Before Beginning Play: There is no physical copy protection on your Countdown to Doomsday disks, so please make backup copies and put the originals away for safekeeping. Consult your disk drive or copy-software manual for copy instructions.

Saving Games: Only one game can be saved onto a disk. The program will format a save disk for you if you attempt to save to an unformatted disk. You should use two save disks and alternate them during play. When a countdown situation starts, be careful saving the game. If you save the game with time running out and you are not sure how to complete an event, you may get into a situation where you are stuck. This only occurs twice in the game.

Loading the Game: After making your backup copies, the following steps will load the game:

1. Put Disk 1, Side A in drive.

2. Type **LOAD "*",8** and press **RETURN**.

3. Type **RUN** and press **RETURN**.

4. Follow all prompts to run the game. To answer the verification question, use the Log Book or the Rule Book. Type the indicated word and press **RETURN**.

You will be prompted to insert the correct disk whenever a disk swap is required.

To Begin Playing Quickly: A pregenerated team is provided on Disk 1, Side A. To load this team select LOAD SAVED GAME from the Team Creation menu and insert Side A when the saved game is requested.

Skill Selection: Moving the joystick to the right will increment the points for the highlighted skill and moving the joystick to the left will decrement the points. To switch to another screen, move the joystick up or down to highlight the PREVIOUS or NEXT line and then move the joystick to the right. Hit the joystick button ONLY after you have assigned all of your available points.

Moving: To move in the 3D view, press the following keys:

I: moves the team forward.
J: turns the team to the left.
K: turns the team to the right.
M: moves the team backward.

<div align="center">

JOYSTICK MOVEMENT

3D
MOVE FORWARD

</div>

<div align="center">

TURN LEFT · TURN RIGHT

MOVE BACKWARD

</div>
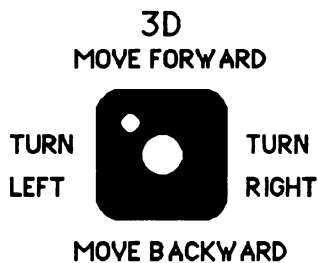
To move in combat press the following keys:

1:    moves character up.
2:    moves character up and right.
3:    moves character right.
4:    moves character down and right.
5:    moves character down.
6:    moves character down and left.
7:    moves character left.
8:    moves character up and left.
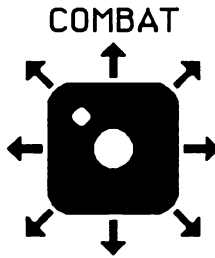
COMBAT

It is easier to get diagonal movement with the keyboard than with the joystick.

Commodore 64 Specific: The following is a list of Commodore 64 specific commands:

<Left Arrow>: Is identical to the EXIT command from menus. In combat, pressing this key will take back a move, but will not erase any damage taken during the move.

Q: Sets all characters to QUICK (computer control). This is a fast way to end combat once the enemy has been defeated. NOTE: AID option will NOT work when the characters are under computer control.

<SPACE>: Returns all characters to normal control from QUICK.

IMPORTANT

HINT: If you find combat too easy or difficult, use the LEVEL command (Rule Book page 7).

Skills: Make sure your team members specialize in a variety of skills, since all of the general skills will be used at various points in the game. You should make sure you have at least one Medic in your team and that several of your characters have FIRST AID skill and all of your characters have MANEUVER IN ZERO G skill. You should give your Medic some points in TREAT POISON skill after training the first time.

One of your characters should have ASTROGATION skill. Navigating in space costs 20 pts per move, but only 10 pts per move with a successfull ASTROGATION skill check. Use the ROCKET option to see how much fuel you have left.
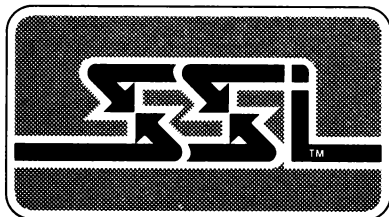
Weapons: Each character should carry more than one type of weapon. If you are unable to damage opponents with a certain weapon you may want to try a different one. EXAMPLE: All Robots are immune to microwave guns, so you will need to switch to another weapon when shooting a Robot if you are currently using a Microwave gun.

Ammunition: While only certain weapons may be purchased at different shops, ammunition may be purchased for all weapons at all shops. A clip for all weapons contains 10 rounds, except Plasma Throwers & Rocket Launchers which contain only 1 round per clip.

Game Hints:
Grenades may be purchased at certain shops on certain asteroids, so explore. Stun grenades are useful in tactical combat to paralyze enemy characters. Chaff grenades are very useful when facing enemies with heavy weapons or grenades. Throw the chaff grenades in front of your team and incoming grenades will explode when they hit the edge of the chaff cloud.

Don't forget to spread out your team members in combat and take advantage of terrain. The characters will be vulnerable to grenades and heavy weapons when grouped together.

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