

SUPER GREAT STRATEGY

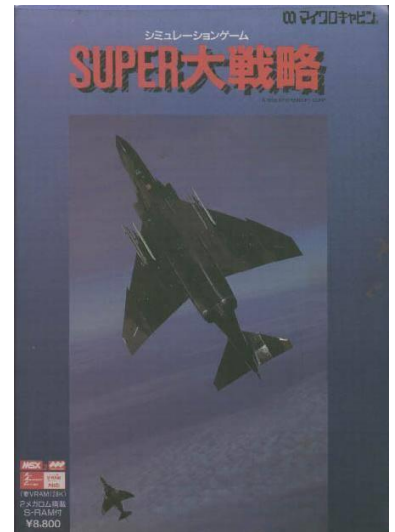
SYSTEMSOFT – 1988 - msx2

(SIMULATION GAME)

(insert Game Disk in drive A: and Data Disk in drive B:)

**GAME START
MAP EDITOR
UTILITIES .**

Return key to select



GAME START:

- F1: READ (load MAP or GAME from User Disk)
- F2: INCOME (Tax Rate - Internal Duty)
- F3: NAME (Input Player's Name)
- F4: PRODUCTION (Select Army)
- F5: OPERATOR (Select player: computer – Player - NOT)
- F6: ABORT (Return MAIN MENU)
- F10: START (Start GAME)

In each menu, ESC key to exit.

IN GAME:

CURSOR KEYS : Move. + shift key: move quickly
END : Select Next Unit
HOME : Select next capital

- F1: MOVE (Move Unit) or RETURN KEY
- F2: COMBAT (or SPACE KEY). In combat mode, shift key to do quickly
- F3: SUPPLY (Supply Unit selected)
- TAB : SUPPLY ALL UNITS
- F4: DISEMBARK unit from truck or helicopter
- F5: PRODUCTION
- F6: UNITS (Chart of your units)
- F7: MAP (RETURN key for different view)
- F8: TABLE (Tables of Aid)
 - _ UNITS INDEX
 - _ ENEMY DAMAGE
 - _ MOVE VALUE (Road-Plain-Wood-River-Sea-Sand-Wild-Mountain-Bridge-Marsh-Fort-City-Airport-Capital)
- F9: SETUP (Setting)
 - 1) BATTLE MODE
 - 2) SAVE GAME (User Disk)
 - 3) NEW LOADING (Return MENU)
 - 4) PLAYER CHANGE
 - 5) SOUND ON/OFF

- 6) BEEP NUMBER (Number of Beep at End Turn)
- 7) ABORT GAME
- 8) SURRENDER
- 9) SET ADJUST (Screen)

F10: END turn

F6 : UNITS CHART

Nb] Unit Name] TYPE] L] NB] X] Y] GAS] ARM1] ARM2] TR] MOV

1	2	3	4	5	6	7	8	9	10	11	12
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- 1) UNIT NUMBER
- 2) Unit Name
- 3) UNIT TYPE: AIR (AVIATION)- VBD1,VBD2,VBD3 (Heavy VEHICLES)- TIR1, TIR2 (VEHICLES with Tires)- INF. (INFANTRY)
- 4) LEVEL: e, d, c, b, a, A
- 5) NUMBER of ELEMENTS in each Unit
- 6) POSITION X
- 7) POSITION Y
- 8) FUEL
- 9) ARM 1
- 10) ARM 2
- 11) TRANSPORT INFANTRY (if 'OK')
- 12) MOVE (GO – END)

AAM (air-air missile) against Planes
 CANNON and BOMB against all on surface
 ATM (anti tank missile) against all VEHICLES
 M-GUN (machine Gun) and ROCKET against INFANTRY
 A-GUN (air Gun) against all Planes and INFANTRY
 SAM (surface-air missile) against Planes and Helicopters.
 GUN against INFANTRY

MAP EDITOR

- F1: READ (Load MAP or GAME)
- F2: SAVE (MAP with ref. CHART view)
- F3: CHECK (Inspection. Number of CITIES and AIRPORTS)
- F4: COPY SOURCE
- F5: COPY DESTINATION
- F6: ERASE
- F8: MOVE MAP:

F1: up
F2: down
F3: left
F4: right
F10: END (Exit MOVE MAP)

F10: END (Exit MAP EDITOR)

INS : select icon (LEFT)
SUP : select icon (RIGHT)
BACKSPACE: select MOVE or DRAW

DISK UTILITY:

- 1] DATA COPY
- 2] DATA DELETE
- 3] DATA DISK COPY
- 4] CREATE DATA DISK
- 5] CREATE ARMY (16 MAX.)
 - F1 EDIT (Next ARMY)
 - F2 SAVE
 - F5 Input NAME of the army (15 Characters max)
 - F10 END (Exit mode CREATE ARMY)
 - [INS] key and [SUP] key to change unit
- 6] MAIN MENU

