



**TECHNICAL  
SUPPLEMENT**

**AMIGA**

## Introduction

Welcome to AIRBORNE RANGER, the game of modern combat behind enemy lines. This supplement includes instructions on how to load the program and a summary of joystick and keyboard controls. It does not include instructions on how to play the game. To start playing immediately, follow the loading instructions in this pamphlet, then open the AIRBORNE RANGER FIELD MANUAL to page 2, "How to Play Without Reading the Manual", and follow the instructions there.

### Computer Systems

This version of Airborne Ranger will operate only with the following systems:

Amiga 500  
Amiga 1000  
Amiga 2000

### System Requirements

- ★ Amiga computer
- ★ Colour monitor or TV Set
- ★ Minimum 512K Memory
- ★ Joystick

## Loading Instructions to load Airborne Ranger

Turn on your computer and insert the disk. The game will now load automatically.

**Note: to save a Veteran Ranger you will need a blank disk.**

### Controls Summary

Note: The controller referred to in the manual will be a joystick.

### Airdrop Sequence

To steer aircraft left, right: push joystick left or right.

To drop supply pods: Press joystick fire button anytime before the jump light turns green.

To jump from aircraft: Press joystick fire button anytime after the jump light turns green.

To steer parafoil: push joystick in the direction you want to go.

## **Movement**

To move, joystick: Push joystick in the direction you want to go.

To run: Press Enter.

To return to walking, press Enter again.

To crawl: Press the SPACE BAR. To return to upright position, press the SPACE BAR again.

## **Attacking**

To aim: Use joystick to rotate Ranger until aiming in desired direction. Line up the Target Crosshair with the intended target.

To attack: Press the joystick fire button to shoot (or stab, if using the Knife).

## **Weapon Selection on keypad**

Carbine: Press the 7 key

Hand Grenade: Press the 8 key

Law Rocket: Press the 9 key

Knife: Press the 4 key

Time Bomb (five second delay): Press the 1 key

Time Bomb (ten second delay): Press the 2 key

Time Bomb (fifteen second delay): Press the 3 key

## **Other Controls**

To use First Aid: Press the BACKSPACE or ← key.

To see Map (pauses game): Press the CTRL. Press control again or the joystick fire button to return to the combat screen.

To recall aircraft: Press the escape key.

## **Amiga Version Special Features**

### **Supply Pod Screen**

After Mission Selection, the Supply Pod Loading Screen appears. The player can use this screen to select a different mix of weapons and equipment from the standard. To select an item on this screen, use the controller to move the arrow cursor to the item, and the joystick button to select it.

★ To select the standard equipment mix, select STANDARD, then DONE. This loads each supply pod with one LAW Rocket, one Time Bomb, one First Aid Kit, three Hand Grenades, and three Carbine magazines.

★ To select a custom equipment mix, select each individual item that you want: if you want multiples of an item, select it multiple times.

★ Pods will be dropped in the order you load them.

**Item Weight and Pod Capacity:** Note that each item has a number next to it representing that item's weight in pounds. The supply pod has a capacity of 21 pounds of equipment – no more than 21 pounds of items can fit in the pod, even if it looks like there's room for more. If the "Capacity Left" value is smaller than the weight of an item, there's not enough room for that item in the pod.

★ To remove an item from the pod, move the cursor to the pod and select the item to be removed.

★ To remove all items from the pod, select CLEAR.

★ To accept the current equipment mix and start the mission, select EXIT.

★ To place the same load in all 3 pods, select COPY TO ALL AND EXIT.

★ To go to next pod for loading, select NEXT.

### **Variations from Manual**

**Campaign Ribbon Recognition:** This is the first screen to appear after loading to identify the ribbon you need to press the appropriate letter not number.

### **Difficulty Level:**

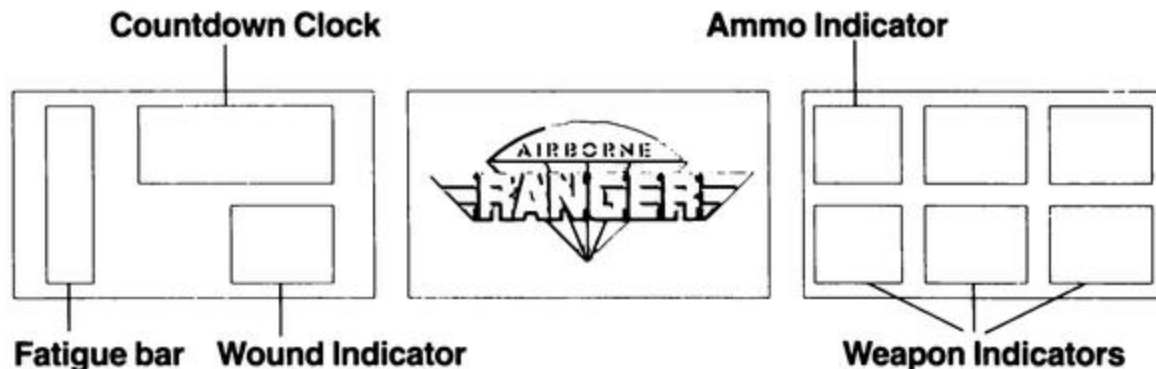
After selection you will be asked to choose the difficulty level of the mission (or campaign). The higher the difficulty level, the more dangerous the mission, but the Ranger will have the opportunity to score more merit points. Use the controller to drag the slider left or right on the difficulty bar (left = easy; right = difficult). Change the level by moving the cursor to the box. Hold down the fire button to be able to drag the box left or right; when you have chosen your level move the cursor to select and press fire.

## **Combat Screen**

Most of the action takes place on the Combat Screen, which shows you, the Ranger, in the centre, surrounded by your immediate environment.

## Combat Indicators

The Combat Indicators give a quick-reference summary of your current condition. (For a more detailed summary, see the indicators on the Map View, as explained below.) The Combat Indicators include the weapon silhouette, ammo indicator, countdown clock, fatigue bar and wound indicator.



## Map Symbols

The Symbols are Commodore 64 so will vary slightly on the Amiga.

### Map View indicators

To see Ammo for your weapons, select the weapon you require and the Ammo indicator will change accordingly.

Note:

When you EXIT the map your active weapons will be the same as when you accessed the map.

## Missions Special Notes

- 1) Disable a Sam Site.  
The Automated mini-bunkers have been changed to standard armoured bunkers.
- 2) Photograph a Secret Experimental Aircraft.  
Enemy soldiers will not follow you into the Hanger they may however shoot at you while you're inside.
- 3) Delayed Sabotage.  
It is not necessary to lure a soldier into a guardhouse. If you enter a guardhouse you will find a spare uniform inside.

## CREDITS

Software Development  
**Imagitec Design**

Project Management  
**Tony Bickley**

Quality Assurance  
**Diarmid Clarke/Laing Burgess**

Original Software Development (C64)  
**Scott Spanburg**



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