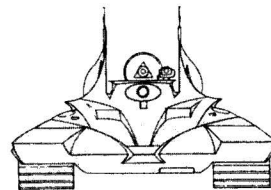


  
**ELECTRONIC ARTS®**  
Home Computer Software

E00301EM

**MANUAL**

**ARCTICFOX**



**CONFIDENTIAL**

**OPERATOR'S  
MANUAL**



**ELECTRONIC ARTS**

## Instructions for Computer Specific last pages

## SKILL LEVELS

In addition to the two advanced levels (Beginner and Tournament), Arcticfox includes two preliminary (pre-game) levels to let you preview the enemy resources and develop proficiency in controlling your equipment. Although you can start playing at the advanced levels right away, you will get more out of the game if you spend a little time at the preliminary levels learning about the enemy and about Arcticfox.

## Preliminary Levels

**1. Enemy Preview** When you select this mode, the enemy's resources parade before you, appropriately labeled, so you can see what you will be up against. While doing this, you may want to refer to the descriptions on pages 8 and 9 of this manual.

**2. Training Level** At this level you can roam around the terrain and shoot the enemy to your heart's content, but you cannot complete the game (which requires blowing up or otherwise disabling the Main Fort). At training level, your armor is tougher, and you have a large supply of ammunition, while the enemy is weaker (i.e., has weaker armor and is less intelligent). In addition, when you start playing at this level, you don't start at the same map location as you do in the advanced levels, but at a different location.

## Advanced Levels

**1. Beginner:** Start at this level if you are still learning the basics. At this level you have an ample supply of mines and missiles, and your armor is tougher. In addition, there are fewer enemy resources to contend with, and the enemy is weaker than it is at the Tournament level. See map on the center pages for the starting location for this level.

**2. Tournament:** This level is for the true aficionado. At Tournament level the enemy is very intelligent and has use of a tracking device which provides a constant readout of your location. In addition, all advanced hazards (such as slide, friction and acceleration physics) are in full force, making it more difficult to maneuver. Your starting position in Tournament level varies among eight preselected locations. Upon selecting Tournament level, you are given the opportunity to select starting location and enemy configuration from the available choices.

## INSTRUMENTS

**Warning Light:** The Warning Light indicates whether or not the Arcticfox has been spotted by the enemy. A green light means that Arcticfox has not been spotted, a yellow light indicates that Arcticfox has been spotted by the enemy locally, i.e., only by the enemy in the local sector. A red light means that Arcticfox's location is known by the enemy throughout the entire area. When this happens, the Communications Fort will mobilize search patrols and strike forces. However, because the Arcticfox's location during Condition Red is relayed through the Communications Fort, destruction of the Fort will effectively counteract transfer of that information.

**Radar/Aft View:** The Arcticfox's Radar View is a bird's eye view of the surrounding area with the Arcticfox in the center of the screen. The radar will not reveal the enemy hiding behind terrain objects. The Aft View is provided by a camera attached to the rear of the Arcticfox. The radar view always keeps north at the top of the screen, regardless of the direction the Arcticfox is facing, making it easy to coordinate direction with the compass (see below). Pressing the Radar/Aft key when the missile is active toggles between the view from the missile and the radar view, on the small viewport.

**Oxygen:** Shows the percentage of oxygen remaining in the atmosphere. The rate of conversion can be slowed down by destroying the enemy's Air Converters.

**Compass:** Shows the Arcticfox's heading using standard compass orientation.

**Mines:** Indicates the number of mines remaining.

**Guided Missiles:** Indicates the number of guided missiles remaining.

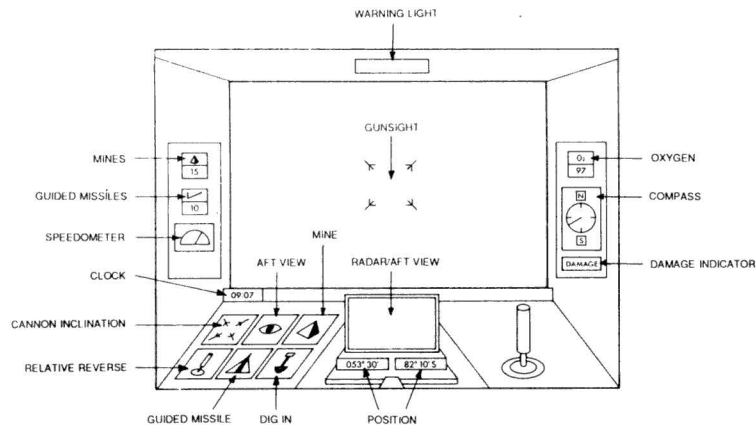
**Position:** Shows the Arcticfox's current position in degrees and minutes for both longitude and latitude.

**Clock:** No prize for guessing this one. However, you should be aware that the clock always starts at 0900 hours each time you start the game.

**Speedometer:** Indicates Arcticfox's speed in kilometers per hour. The needle points to the right of center when the Arcticfox is moving forward, and to the left of center when the Arcticfox is moving backward. The needle is centered when Arcticfox is stationary.

**Gunsight:** The four converging diagonal lines in the main viewport meet to become crosshairs as soon as an enemy vehicle is within range. Note that during the reload cycle (see Controlling Arcticfox, below) the square brackets in the sight disappear until Arcticfox's cannon is ready to fire again.







**Damage Indicator:** The Damage Indicator is green when Arcticfox is undamaged, and slowly turns yellow and finally red as Arcticfox sustains damage.



## CONTROLLING ARCTICFOX

To fire the Arcticfox's cannon, press your joystick button. Note that Arcticfox needs to reload between shots. Although reloading is automatic, it may take up to five seconds.

In addition, you can access the following functions through the keyboard, using either of two sets of keys. Right-handed players may prefer to use the set of keys on the left hand side of the keyboard, while left-handed players may wish to use the keys on the right-hand side, thereby reserving the preferred hand for joystick control. The following table summarizes these extra functions. The first column shows the icon, and the second describes the function. See your reference card for the keyboard controls.

ICON	FUNCTION
	<b>Guided Missile:</b> Firing a missile changes the view out of the small viewport to the camera on the missile. Once you have fired a missile, you can use the joystick to guide it. This means that the missile viewport can act like a mini flight simulator, so that you can use it for reconnaissance if you wish. When you find a suitable target, press the same key a second time to lock the missile onto the target and return you to Arcticfox's viewport. Missiles have a range of one radar screen beyond the current location, in all eight directions.
	<b>Mine:</b> This function causes a mine to drop out of the back of the Arcticfox. These mines are live, so it's not a good idea to run over them. In addition, mines will self-detonate after a certain time period.
	<b>Aft View:</b> This function lets you toggle between the overhead radar and the aft view. The control panel button lights up when in aft view mode. For more information on this function, see <b>Instruments</b> , above.
	<b>Cannon Inclination:</b> By accessing this function you can use the joystick to control your cannon's inclination and its sights in the viewport. Pressing the button a second time turns this function off. When you are using the joystick to control cannon inclination, it is not available to control Arcticfox's forward or reverse movement. So while you are manipulating the cannon, the Arcticfox will continue moving forward or backward in accordance with your last joystick command. You can still control the Arcticfox's heading, however, by moving the joystick right or left.
	<b>Relative Reverse:</b> This function is used in conjunction with Cannon Inclination and works only in that mode. Accessing this function causes the Arcticfox to reverse direction, so that if it is moving forward when the button is pressed, it will change to reverse, and vice versa. In addition, pressing the button when Arcticfox is stationary will cause it to move forward.
	<b>Dig In:</b> This function buries the Arcticfox when it is in snow, but has no effect at other times. When the Arcticfox is buried, there is no view from the viewport, although radar still functions. You can dig out by pressing the same key a second time. Note that you can still fire missiles when you are dug in.

## THE ARCTIC TERRAIN

Your theater of operations is made up of geological formations and conditions that can work either for or against you, depending on your strategic ability. This means you not only have to outfox the enemy, but you also have to be aware of your geological surroundings to avoid problems with the terrain. At the very least, you should be aware of the following features:

**Ridges:** The Arcticfox can drive up and over this type of terrain to obtain strategic viewpoints and hide from the enemy. Best of all, ridges are fun to drive over. On the negative side, however, because ridges provide better views of the surrounding area, the enemy tends to install strategic gun and radar emplacements there.

**CreVICES:** Driving into crevices is not recommended, since it spells death for the Arcticfox and the end of the game.

**Mud Flats:** The Arcticfox behaves unpredictably on mud flats. In particular, the rear of the tank has a tendency to slide, making steering and stopping less accurate than it is on snow or ice. You should be especially careful around crevices when driving on a mud flat.

**Snow Fields:** The Arcticfox is slowed down by snow (by a factor of about 50%), but so is the enemy.

**Rocks:** Watch out for the enemy hiding behind rocks. On the other hand, you can use rocks to hide from the enemy.

**Mountains:** You can use the larger mountains as landmarks to give you a better sense of where you are.

**Force Field:** The enemy force field is impossible to drive through. The force field appears as a red line on the ground and on the radar screen.

**Weather:** Watch for lightning and blizzards. As more of the oxygen is converted, the sky becomes darker and lightning more prevalent. Blizzards can cause a whiteout, resulting in partial loss of visibility for both you and the enemy. Nevertheless, radar will still function properly. Note, however, that radar will not function in a lightning storm. Fog looks similar to a blizzard except that there are no snowfields and it dissipates more quickly.

## ENEMY RESOURCES

**Heavy Tank:** Slow moving, heavy armor, heavy shells. This tank is more likely to be defending strategic areas rather than patrolling. Its heavy shells will do extensive damage on a direct hit, so you will need to exercise your tactical skills in its presence. You will know when a heavy tank is shooting at you by the presence of large shells.

**Light Tank:** Medium speed, light armor, light shells. The Light Tank is usually implemented in patrols as protection for the Recon Tank or in ground strike forces.

**Recon Sled:** Medium speed, light armor, does not shoot. The Recon Sled has long range spotting capability and is usually found in patrols.

**Fighter:** High speed, light armor, light shells. The Fighter is very dangerous because of its speed. It is usually found in strike forces or accompanying Recon Flyers for protection.

**Recon Flyer:** High speed, light armor, does not shoot. The Recon Flyer is usually found in long range recon patrols.

**Rocket Launcher:** Stationary, heavy armor, shoots guided missiles which can do massive damage on a direct hit. Guided missiles do not need to make a direct hit to do damage, so you should approach a Rocket Launcher with extreme caution. If you spot a Rocket Launcher, it is best to approach it from the rear, since it only has a forward field of vision of 140 degrees.

# ARCTICFOX

**Radar Station:** Stationary, heavy armor, does not shoot. Radar stations have very long range spotting capability. In addition, Radar Stations are able to cloak other enemy resources from detection by Arcticfox's radar, and to jam missile-tracking systems.

**Floating Mines:** Stationary until the Arcticfox is spotted, light armor, does not shoot. Floating mines are strategically placed to guard stationary objects or passages. Once a Floating Mine spots you, it will continue to track you slowly.

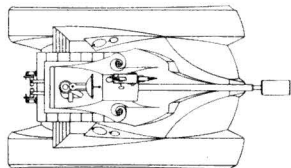
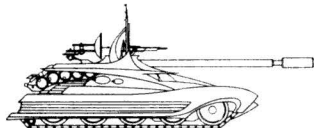
**Air Converter:** As the name implies, Air Converters do nothing but convert oxygen into an alien atmosphere that supports the enemy. Destroying these installations slows down the conversion of oxygen, thereby extending the amount of time you have to destroy the Main Fort.

**Communications Fort:** The Communications Fort handles all radio communication between enemy patrols and strike forces. By destroying the Communications Fort you can disable the enemy's ability to call in strike forces against you.

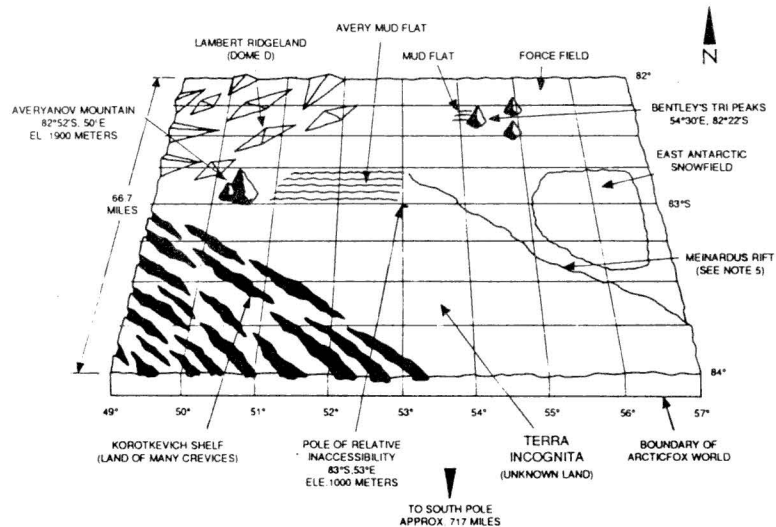
**Main Fort:** Destruction of the Main Fort will effectively destroy the enemy, and is the goal of the game. Needless to say, the Main Fort is strategically placed and heavily guarded (by Heavy Tanks, Fighters, Floating Mines, etc.), so its destruction will require strategy and tactics of the highest order. Destruction of the Main Fort requires two direct hits with missiles or ten direct hits with cannon shells.

## STRATEGY AND TACTICS

1. It is inadvisable to stand in one spot during battle. Keep moving if you can. One way of doing this is to use Relative Reverse, which causes Arcticfox to follow its last command.
2. Dropping mines is one of the most effective ways of dealing with ground units.
3. Destroying the Communications Fort will make it impossible for Recon Sleds and Recon Flyers to reveal your position. This will make it easier for you to approach the Main Fort when the time comes.
4. Destroying the enemy's oxygen converters will reduce the rate of oxygen conversion, giving you more time to succeed in your mission.
5. Following the force field protects one side of the Arcticfox.
6. Make sure you reserve at least two guided missiles and/or ten cannon shells for the last stand against the Main Fort.



# ARCTICFOX



## NOTES:

- 1) Since the area covered is small, the latitude longitude lines are assumed to be parallel.
- 2) The Force Field is RED.
- 3) The scale may be off + or - 10%.
- 4) All terrain features, except "Pole of Relative Inaccessibility" are fictional. However, they are named after historic arctic explorers.
- 5) Although never formally explored along its entire length, there are rumoured crossing points in Meinardus Rift.

## ARCTICFOX

## ATARI ST

## GETTING STARTED

Put your Arcticfox disk in drive 1 and turn on your computer. The program loads automatically. After the startup screen and the credits are displayed, press Control-M if you're using a mouse, or Control-J if you're using a joystick. If you don't indicate one or the other, the program assumes you're using a joystick. Make sure your joystick is plugged into Port 1. (If you're using a mouse, plug it into Port 0).

If you were one of the first owners of an ST, you may need to load the "TOS" system before you boot up. This reduces the amount of available memory in your computer, and Arcticfox may not run. If this is the case, contact your dealer to purchase the necessary system ROMs and have them permanently installed in your computer.

## CHANGES

You may notice that your manual shows a pair of onscreen hands that push buttons and control joysticks. On the Atari ST, these hands don't appear — you'll have to get by with your own. The damage indicator discussed on page 4 of the manual also works a little differently than described: it fills red from left to right as you sustain damage.

Lastly, page 2 of the manual mentions a map located in the manual's center spread. This map is actually on the back cover of the manual, and does not show starting locations.



## ARCTICFOX

## IBM PC &amp; COMPATIBLES

## GETTING STARTED

Insert a disk containing DOS 2.0 or higher in drive A and turn on your computer. When the A >prompt appears, put the Arcticfox program disk in drive A. If you have a Hercules™ monochrome-graphics display card in your computer, type RUNFOXH and press Enter. For any other display card, type RUNFOX, press Enter, and a configuration screen soon appears that lets you configure Arcticfox for the display capabilities of your computer. Press 1 if your computer is an IBM-style PC, or press 2 if your computer is a Tandy PC. The title screen soon appears, followed by a scrolling list of credits and options. The Enemy Preview begins after 60 seconds of inactivity.

Arcticfox automatically looks at your computer and adjusts the speed at which the game runs. However, if the game still runs too fast or too slow, set the game speed manually by simultaneously pressing Control and a number from 1 through 5 — Control-1 is the slowest speed and Control-5 the fastest. Press the Spacebar or one of the skill level keys to leave the title screen and start the game.



## SKILL LEVEL

In addition to an Enemy Preview mode, there are three different skill levels at which you can play Arcticfox. See page 2 of the manual (located inside the front cover of the package) for more information about the various skill levels. To select a skill level, press a function key:

F1	Enemy Preview	F3	Beginner Level
F2	Training Level	F4	Tournament Level

At Tournament Level you can choose the enemy configuration and your starting location through a series of onscreen prompts, or you can let the computer randomly make the choice for you.

## CONTROLLING ARCTICFOX

**JOYSTICK MODE** — Use your joystick to control the Arcticfox's direction: just move the device in the direction you want the tank to go. Fire the cannon by pressing the joystick button.

**KEYBOARD MODE** — Press Control-K to activate keyboard mode. The nine keys centered on the letter K control the tank's movement.

U	I	O
forward left	forward	forward right
J	K	L
left turn	stop	right turn
M	,	.
back left	reverse	back right

## SKILL LEVELS

To select a skill level, press a Function key:

F1 Enemy Preview	F2 Training	F3 Beginner	F4 Tournament
------------------	-------------	-------------	---------------

In Training Mode, you have access to these special features:

F1 Turbo	Arcticfox moves at 400 kph; missiles at 800 kph (toggle)
F2 Invisibility	Arcticfox can't be spotted by enemy (toggle)
F3 Blizzard	Starts/stops a blizzard (toggle)
F4 Storms	Starts/stops lightning storms (toggle)
F5 Jump Up	Arcticfox jumps up into the air, then back down
F6 Big Radar Map	View all eight sectors adjacent to your location (toggle)
F7 Smart Bomb	Destroys all aliens in your sector
F8 Big Screen Missile	Use main screen for missile view (toggle; words on all levels)
F9 Tough Fox	Renders Arcticfox Indestructible (toggle)
F10 Cockpit Off	Hides all the cockpit instruments (toggle)

In Tournament Mode, you have the option to choose your enemy configuration and starting location through additional keyboard prompts, or you can ask the computer to make the selection. For more information on skill levels, see page 2 of the manual. Also, the enemy's Recon Flyers are equipped with a tracking device in Tournament Mode — and they won't hesitate to use it against you.

## CONTROLLING ARCTICFOX

**Movement** — Use your joystick or mouse to control the Arcticfox's movement: just move the device in the direction you want the tank to go. In mouse mode, you can press the Spacebar to center your mouse on the screen. Fire your cannon by pressing the mouse or joystick button. To fire repeatedly, hold the button down.

**Keyboard Commands** — The keyboard layout parallels the layout of your six onscreen control panel buttons. (You can only use the numbers on the numeric keypad.)

Cannon Inclination	Q or 7
Aft View	W or 8
Drop Mine	E or 9
Relative Reverse	A or 4
Guided Missile	S or 5
Dig in	D or 6

### Other Keyboard Commands:

Restart Game	Control-R (you can use this any time)
Sound on/off	Control-S
Pause/resume play	Esc
Exit Mission Evaluation Screen	Any Key

## B. Advanced Levels

Beginner: F3

Tournament: F4

When you select F4, you will be given the opportunity to choose the enemy configuration and your starting location through additional keyboard commands, or you can let the computer make the selection randomly. Just follow the onscreen prompts to make your selection.

## CONTROLLING ARCTICFOX

**Right Screen Hand:** Your joystick controls the right screen hand, which in turn controls the motion of the Arcticfox. By manipulating your joystick you can move the right screen hand to nine different positions (including the "home" position), causing the Arcticfox to move in the corresponding direction.

To fire the Arcticfox's cannon, press your joystick button. This will cause the screen hand to push the cannon firing button.

**Left Screen Hand:** The left screen hand controls a number of additional Arcticfox functions. You can access these additional functions through the keyboard, using either of two sets of keys. Right-handed players may prefer to use the set of keys on the left hand side of the keyboard, while left-handed players may wish to use the keys on the right-hand side, thereby reserving the preferred hand for joystick control. Note that as you press each key, the left screen hand reacts accordingly, pressing the buttons in the control panel on the screen. The table on the following page summarizes these extra functions. See your Manual for more information on these functions.

## EXTRA FUNCTION CONTROLS

Function	Control Keys
Guided Missile	S or 5
Mine	E or 3
Aft View	W or 2
Dig in	D or 6
Cannon Inclination	Q or 1
Relative Reverse	A or 4
Big Screen Missile	F8

You can snap roll the missile to the left or right by using the left and right arrow keys when in the missile mode. Each press rolls the missile one quarter turn, so four presses will spin the missile 360°.

Note that with the exception of the F8 key, the configuration of the icons on the screen mimics the configuration of the corresponding keys.

You can also use the keys on the numeric keypad to control Arcticfox. The layout is similar to the one above, but centered on the number 5. Fire Arcticfox's cannon by pressing the Spacebar.

USING YOUR WEAPONS SYSTEMS — In both joystick and keyboard modes, press the following keys to control your weapons systems. (Note that these keys are laid out in the same order as the buttons on your onscreen control panel.)

Cannon Inclination	Q	Guided Missile	S
Aft View	W	Dig In	D
Mine	E	Big Screen Missile	Return
Relative Reverse	A		

Use the numeric keypad to control your cannon in Cannon Inclination mode: 2 or raises the cannon, 8 or 1 lowers the cannon, and 5 or K stops cannon movement.

### OTHER KEYBOARD COMMANDS:

Restart the game at any time	Control R
Toggle sound off and on	Control S
Use keyboard commands instead of joystick	Control K
Use joystick instead of keyboard commands	Control J
Quit Arcticfox and return to DOS	Control Q
Toggle solid-fill objects on and off	Control F
Pause and restart game play	Esc



# COMMAND • SUMMARY

## ARCTICFOX

## AMIGA

### GETTING STARTED

After loading KickStart (version 1.1 or later), eject the KickStart disk and insert your Arcticfox disk. It will load automatically. Note that Arcticfox disables the Amiga's multitasking capabilities, so you will not be able to have another program running in the background. The startup screen and theme music will last about 60 seconds. You can short-circuit the startup by pressing the Spacebar or one of the skill level keys (see below). You can restart the game at any time by pressing Control-R. In addition, Control-S toggles the sound on and off; Esc pauses/restarts play; Control-M for mouse mode; Control-J for joystick mode.

### SKILL LEVELS

To select the desired skill level, press the appropriate Function key. See page 2 of the Manual (located inside the front cover of the package) for more information about the various skill levels.

#### A. Preliminary Levels

Enemy Preview: F1

Training: F2

Training Mode gives you access to the following features:

- |                        |  |
|------------------------|--|
| F1: Turbo              | Arcticfox moves at 400kph, missiles at 800kph      |
| F2: Invisible          | Arcticfox cannot be spotted by enemy               |
| F3: Blizzard           | Starts/stops blizzard (toggle)                     |
| F4: Storms             | Starts/stops storms (toggle)                       |
| F5: Pop up             | Arcticfox pops up into the air and comes back down |
| F6: Big Radar Map      | Shows all eight sectors adjacent to your location  |
| F7: Smart Bomb         | Destroys all the aliens in your current sector     |
| F8: Big Screen Missile | Uses big screen for missile view (toggle)          |
| F9: Tough Fox          | Renders Arcticfox indestructible                   |
| F10: Cockpit Off       | Hides all the cockpit instruments                  |



# COMMAND • SUMMARY

## ARCTICFOX

## APPLE II+, IIE, IIc

### GETTING STARTED

Put the game disk in drive 1 and turn on your Apple. It will load automatically. The startup screen appears and the credits scroll by. You can skip the startup by pressing the Spacebar or one of the skill level keys (see below). You can restart the game at any time by pressing Control-R. In addition, Control-S toggles the sound on and off; Esc pauses/restarts play; Control K for keyboard mode; Control-J for joystick mode.

### SKILL LEVELS

To select the desired skill level, press the appropriate number key. See page 2 of the Manual (located inside the front cover of the package) for more information about the various skill levels.

#### A. Preliminary Levels

Enemy Preview: 1

Training Mode: 2

#### B. Advanced Levels

Beginner Mode: 3

Tournament Mode: 4



When you select 4, you will be given the opportunity to choose the enemy configuration and your starting location through additional keyboard commands, or you can let the computer make the selection randomly. Just follow the onscreen prompts to make your selection.

## CONTROLLING ARCTICFOX

**Movement:** Your joystick controls the motion of the Arcticfox. By manipulating your joystick you move the Arcticfox in the corresponding direction. Alternately, you can play in keyboard mode (Control-K to activate). The nine keys centered on the K key then control movement.

		forward motion			
	U	I	O		
left turn	J	K	L	right turn	
	M	,	.		
		reverse motion			

To fire the Arcticfox's cannon, press your joystick button or the Space Bar.

**Keyboard Button Controls:** You can access some additional Arcticfox functions through the keyboard. The keys are laid out in the keyboard in the same pattern as the buttons on the control panel. The table below summarizes these extra functions. See your Manual for more information on these functions.

## EXTRA FUNCTION CONTROLS

Function	Control Key
Cannon Inclination	Q
Aft View	W
Mine	E
Relative Reverse	A
Guided Missile	S
Dig In	D
Big Screen Missile	RETURN

# COMMAND • SUMMARY

## ARCTICFOX

COMMODORE 64/128

### GETTING STARTED

Turn on your computer and place the game disk in your drive. Plug your joystick into port 2 and type LOAD"EA",8,1 and press Return. The program loads automatically. The title screen appears and the credits scroll by. You can skip the startup by pressing the Spacebar or one of the skill level keys (see below). You can restart the game at any time by pressing Control-R. In addition, Control-S toggles the sound on and off; F7 pauses/restarts play; Control-K for keyboard mode; Control-J for joystick mode.

### SKILL LEVELS

To select the desired skill level, press the appropriate number key. See page 2 of the Manual (located inside the front cover of the package) for more information about the various skill levels.

- A. Preliminary Levels
  - Enemy Preview: F1
  - Training Mode: F3
  
- B. Advanced Levels
  - Beginner Mode: F5
  - Tournament Mode: F7

When you select F7, you will be given the opportunity to choose the enemy configuration and your starting location through additional keyboard commands, or you can let the computer make the selection randomly. Just follow the onscreen prompts to make your selection.

### CONTROLLING ARCTICFOX

**Movement:** Your joystick controls the motion of the Arcticfox. By manipulating your joystick you cause the Arcticfox to move in the corresponding direction. Alternately, you can play in keyboard mode (Control-K to activate). The nine keys centered on the S key control movement.

		forward motion		
	Q	W	E	
left turn	A	S	D	right turn
	V	X	C	
		reverse motion		

To fire the Arcticfox's cannon, press your joystick button or the Space Bar.



Keyboard Button Control: You can access some additional Arcticfox functions through the keyboard. The keys are laid out on the keyboard in the same pattern as the buttons on the control panel. The table below summarizes these extra functions. See your Manual for more information on these functions.

## EXTRA FUNCTION CONTROLS

Function	Control Key
Cannon Inclination	P
Aft View	@
Mine	★
Relative Reverse	:
Guided Missile	;
Dig In	=
Big Screen Missile	RETURN