "wrench" indicates repair of a unit. Repair is only possible inside buildings. Move the joystick left to the inventory symbol. Position the cursor over the unit to be repaired, move the joystick down and press the fire button.
			The "hammer" starts new production of a unit. Units can only be produced in factories. Move the joystick left to the inventory symbol. Then position the cursor on an empty square reserved for a unit. Press the fire button and move the joystick left. The hammer will appear. Release the fire button, to see which units can be produced with the cursor, press the fire button, then move the joystick left while keeping the fire button pressed. Release the fire button.
			The "double-arrow" indicates that you have finished your turn and wish to change modes. Position the cursor over an empty square, press the fire button, and move the joystick left.