Twilight   2000

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BACKGROUND

Countdown to Armageddon

1989

The year the Cold War ends. Across Europe, communist governments topple in response to pro-democracy demonstrations. In Poland, German ethnic clubs form in response to West Germany's policy of accepting, as a German citizen, anyone who can prove himself of Germanic descent.

The Soviet Union's new policy of encouraging political pluralism in Europe makes the end of bureaucratic communism certain. The only European communist governments which survive the revolution of 1989 are those outside the Warsaw Pact - Yugoslavia and Albania.

1990

The long-awaited reunification of Germany occurs as a result of unlawful and illegitimate elections. The four major powers: the United States, United Kingdom,

NATO - North Atlantic Treaty Organization

Established on April 4, 1949, by representatives from 11 nations (Belgium, Canada, Denmark, France, Iceland, Luxembourg, Netherlands, Norway, Portugal, United Kingdom, and the United States; Greece and Turkey joined in 1952, Federal Republic of Germany in 1955, and Spain in 1982.) who gathered in Washington, D.C., to sign the North Atlantic Treaty, which had as its purpose the deterring of potential Soviet aggression in Europe. The signing of the treaty paved the way for the first peacetime alliance that the U.S. participated in.

The key article of the North Atlantic Treaty is Article 5: "The parties agree that an armed attack against one or more of them...shall be considered an attack against them all."

The treaty is also designed to promote political, social, and economic ties among the members. The Chief policy-making body of NATO is the North Atlantic Council, which meets twice a year in Brussels and provides for intergovernmental consultation.

USSR and France, guarantee Poland's territorial integrity in the event of German aggression. As part of their commitment, NATO and Warsaw Pact troops maintain a presence in the newly unified republic of Germany.

By the end of the year, Soviet troops begin to withdraw from Czechoslovakia, but the governments of Poland and Hungary request continued Soviet troop presence and reaffirm their commitment to the Warsaw Pact. The Soviet military begins to reorganize along defensive lines and many divisions upgrade their existing weaponry.

Low-level armed violence spreads throughout Central Asia, although most of it fails to come to the attention to the rest of the world, which is distracted by events in Germany.

1991

Germany opts for continued membership in NATO, but at a greatly reduced level of commitment. Germany also places increasing pressure on NATO to reduce **troops** in proportion to the Soviet withdrawal. The Germans pledge to station troops only in the western part of its territory in return for a complete Soviet troop pullout from Eastern Germany.

Hungary protests that the Romanian government is withholding medical relief for the AIDS epidemic. The Romanian government denies the charges and French medical investigators accuse the Romanian government of concealing the size and severity of the AIDS infestation in rural portions of the country.

German ethnic groups demonstrate in Poland, protesting their alleged mistreatment by the Polish govemment.

1992

Civil war in Albania results in the fall of the communist leadership, which is replaced by a military govemment. Albanian nationalists

Warsaw Pact

The Warsaw Pact is a military alliance between the U.S.S.R. and the Eastern European countries. It was established on May 14, 1955, in Warsaw Poland, as an Eastern counterpart to NATO, one week after a rearmed West Germany entered the Western defense organization. The original Warsaw Pact nations were the U.S.S.R, Bulgaria, Czechoslovakia, East Germany, Hungary, Poland and Romania. China did attend the conference but did not sign the treaty. They did however, pledge their allegiance to the Pact members.

In 1956, Hungary withdrew from the Pact, but was pulled back into the alliance when Soviet troops crushed the Hungarian revolt. In 1968, Czechoslovakia attempted to withdraw, but was forced back by an invasion made by Warsaw Pact forces led by the Soviet Union. Rumania, since 1961, has increased its independence from the U.S.S.R. by refusing to permit Warsaw Pact maneuvers within its borders.

The Pact was renewed for 20 years in 1985, and in 1986, the alliance had 181 divisions with more than 46,000 tanks and nearly 6,000 aircraft; at the same time, NATO forces had 143 divisions with approximately 20,000 tanks and 4,300 aircraft.

demonstrate throughout Yugoslavia. The Yugoslavian government's response is careful and low-key, but firm.

1993

Fighting in Central Asia escalates and continues for most of the year, but the Soviet military gradually begins to gain the upper hand and regains control of most of the region.

Peaceful pro-democracy demonstrations take place in China, but soon erupt into violence, forcing military intervention. The pro-democracy factions hold out for months before the military manages to restore order.

1994

After several years of intensive investment in the eastern third of the country, Germany is finally showing signs of emerging as a world class economic superpower. East Germany has successfully integrated with the west. As Europe shows signs of increasing instability, Germany quietly increases its military force structure to full strength.

China presses the Soviet Union for border adjustments. Talks produce no tangible results and fighting erupts along the Chinese-Soviet border.

1995

After a period of increasing tension, full scale war erupts between the Soviet Union and the People's Republic of China.

The Chinese surpass the expectations of most military analysts; they mobilize reserves from the interior and shift them to the fighting front. While the Soviets continue to make impressive gains, their losses also mount, and the tempo of their advance slows.

The Soviet Union had already been mobilizing additional troops from the western military districts; this action is now an emergency priority. As a stop-gap, a half dozen combat-ready divisions withdraw from Hungary and Poland and venture to the Far East. But the Far Eastern front quickly becomes a region of death that devours Soviet divisions as quickly as they can be committed.

As factory output switches more and more to wartime production, the flow of consumer goods dwindles to a trickle: The economic recovery that had begun in the

early 1990s is wiped out, causing standards of living in the Soviet Union to plummet.

As the first snows of winter fall, the Soviets solicit the remaining members of the Warsaw Pact to serve on the Far Eastern front. Only two members respond: Poland and Bulgaria. Anxious to maintain strong defense ties with the Soviet Union as a bulwark against Germany, the Poles send a motorized rifle division to fight in the Far East.

In response to increasing regional instability, Germany declares its agreement of 1991 on size and location of armed forces "obsolete in relation to the current European situation." Poland protests and begins bringing several divisions in western Poland to higher states of readiness.

1996

Their ranks swollen with newly mobilized troops, Soviet forces launch a spring offensive against the Chinese. Despite initial gains, the drive soon stalls and horrendous casualties are suffered. Winter witnesses a flood of new, modern military equipment through Chinese ports from NATO nations, particularly the United States.

In response to its obligations under the Warsaw Pact, Poland prepares to send an additional division to the Far East. However, several ethnic German soldiers in the division announce their intention to resist transfer out of the country. A wave of demonstration in western Poland, by ethnic Germans who support the soldiers, is violently suppressed by riot police, resulting in many deaths and numerous injuries. Germany protests and moves several divisions closer to the border.

In mid-July there are several border incidents between units of the Polish and German armies and frequent exchanges of artillery fire. On July 27, elements of the German III Corps cross the frontier in retaliation for what they describe as a "full-scale attack" by the Polish 4th Mechanized Division. Within two days, Poland and Germany are officially at war.

The Poles are supported by three Soviet divisions still stationed in Poland as part of the Warsaw Pact, but are still outnumbered by the German troops. What tips the balance against the Germans is the surprising entry of the Czech Army into the war on the side of the Warsaw Pact.

By the end of November, the Czech Army finally cracks the line of German reservists holding the southern flank and cuts north into Germany, closing in on Berlin.

Claiming its actions were justified by the military provocations of Poland, and that they are now faced with dismemberment as a state, Germany turns to its NATO partners for assistance. While the political leadership of the European members of NATO debate the prudence of intervention, the U.S. Army crosses the frontier to aid Germany.

Within a week, France, Belgium, Italy and Greece demand that U.S. troops withdraw to their start line. When these demands are not met, these countries withdraw from NATO in protest. British and Canadian forces cross the border, standing behind the U.S. and German position. However, Denmark and Holland remain uncommitted, still partners in NATO, but not a party to war.

1997

In an attempt to restore the situation in Germany, Soviet and Czech troops return to the offensive in southern Germany, but do not have the strength to make any significant gains. With the coming of spring, the NATO offensive gains momentum, and in April, the first German troops cross the frontier into Poland. By June 17, Warsaw is surrounded and Polish Army units and the citizens of the city prepare for a siege.

By early July, NATO advance elements close in on the Polish-Soviet frontier in the central region, while continuing the siege on Warsaw. The Polish government, in exile, establishes its temporary capital in the city of Poznan.

On July 9, with advance elements of the 1st German Army on Soviet soil, the Soviets begin to use tactical nuclear weapons sparingly. In the Far East, however, they are used on a massive scale. Chinese mechanized columns are vaporized, caught in the open in imagined pursuit of the Soviet army.

The Chinese response is immediate, but Soviet forward troop units are dispersed and well prepared. Within a week, the Chinese riposte is spent, but the Soviet attack continues. The roads are choked with refugees fleeing from the cities, all of them potential targets. China begins the rapid slide into anarchy and civil disorder.

On the western front, the forward elements of both armies on the Soviet-Polish

frontier are hit hard by tactical nuclear strikes, as NATO matches the Warsaw pact warhead for warhead. On September 15, the siege of Warsaw is lifted, and a week later, Czech and Italian troops begin a renewed offensive in southern Germany. The southern offensive gains momentum, and NATO forces in Poland increase the rate of their withdrawal, practicing a scorched earth policy as they fall back.

Fearful of a general strategic exchange, neither side targets the land-based Inter-continental Ballistic Missiles of the other or launches enough warheads at once to risk convincing the other side that an all-out attack is in progress. Neither side wishes to cross the threshold to nuclear oblivion in one bold step, so they inch across it, never quite knowing they have done so until after the fact.

The exchanges continue, fitfully and irregularly, through November and then gradually begin to diminish.

1998

The winter of 1997-98 is particularly cold. Civilian war casualties in the industrialized nations have reached almost 15% by the turn of the year, but the worst is yet to come. Communication and transportation systems are nonexistent, and food distribution is impossible. In the wake of nuclear war comes famine on a scale previously undreamed of. Only the exceptionally cold winter delays simultaneous epidemics.

With the spring thaw, the unburied dead finally bring on the epidemics that few remaining medical professionals had dreaded, but were powerless to prevent. By the time the epidemics have run their course, the global casualty rate is 50%.

The average strength of NATO combat divisions at the front falls to 8000. Warsaw Pact divisions now vary widely in strength, running from 500 to 10,000 effectives, but mostly in the 2000-4000 range. Lack of fuel, spare parts and ammunition temporarily paralyze the armies. Though peace loomed on the horizon, no governments survive to negotiate it. Only military command structures remain intact, and they are faithful to the final orders of their governments.

In late June, the Pact forces in southern Germany renew their offensive in an attempt to seize the scattered surviving industrial sites in central Germany. Actually, the most intact parts of Germany are those areas in the south, which had been under Warsaw Pact occupation. Galvanized into renewed action, NATO forces expend a maximum effort to reform a coherent front, and the Pact offensive finally stalls.

As the autumnal rains begin, NATO and the Pact initiate a short and weak second nuclear exchange, directed primarily at surviving industrial centers in the United

Kingdom and Italy. Fighting diminishes to minor skirmishes as both sides prepare for winter.

1999

In Europe, the fronts are static for most of the year. Low troop densities mean that infiltration raids become the most common form of warfare. The "front" ceases to be a line and becomes a deep occupied zone as troops settle into areas and begin farming and small scale manufacturing to meet their supply requirements.

Many units stationed in barren areas drift apart or turn to marauding when supplies fail to arrive. Although most attacks, by large bodies of marauders, are directed at areas held by "theenemy," they are soon directed at "allied" units as well; although this seldom occurs against units of the same nationality.

The effects of the chaos, ensuing from the destruction of world trade and the death of a sizeable portion of the population, are felt across the globe. No territory, however remote, remains untouched by the war. Even scientific stations in the antarctic and orbiting space laboratories are abandoned as the war drags on.

2000

By the spring of the year 2000, the armies of Europe have settled into new "cantonment" systems.

Civil authority has virtually ceased to exist. Most military units are practicing extensive recruiting in an attempt to maintain their strength, and stragglers are often incorporated into units, regardless of their nationality.

Thus, U.S. units contain a wide variety of former NATO and Warsaw Pact soldiers in addition to Americans.

In early January, the U.S. 11th Corps, stationed in Krakow, moves out of its cantonment on what is to become one of the last strategic offensives of the war....

Introduction to the

Main Scenario

The principle objective of this computer role-playing adventure is to organize a squad of 20 soldiers and to utilize their talents to ultimately defeat the maniacal Baron Czarny, who has come to power in northern Poland. This goal is accomplished in several ways. First, you can generate 20 unique characters using Twilight 2000's enhanced graphic icon-driven character generator system. Secondly, you must choose and command groups of four soldiers on numerous missions designed to gain territory and increase the viability of Krakow, your base of operations. Lastly, after you have sufficiently expanded your regime of power, you must successfully wage war against Baron Czarny and his Black Legion.

After you load Twilight 2000 (refer to your Technical Supplement), a screen of text sets the stage for the animated sequence which follows. After the opening sequence ends, there's a transition to the character generation system where a series of options are uresented to vou.

Now its your turn! You create up to 20 characters for your squad - male or female - with a variety of nationalities, careers, attributes and skills. After your characters are generated, you are asked to choose the leader of your squad.

After you have selected your squad leader, you are placed in your office at the headquarters building in Krakow. Now, you must use the skills of your squad to gain territory, defeat marauders, and develop Krakow in an effort to wage a final war against Czarny. However, this goal is complicated by one awesome obstacle: Baron Czarny wants you as bad as you want him, and he will stop at nothing to win.

Before the war, Tadeuz Czarny was an officer in the ZOMO (Motorized units of the people's Police, in Polish), the special riot police of the Polish government that gained a reputation for cruelty during the Solidarnosc demonstrations of the 1980's. Czamy is in his late forties, so he c ould have conceivably been involve& it's a fact that has not added to his popularity in certain are as. He was undoubtedly involved when ZOMO units were used to suppress antiwar riots in the year 1996.

In 1997, in response to the NATO offensive, ZOMO units were pressed into frontline service, and Czarny's unit was no exception. During this conflict, Czar ny sustained serious injuries and suffered permanent disfigurement when a mortar round exploded directly in front of his face. He spent two years in a Polish hospital before returning to his hometown of War saw in late 1999. When he arrived, he was dressed in a black uniform and had assumed a new identity. He now called himself, Baron Czarny.

Czarny immediately ascended to power in Warsaw and implemented his own communist military government. He is totally ruthless in his pursuit of power, and his ultimate goal is to rule all of Poland.

GAMEPLAY

Character Generation

1. Introduction

Twilight 2000 features the most exciting and unique character generation system ever implemented in a computer role-playing adventure. You can decide a character's strengths and weaknesses by choosing a set of basic attributes. As well, you are responsible for enlisting your characters in a variety of services and careers that help develop their skills and personalities. All of this is done from a unique, graphic icon-driven selection process.

The Twilight 2000 character generator is simple to use, but extremely detailed so that you have the power to mold your characters into likenesses of your choosing. This is important in a role-playing environment because your characters will undoubtedly grow to mean more to you than just a picture associated with a name. This character generation system lets you tailor characters who are truly your alto-egos.

In your spare time, you may want to generate extra characters and build more than one squad. The system is capable of generating and saving five individual squads. A squad may consist of up to 20 characters; however, after you have added a character to a squad he is not available for selection in another squad. If a character is killed during gameplay, he cannot be replaced. The more soldiers that are in your squad, the better your chances of finding the type of recruit who will best serve for a particular mission. It isn't mandatory to generate extra squads or characters; there are already several pre-generated squads that may be used.

The character generator also lets you make the decision whether or not you want total control of the development process or if you want the computer to generate characters for you. For those few who want nothing to do with character generation, you can immediately get into the game with a squad of pre-generated characters. How involved you want to get in the character generation process is entirely up to you.

Lastly, the Twilight 2000 character generator allows you to develop characters for the actual pencil-and-paper role-playing game. Though some skills may not be necessary in the computer game, they have been left in for those individuals who want to create characters for Twilight 2000 role-playing and for future sequels to this product.

2. Selecting from Icons

Throughout the character generation process, you are asked to select options from icons. The first option on the screen is always highlighted, and by scrolling through the icons the highlight moves from option to option. You can scroll through the icons with the Up and Down Arrow keys on the keyboard, or you can use a joystick or mouse (your Technical Supplement provides detailed instructions). Press the <Enter> key, left mouse button or joystick fire button 1 to make a selection from the icons. To abort selecting and to return to the previous screen, press the <Escape> key, right mouse button or joystick fire button 2.

Each icon is labeled for ease of recognition. The only selections that can be chosen, however, are the ones that are a lighter shade of red. For example, the View Recruit selection, in the Main Party Disk Menu, appears in a darker shade of red if there is no one in the squad available to view.

NOTE: At the start of the game the original colors for the text that is displayed in the character generator are shades of red. Light red refers to options you may select; dark red refers to options that you cannot select. You may change the color of these options, as well as the color of the highlighter.

To change the color of the usable icons, press the letter "L" and use the "<" and ">" keys to scroll through the color choices. To change the color of the unusable icons, press the letter "U" and use the "c" and ">" keys to scroll through the colors. If you want to change the color of the highlighter, press the "H" key and use the "<" and ">" to scroll through the colors.

3. Main Party Disk Menu

If you have not done so, load Twilight 2000 as per the instructions in your Technical Supplement. After the battle scene is finished playing, you are asked if you want to continue a saved game, create a platoon disk (see Technical Supplement) or start a new game. If you select "Start New Game", you are placed in the character generator where the Main Party Disk Menu appears. The options are:

1. Manually Recruit Player
   Lets you begin the individual character development process.

2. Randomly Recruit Player
   The computer develops the character for you.

3. Discharge Recruit
   Lets you scroll through the squad and remove a specific character.

4. View Recruit

Permits you to view a previously created character. Select a character from the squad to view his profile sheet.

5. Print Recruit

Lets you print out a character's profile sheet for use in the pencil-and-paper version of Twilight 2000 or for your reference during game play.

6. Squad Barracks

Allows you to save the current squad being generated.

7. Assemble Squad

Loads a previously generated squad.

8. Deploy Squad

Allows you to begin the adventure.

Now, select the first option in the menu - Manually Recruit Character. Carefully review sections 4 through 13 and develop a character on your own.

4. Selecting Gender, Naming a Character and Selecting a Face

When you select option 1 - Manually Recruit Player - from the Main Party Disk Menu, you are asked to select the gender of the character. After you select the gender, you are asked to give the recruit a name. You can enter the name of the character, up to 19 letters, using the keyboard, mouse or joystick. After naming the character, you select a picture of the recruit's face.

5. Selecting a Character's Country

Once you have selected a character's face, you are asked to give him a home country. The nations, listed in the order they appear, are: Britain, Canada, Germany, Denmark, United States, Poland, Hungary, Czeckoslovakia and the U.S.S.R.

If the country that you selected for your character does not contain various nationalities, then you are shown the language(s) that your character speaks. The first language is the character's native tongue, and the character possesses a +10 skill level in that language. All characters have a native language. The second language listed, if any, is the character's secondary language. Secondary languages are determined by a character's native country.

6. Selecting a Character's Nationality

Depending on the native country that you selected for a character, you may be asked to select a corresponding nationality within that country. The four countries that offer different nationalities are:

1. Britain: English, Welsh, Scottish and Irish.

2. Canada: Anglo-Canadian and French-Canadian.

3. Czechoslovakia: Czechoslovakian and Slovak.

4. U.S.S.R Russian, Azerbaijani, Ukrainian, Byelorussian, Georgian, Uzbek, Lithuanian, Romanian, Latvian, Kazakh, Chuvash, Armenian, Estonian, Kirgiz, Tartar, Mordvinian, Taijik and Turkoman.

After the character's nationality has been selected, the list of languages that he speaks are shown.

7. Assigning Attributes

The next step in the character generation process is to assign a character a basic set of attributes. Attributes range from 1 to 10 and can be assigned in one of two ways. They are:

Random Generation

With this method, you have minimal control over the process. If you wish to develop the character with the set of attributes displayed, select the Yes icon. If you select the No icon, a new- set of attributes is randomly generated.

Allocation Method

This method gives you complete control over the attributes that the player is assigned. You are given a total of 32 points to distribute across the six attributes. No single attribute may have a value of less than 1 or greater than 10.

The attributes are increased and decreased using the "+" and "-" icons displayed adjacent to the attributes.

The following are the basic attributes that are assigned to a character:

Strength

Strength (STR) refers to the character's muscular power. The higher a character's strength, the more effectively he can perform physical tasks. Strength also helps determine the character's hit capacities, body weight, throwing range and load that can be carried without being encumbered.

Agility

Agility (AGL) refers to a character's physical coordination and ability while performing detailed tasks. A character with a high agility rating is more likely to complete actions in a more timely manner than a character with a low agility rating. This attribute is also taken into account when determining the character's body weight.

Constitution

Constitution (CON) refers to a character's physical stamina and ability to continue performing demanding activities over an extended period of time. This attribute affects the character's resistance to disease and also influences his hit capacities.

Charisma

Charisma (CHA) is the extent to which the character is admired and trusted by strangers. It is a measure not only of physical appearance, but also of sensitivity and natural charm.

Intelligence

Intelligence (INT) is a measure of the character's ability to apply logic or arrive at competent conclusions. Intelligence primarily affects the ability of the character to learn.

Education

Education (EDU) refers to the character's performance in a formal academic setting. Education also determines how far a character can get in a university and serves as a prerequisite for certain forms of higher education.

8. Background Skills

After assigning the character a set of attributes, you are asked to select four background skills for him. These skills represent the accumulated knowledge of the character at age 17, based on his hobbies and education. A background skill may only be selected once for each character. The character then receives a skill level of +2 in that particular skill. The background skills are: Language, Swimming, Wheeled Vehicle, Unarmed Melee Combat, Horsemanship, Fishing, Small Boat, Motorcycle, Tracking and Farming.

If Language is selected as one of the background skills, a screen, listing all of the languages available, is displayed. Languages that cannot be selected are displayed in a darker shade of red. The character receives a skill level of +2 in the language selected.

9. Selecting a Career

After selecting the character's background skills, you must select a career for the character from one of the three icons displayed on the screen. The three icons represent: Education, Civilian Careers and Military Careers.

After selecting the career type for the character, you are asked to select a specific occupation that the character plans to endeavor in for the next four years. A character may change occupations after every four year term. Ex: A character becomes a Farmer for his first four years. After being a Farmer for four years, he may join a military branch or go to school. The career types, and the occupations that are available under each career, are:

Education

Higher education is a prerequisite for many careers, Certain forms of higher

education have education requirements for admission. All schools are limited to one term, unless otherwise indicated.

Graduate University
A college offering academic study beyond a bachelor's degree.
Entry: Undergraduate degree, Education: 7+, Intelligence: 7+
Special: One term provides a master's degree; the second, and each subsequent term, provides a Ph. D. degree.

Law School
A specialized division of a university that provides a law degree.
Entry: Undergraduate degree, Education: 5+, Intelligence: 5+

Medical School
A specialized division of a university that provides a medical degree.
Entry: Undergraduate degree, Biology: 3+, Chemistry: 2+

National Military Academy
A school that provides special military training.
Entry: Education: 6+
Special: Must enter the armed forces and either go through Officer Training or join a division of one of the services.

Technical School
A school that trains in a particular art, science, profession or trade.
Entry: No Prerequisites

Undergraduate University
An institution of learning that grants a bachelor's degree in a specific field of study.
Entry: Education: 5+
Special: Each additional term provides a bachelor's degree in another field of study. You also have the choice of electing to join ROTC.

Civilian Occupations
Attorney
A legal representative authorized to appear before the courts and argue cases.
Entry: Law school

Civil Engineer

An individual trained to design and build roads, bridges, etc.

Entry: Master's degree, Civil Engineering: 3+

Special: In the event of war, the character is directly commissioned as a 1st Lieutenant in the engineers.

Commercial Pilot

A person qualified to operate a commercial aircraft.

Entry: Technical School, Pilot: 3+

Special: In the event of war, the character is directly commissioned as a 2nd Lieutenant in the aviation arm of the Army

Computer Programmer

An individual that writes programs for execution by a computer.

Entry: Technical school or Undergraduate degree, Computer: 2+

Construction Worker

An individual that builds structures such as homes, office buildings and stores.

Entry: Strength: 4+

Criminal

A person that commits crime for a living.

Entry: Agility: 5+

Entertainer

An individual that diverts attention by singing, acting or some other form of distraction.

Entry: Charisma: 8+

Factory Worker

A person that works in a facility that manufactures goods on a large scale.

Entry: No Prerequisites

Farmer

An individual that owns a piece of land and either grows crops or raises live-stock.

Entry: No Prerequisites

Federal Law Enforcement
An individual that makes sure that the federal laws are adhered to.
Entry: Law school, no prison record.

Government Agent
A person authorized to act under governmental orders.
Entry: Undergraduate degree, Intelligence: 6+
Special: In the event of war, the character is not drafted, but continues to serve as an intelligent agent.

Idle Rich
An individual that possesses an abundance of money.
Entry: Charisma: 8+

Journalist
An individual that gathers, writes and edits news for newspapers or magazines.
Entry: Undergraduate degree or Charisma: 7+

Manager
A person who is charged with the control of a business and its personnel.
Entry: Undergraduate degree

Mechanic
An individual who repairs and maintains machines.
Entry: No Prerequisites

Medical Doctor
A person licensed to practice medicine.
Entry: Medical school
Special: In the event of war, the character receives a direct commission as a Captain in the Army Medical Corps.

Paramedic
An individual related to the medical profession in a supplementary capacity.
Entry: Technical school, Medical: 2+

Politician
A person who is active or skilled in politics.
Entry: Charisma: 8+

Special: In the event of war, the character cannot be drafted while currently in this occupation.

Prison

If captured as a criminal, the character is **sent to** prison.
Entry: Captured while a criminal.
Special: Released from prison after one term.

Private Investigator

A person employed by an individual to solve or prevent a crime.
Entry: Intelligence: 5+, Charisma: 5+

Professor

A college or university teacher of the highest rank.
Entry: Ph.D.

State/Local Law Enforcement

An individual entrusted by the city or state government to maintain order, prevent and detect crime, and enforce the laws.
Entry: No prison record.

Truck Driver

An individual who transports objects by truck.
Entry: Agility: 4+

Military Occupations

There are four branches of the military and each one includes different types of occupations. The following are the branches and their occupations:

❏ Army

The military forces of a nation that are trained to fight on land.
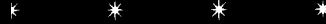Entry: No Prerequisites
Special: Characters with an Intelligence and Education score of 7+ may enter OCS (Officer Candidate School).

Armor Arm

The armor division includes both tank units and Calvary units used for recon.
Enlisted Entry: No Prerequisites
Officer Entry: OCS, military academy or a commission.

Artillery Arm

The artillery division provides indirect howitzer and rocket fire in support of the ground forces, and mans air defense and long-range missile units.
Enlisted Entry: Strength: 5+
Officer Entry: Intelligence: 5+ and OCS, military academy or a commission.

Aviation Arm

The aviation division is responsible for flying and maintaining aircraft.
Enlisted Entry: No Prerequisites
Officer Entry: Agility: 6+ and OCS, military academy or a commission.

Engineer Arm

The engineer division is responsible for a variety of construction tasks in support of combat units.
Enlisted Entry: No Prerequisites
Officer Entry: Civil Engineer: 2+ and OCS, military academy or a commission.

Infantry Arm

The infantry division is the largest of the combat arms. These are the troops that will do the actual ground fighting. These forces consist of Airborne, Ranger and Mountain Infantry troops.
Enlisted Airborne Entry: Constitution + Strength + Agility: 15+
Officer Airborne Entry: Constitution + Strength + Agility: 14+ and OCS, military academy or a commission.
Enlisted Infantry Entry: No Prerequisites
Officer Infantry Entry: OCS, military academy or a commission.
Enlisted Mountain Infantry Erie: Strength + Agility: 10+
Officer Mountain Infantry Entry: OCS, military, academy or a commission.
Enlisted Ranger Entry: Constitution + Strength + Agility: 17+
Officer Ranger Entry: Constitution + Strength + Agility: 16+ and OCS, military academy or a commission.

Medical Corps

The medical division is responsible for the maintenance of troop health at all times.
Enlisted Entry: Education: 6+
Officer Nurse Entry: Undergraduate degree, Medical: 3+ and OCS, military academy or a commission.

Artillery Arm

The artillery division provides indirect howitzer and rocket fire in support of the ground forces, and mans air defense and long-range missile units.

Enlisted Entry: Strength: 5+

Officer Entry: Intelligence: 5+ and OCS, military academy or a commission.

Aviation Arm

The aviation division is responsible for flying and maintaining aircraft.

Enlisted Entry: No Prerequisites

Officer Entry: Agility: 6+ and OCS, military academy or a commission.

Engineer Arm

The engineer division is responsible for a variety of construction tasks in support of combat units.

Enlisted Entry: No Prerequisites

Officer Entry: Civil Engineer: 2+ and OCS, military academy or a commission.

Infantry Arm

The infantry division is the largest of the combat arms. These are the troops that will do the actual ground fighting. These forces consist of Airborne, Ranger and Mountain Infantry troops.

Enlisted Airborne Entry: Constitution + Strength + Agility: 15+

Officer Airborne Entry: Constitution + Strength + Agility: 14+ and OCS, military academy or a commission.

Enlisted Infantry Entry: No Prerequisites

Officer Infantry Entry: OCS, military academy or a commission.

Enlisted Mountain Infantry Entry: Strength + Agility: 10+

Officer Mountain Infantry Entry: OCS, military academy or a commission.

Enlisted Ranger Entry: Constitution + Strength + Agility: 17+

Officer Ranger Entry: Constitution + Strength + Agility: 16+ and OCS, military academy or a commission.

Medical Corps

The medical division is responsible for the maintenance of troop health at all times.

Enlisted Entry: Education: 6+

Officer Nurse Entry: Undergraduate degree, Medical: 3+ and OCS, military academy or a commission.

Officer Doctor Entry: Medical school and OCS, military academy or a commission.

Military Intelligence Arm
The intelligence division is responsible for interrogating prisoners and analyzing intelligence reports.
Officer Entry: Intelligence: 7+ and OCS, military academy or a commission.

Special Forces Arm
The special forces division is best known for their distinctive green berets, and are trained to operate deep within enemy territory in support of the infantry.
Enlisted Entry: Strength + Constitution + Agility: 18+, Language: 2+
Officer Entry: Same as enlisted + OCS, military academy or a commission.

support Arm
The support division is a combination of a number of non-combat arms.
Enlisted Entry: No Prerequisites
Officer Entry: OCS, military academy or a commission.

❏ Marines
The military forces of a nation that are trained to perform amphibious missions or to carry out conventional combat missions.
Entry: Strength + Agility + Constitution: 15+ and no prison record.
Special: Characters with an Intelligence and Education score of 7+ may enter OCS.
NOTE: The occupations in the Marines are the same as the Army Infantry, but the following occupations are added:

Force Recon
The force recon division is responsible for scouting reports and information from the front lines.
Enlisted Entry: Strength + Agility + Constitution: 17+
Officer Entry: Strength + Agility + Constitution: 17+ and OCS, military academy or a commission.

Sniper
The sniper division is responsible for shooting targeted individuals.
Enlisted Entry: Strength + Agility + Constitution: 19+

❏ *Navy*

The military forces of a nation that man both combat and sea-going support vessels as well as a substantial air arm.

Entry: No Prerequisites

Special: Characters with an Intelligence and Education score of 7+ may enter OCS.

Seaman

Enlisted Entry: No prerequisites

Naval Officer Entry: OCS. military academy,   or a commission.

Naval Officer Aviator Entry: Agility 8+ and OCS,   military academy or a commission.

SEAL

The SEAL division's   responsibilities are much like those of the Army Special Forces   Arm.

Enlisted Entry: Strength + Agility + Constitution: 15+

Officer Entry: Strength + Agility + Constitution: 15+ and OCS, military academy or a commission.

❏ *Air Force*

The military forces of a nation that fly and maintain the services largest portion of aircraft.

Entry: No Prerequisites

Special: Characters with an Intelligence and Education score of 7+ may enter OCS.

Airman

The airman's responsible   is to repair and maintain the aircraft.

Enlisted   Entry: No Prerequisites

Pilot

The pilot's responsibilities include the flying of aircraft and the fighting that occurs in the air.

Officer Entry: Agility: 6+ and OCS, military academy or a commission.

10. Assigning Skills

The Twilight 2000 character generator allows a character to acquire many skills. Skills are the most important part of a character because they determine the probability of successfully performing a task or action. Some skills are specific to a single task, while others can be applied to a variety of situations. Each skill begins at zero, representing an untrained basic working knowledge. As skills increase, the corresponding number also increases. The greater the skill level, the more successful a character is when attempting a related task.

Skills: Basic and Cascade

There are two categories of skills in Twilight 2000: basic skills and cascade skills. Basic skills pertain to the basic ability of a character to perform a certain task. Cascade skills are a general category and offer the character an opportunity to gain a specialized skill. The following are examples of both types of skills:

Basic Skill: Gunsmith

Cascade Skill: Pilot (you can choose from:)

Fixed Wing

Rotary Wing

Assigning skills to a character actually occurs during the character's career selection process. During a four year term, you can select a specific number of skills. The number of skills that you can select during a term are already set according to each specific career.

A character mav obtain skills in one of two ways: automatically or acquired. Automatic skills include knowledge of the character's native language, certain combat skills that all recruits are taught in basic training and skills supplied by a character's education or career. Acquired skills are learned during the character's involvement in a career. These are the skills you assign the character.

To assign a skill using the keyboard, use the left and right arrow keys to select the skill and the "+" and "-" keys to increase or decrease the skill. If you are using a mouse or joystick, position the mouse cursor over the icon and use the left and right mouse buttons to increase and decrease the skill level while using fire button 1 and fire button 2 to increase and decrease the levels.

As a character is awarded skill levels, they are added to the previous levels. However, once a character's skill level in a particular skill equals the character's controlling attribute, all additional skill level awards count only as a half level instead of a full level. The following is an example:

A character with an Agility of 4 has a Wheeled Vehicle skill of 3. If the character is assigned another point in the skill of Wheeled Vehicle, the character's skill level will equal 4. If the character receives an additional level, however, his skill only increases to4 1/2, because the skill level has already reached the level of the controlling attribute.

All half levels are retained for long term improvement purposes, but are rounded down for purpose of actual skill use. Thus, the character will have an effective skill rate of 4 until he receives an additional skill level promotion; then the character's skill level is increased to 5.

Although there are a total of 49 skills in the character generator, not all of them are necessary for this computer game. The non-essential skills have been included for three reasons. First, the skill system in the character generator is the basis for the pencil-and-paper role-playing version of Twilight 2000 and has been maintained for integrity. Second, the non-essential skills have been left in for those who wish to develop characters for Twilight 2000 role-playing adventures. This compatibility would not exist if skills were eliminated for the sake of the computer game. Third, some skills that are not necessary in this version of the Twilight 2000 computer game may come in handy for future Twilight 2000 computer adventures. This is useful if you are planning to use the same characters in future Twilight 2000 computer games.

Following is a list and description of each skill anditscontrolling attribute. Skills that are used in the game are in bold print.

Strength

Aircraft Mechanic - Ability to repair and maintain aircraft.

Hunting Bow - Ability to use a long bow

Heavy Weapons - Ability to use antitank missile launchers, rocket and grenade launchers and large-caliber guns.

Armed Melee Combat - Ability to conduct hand-to-hand combat using a weapon, such as a knife.

Unarmed Melee Combat - Ability to conduct hand-to hand combat.

Mechanic - Ability to maintain and repair vehicles.

Small Arms (Pistol) - Ability to use small arms (pistols).

Small Arms (Rifle) - Ability to use small arms (rifle).

Thrown Weapon - Ability to hit a target with a thrown weapon, such as a grenade, knife or rock.

Education

Biology - Knowledge of plant and animal biology.

Chemistry - Knowledge of chemical interactions and compounds.

Computer - Ability to operate and program a computer.

Civil Engineer-Ability to plan/supervise the construction of bridges, buildings and roads.

Geology - Knowledge of rock formations and minerals.

Medical - Ability to render first aid/medical care to injured or sick characters.

Meteorology - Understanding of weather and the forces governing it.

Mining Engineer - Ability to supervise the construction and operation of a mine.

Metallurgy - Knowledge of melting ore into metal, forming alloys and fundamental metalworking.

Constitution

Combat Engineer-Ability to perform tasks such as emplacing demolitions charges, building fortifications and camouflaging objects.

Horsemanship - Ability to ride a horse.

Motorcycle - Ability to ride a motorcycle.

Mountaineering - Ability to climb steep slopes and sheer cliffs.

Parachute - Ability to use a parachute.

Scuba - Ability to use an aqualung or rebreather.

Swimming - Ability to swim.

Charisma

Disguise - Ability to alter appearance and to avoid recognition.

Instruction - Ability to teach skills.

Interrogation - Ability to persuade or force a person to reveal information.

Language - Ability to speak and understand a given language.

Leadership - Ability to inspire followers.

Persuasion-Ability to phrase arguments in ways best calculated to gain acceptance.

Agility

Electronics - Ability to repair electronic devices.

Forgery - Ability to forge a signature or document and have it accepted as genuine.

Gunsmith - Ability to construct and repair weapons.

Lockpick - Ability to pick a lock.

Machinist - Ability to use machine tools to fabricate other machinery.

Pilot (Fixed Wing) - Ability to fly aircraft, such as an airplane.

Pilot (Rotary Wing) - Ability to fly aircraft, such as a helicopter.

Small Boat - Ability to operate small boats.

Snow Skiing - Ability to travel using snow skis or snow shoes.
Stealth - Ability to move silently without being spotted.
Tracked Vehicle - Ability to drive a tracked vehicle, such as a tank.
Warhead   Ability to arm, disarm and launch conventional and nuclear warheads.
Wheeled Vehicle - Ability to drive a wheeled vehicle.

Intelligence

Forward Observer - Ability to fire indirect weapons, such as grenade launchers, tank cannons and larger weaponry.
Foraging - Ability to find food in the wild.
Farming - General knowledge of growing food crops and raising livestock.
Fishing - Ability to catch fish using a hook, line or net.
Navigation - Ability to determine position and direction of travel using a map, compass and landmarks.
Observation - Ability to spot concealed enemies and avoid ambushes.
Scrounging - Ability to find man-made items, such as spare parts, domestic food and ammunition.
Tracking-Ability to follow vehicles, humans or animals by traces they leave behind.

11. *Secondary Activities*

After a character's term is completed in a specific occupation, you may be asked to choose a secondary activity for him. These secondary activities represent a character's hobbies and pastimes, which can provide valuable additional skills.

As a general rule, a character is allowed one secondary activity each term. Some careers allow two secondary activities per career, while others allow none. The number of allowed secondary activities per term is the number of skill levels received.

The skills that comprise the secondary activity list are: Disguise, Fishing, Foraging, Horsemanship, Hunting Bow, Language, Medical, Motorcycle, Mountaineering, Observation, Parachute, Pilot, Scuba, Small Arms, Small Boat, Snow Skiing, Swimming, Tracking, Melee Combat and Wheeled Vehicle.

After the secondary activity is selected, the computer automatically determines if the character is promoted if they are functioning within a military career. The result is displayed on the screen.

12. War Breaks Out

At the end of each term, the computer generates a number between 1 and 10. If the number generated is equal to, or less than, the character's current term number, then war breaks out.

Once war breaks out, a character is drafted into the armed forces and spends one term in the service of your choice. If the character is already enlisted in a branch of the military, he remains in that branch of service. Again, at the end of the term, the computer determines if the character is promoted. The result is displayed on the screen

After the character's term is completed, the computer determines the rest of the character's profile. These categories include:

initiative

Initiative is the character's readiness and ability to initiate action. A character's initiative never exceeds 7 and is never less than 1.

Rads

Rads are a measure of the extent of exposure a character has suffered from radiation poisoning. A character does not begin the game with a large dosage. If the character surpasses 50 rads during the game, he is checked once a day for radiation sickness. If the character is exposed and receives more than 800 rads, he automatically dies.

Age

A character's age is determined by the following formula: 17 + (terms x 4). As a character gets older, he eventually begins to loose points in the Constitution, Strength and Agility attributes.

Hit Capacity

A character's hit capacity is a measure of the amount of damage that a character can receive before suffering a serious injury. Hit points can be suffered in several different parts of the body: left leg, right leg, left arm, right arm, head, abdomen and chest.

Load

The load is the amount of equipment a character can carry without being heavily burdened. A character may carry up to twice his load amount, but the extra burden slows his movement.

Contacts

A contact is someone from the character's past, usually a part of a character's educational or occupational background. The character may encounter one of these

contacts during the game. On the character profile sheet, there are two numbers listed after each type of **contact.** The first number indicates how many contacts the character has in that particular field. The second number indicates how many of these contacts are foreign (of another nationality other than the character's).

Throw Range

Throw range is the distance a character can accurately throw an object that weighs one kilogram.

Base Hit Numbers

The character's base hit numbers are used in combat to determine the chances of hitting a target. There are four categories of base hit numbers. They are: Small Arms (Pistol), Small Arms (Rifle), Hunting Bow and Heavy Weapons.

The first number under each category is the close range hit number. This number is twice the character's skill in this category. The second number is the medium range hit number and is the character's actual skill in the category. The third number is the long range hit number and is half of the character's skill in the category. The fourth number is the extreme range hit number and is one-quarter of the character's skill in this category.

Unarmed Combat Damage

Unarmed combat damage determines the degree of injury that a character inflicts on an opponent if **he** hits him during melee combat.

13. Selecting Weapons and Equipment

After the character has spent one term under fire. the character generation process is completed. All characters are assigned a basic load of equipment. This equipment consists of fatigues, a pack, combat webbing, thermal fatigues, a parka, one flashlight, personal medical kit, kevlar vest, kevlar helmet and six fragmentation grenades.

The next step is to assign weapons and equipment to the character. The character is given a certain amount of money, depending **on** the time he spent in the military, to purchase weapons and equipment. You should spend all of the money that is available or assign the character objects until his load limit is attained.

Following is a brief description and some statistical data on the weapons and equipment available:

Ammo: The type of ammunition the weapon uses.

Wt: This is the weight of the object.

Mag: This represents the number of rounds that can be loaded into the weapon. In some instances, ammunition is contained in a magazine or clip that is inserted into the weapon.

Price: The weapons cost. There are also some letters listed after the price. The first letter denotes the weapons availability in Europe, the U.S. and Japan. The **second** letter is the weapons availability in the Soviet Union and China · V: Very Common, C: Common, S: Scarce, R: Rare.

ROF: The rate of fire a weapon can achieve. Each time the trigger is pulled on the weapon, this is the number of rounds it fires within a five second period. Some weapons have letters listed under this category. They are:

SS (Single Shot): The weapon can only fire one round before it needs reloaded.

BA (Bolt Action): Each time the weapon is fired, the bolt mechanism must be worked to eject the spent cartridge and load a fresh cartridge into the chamber.

LA (lever Action): Each time the weapon is fired, the lever must be worked to eject the spent cartridge and load a fresh cartridge into the chamber.

PA (Pump Action): Each time the weapon is fired, the slide-grip must be worked to eject the spent cartridge and load a fresh cartridge into the chamber.

DAR (Double-Action Revolver): During the trigger pull on this type of weapon the hammer is automatically cocked.

SA (Semiautomatic): This type of weapon fires one round with each squeeze of the trigger, and the force of the firing round is used to recock the weapon.

Dam: The amount of damage inflicted on an opponent when a direct hit is achieved. In the case of grenade launchers, rocket launchers and missile launchers, there are sometimes two values listed. The first one is usually preceded with the letter C, which stands for controlled. The second one is usually preceded with a B, which stands for burst.

Pen: Reflects a weapon's ability to penetrate armor. This rating may consist of the notation Nil, indicating that the bullet will be stopped by any armor protection, **or** it may have up to three different numeric ratings. If so, the first number represents

both close and medium range, the second represents long range and the third represents extreme range. Some of these numbers have the letter C directly after them. The C stands for exploding round and the penetration listed is constant throughout its range.

Blk: Is the protection offered by the weapon in close combat. Some weapons have two values listed. The first number represents the protection offered in combat within 2 meters. The second number is the protection in combat within 3 meters.

Recoil: The measure of how much the weapon kicks when it is fired. This affects the accuracy of the shot. There are two different types of recoil listed. One for SS (Single Shot) and one for bursts.

Rng: The range of the weapon in meters. The number listed on the table is for short distance. Medium distance would be twice the short distance, long distance twice the medium and extreme distance twice the long.

IFR: The indirect fire range in meters for grenade launchers.

Rnd: Lists the type of rounds available for the weapon. In the computer version, there are only two types of rounds available. They are:

HE (High Explosive): .A high explosive round in a hollow case containing an explosive compound. It can be set to detonate on impact or at a selected altitude. It can only be fired from a grenade launcher.

HEAT(High Explosive Antitank): A hollow shell filled with explosivecompounds. An inverted cone in the nose of the shell directs the explosive force forward into a high energy let of superheated gas and molten metal, reducing the effectiveness of the round against soft targets but vastly increasing it against armor.

Rld: Is the number of rounds that can 'be loaded into a weapon at one time.

U/I: Unit of Issue

Small Arms - Pistols

Revolvers

Automatic Pistols

.38 Special Snubnose

The "snubbie" is a weapon preferred by some civilian plain-clothes policemen because its short barrel makes it more concealable and easier to draw.
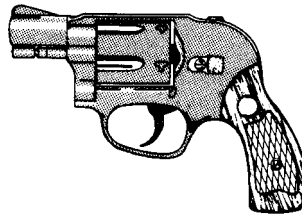
Ammo: .38 Special
Wt: 0.5 kg
Mag: 6 revolver
Price: $375 (C/C)

Weapon	ROF	Dam	Pen	Blk	-Recoil- SS s	Brst	Rng
.38 Snub	DAR	1	Nil	1	3		4

.357 Magmun

A more powerful revolver preferred by some civilian police officers and private security guards. It is rarely found in military service.

Ammo: .357 Magnum
Wt: 0.5 kg
Mag: 6 revolver
Price: $450 (C/R)

Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
.357 Mag	DAR	2	l-Nil	1	3	—	12
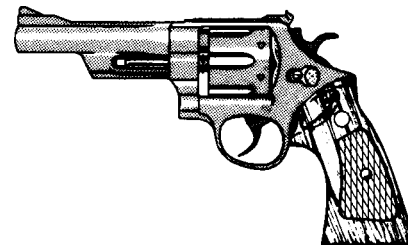
M9 (M92S)

The standard sidearm for U.S. military forces. the M9 is essentially identical to the M92S

Ammo: 9mm P
Wt: 1 kg
Mag: 15 box
Price: $150 (V/S)

Weapon	ROF	Dam	Pen	B/k	-Recoil- SS	Brst	Rng
M9 (M92S)	SA	1	Nil	1	2	—	12
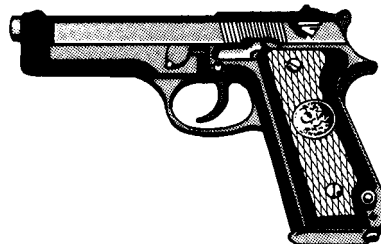
HP-35

The standard military sidearm of the British (and several other armies),the HP-35 is considered by many to be the finest 9mm semiautomatic pistol made.

Ammo: 9mm P
Wt: 1 kg
Mag: 13 box
Price: $150 (S/R)

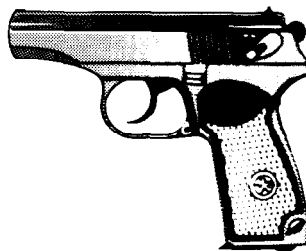| Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
HP-35	SA	1	Nil	1	3	—	12

PM Makarov

The standard military sidearm of most eastern European states and widely used by police and internal security forces

Ammo: 9mm M
Wt: 0.5 kg
Mag: 8 box
Price: $150 (S/V)

Weapon	ROF	Dam	Pen	Blk	SS	Brst	Rng
PM Makarov	SA	1	Nil	1	4	—	1?

Small Arms Rifles

Battle Rifles

LIA1 (FN-FAL)

A Belgian rifle adopted as the standard rifle of the British Army, the FAL has been replaced in service by the L85, however the FAL was a very popular weapon and came into widespread civilian use. Since the outbreak of war numerous FALs have been picked up by military units, particularly those nostalgic for the heavier cartridge. The Belgian FN-FAL has a full auto option while the British L1A1 does not.

Ammo: 7.62mm N
Wt: 5 kg
Mag: 20 box
Price: $600 (S/R)

Weapon	ROF	Dam	Pen	Blk	SS	Brst	Rng
L1A1	SA	4	2-3-Nil	5	2	—	65
FN-FAL	5	4	2-3-Nil	5	2	7	65

G3

The standard German assault rifle until replaced by the G11, the G3 was still widely used by territorial and internal security troops and now back in service with German troops.

Ammo: 7.62mm N
Wt: 5 kg
Mag: 20 box
Price: $600 (S/R)

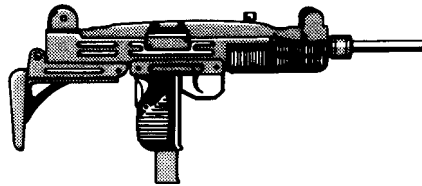| Weapon	ROF	Dam	Pen	Blk	SS	Brst	Rng
G3	5	4	2-3-Nil	5	2	7	65
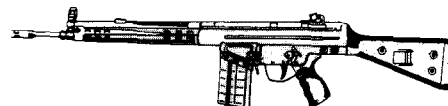
Submachineguns

Uzi

Once the standard miltary submachinegun of the German Army, the Uzi is now returning to service as ammunition for the G11 becomes increasingly hard to find.
Ammo: 9mm P
Wt: 4kg
Mag: 25 box or 32 box
Price: $500 (V/C)

Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
Uzi	5	1	Nil	2/3	1	2	30

MP-5

The standard submachinegun of German territorial troops and police.
Ammo: 9mm P
Wt: 3kg
Mag: 15 box or 30 box
Price: $400 (C/S)

Weapon	ROF	Dam	Pen	B/k	-Recoil- SS	Brst	Rng
MP-5	5	1	Nil	3	1	3	30

AKR

The standard Eastern Bloc military submachinegun (with few exceptions), the AKR is merely a cut-down version of the AK-74. Although a bit heavy for a submachinegun, it has good accuracy and stopping power.
Ammo: 5.45mm B
Wt: 4 kg
Mag: 30 box
Price. $300 (SC)

Weapon	ROF	Dam	Pen	Blk	-Recoil- ss	Brst	Rng
AKR	5	2	I-Nil	2/3	1	4	30

M-12

The Italian standard military and police submachinegun.
Ammo: 9mm P
Wt: 3 kg
Mag: 32 box or 40 box
Price: $400 (R/-)

Weapon	ROF	Dam	Pen	B/k	-Recoil- SS	Brst	Rng
M12	5	2	I-Nil	4	1	2	40

G II
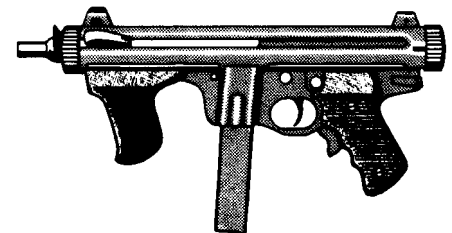
A weapon of radical design and great effectiveness. the G11 replaced the G3 as the standard assault rifle and the Uzi as the standard submachinegun of the West German Army. It is a "bullpup" configuration weapon, which means the action is placed behind the firing hand in the normally empty stock Thus, bullpup rifles can have a shorter length without needing a shorter barrel.

It differs from other combat rifles in that it fires caseless 4 7mm bullets. The compact nature of the weapon and low recoil of its round makes it as handy as a submachinegun (even though it is a rifle). and it is included with submachineguns for this reason

Its caseless ammunition is extremely compact, allowing a large magazine capacity. Since there is no spent cartridge casing to eject, the rifle's action is completely enclosed and thus is very reliable in a dirty environment. However. there is no way to reload the round, since it is completely consumed. and manufacture has largely ceased. Currently. although the weapon is fairly common. ammunition for it is increasingly rare. and most German soldiers have equipped themselves with obsolete weapons.

Ammo: 4.7mm Cls
Wt: 4 kg
Mag: 50 box
Price: $400 (S/R)
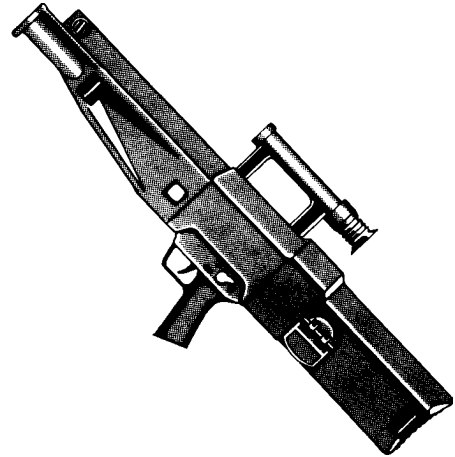
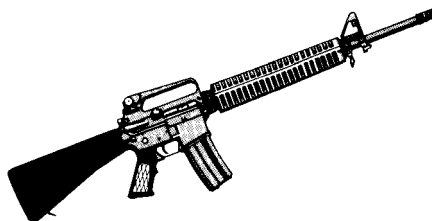| Weapon	R O F	D a m	Pen	B/k	-Recoil- SS	Brst	Rng
G11	3	2	l-Nil	4	1	2	55

Rifles

M16A2

The standard combat rifle of the US. and Canadian armies. the M16A2 (commonly called just M16) is in widespread use and is a popular and effective weapon.

Ammo: 5.56mm N
Wt: 3kg
Mag: 20 box or 30 box
Price: $400 (V/C)

Weapon	ROF	Dam	Pen	B/k	-Recoil- s s	Brst	Rng
M I 6A2	3	2	l-Nil	5	2	3	55

AK-74

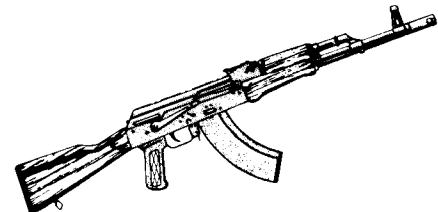The standard combat rifle of the Eastern Bloc forces.
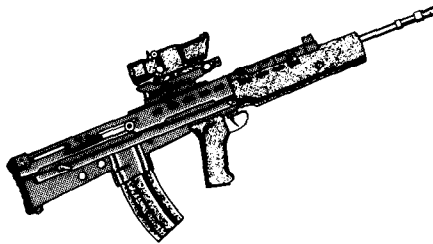*Ammo: 5.45mm B*
Wt: 4 kg
Mag: 30 box
Price: $300 (C/C)

Weapon	ROF	Dam	Pen	B/k	-Recoil- SS	Brst	Rng
AK-74	5	2	l-Nil	5	2	4	50

L85 (IW)

The standard British combat rifle, replacing the FAL. Like the G11, the L85 is a bullpup configuration rifle. his rare outside of British service.
Ammo: 5.56mm N
Wt: 5.5 kg
Mag: 20 box or 30 box
Price: $1500 (R/R)

Weapon	ROF	Dam	Pen	Blk	-Recoil- s	s	Brst	Rng
L85(IW)	5	2	1-Nil	4	2	4	50	

AKM

The modern version of the ubiquitous AK-47, the AKM is perhaps the most widely used military small arm in the world. and is a very popular one despite its underpowered and unstable cartridge. Replaced in frontline service by the AK-74, many AKMs were rechambered to tire 5.45 Bloc ammunition (designated AKMR, for AKM Rechambered). Thus true AKMs are mostly found in use by militia units.
Ammo: 7.62 S
Wt: 4 kg
Mag: 30 box
Price: $300 (C/V)

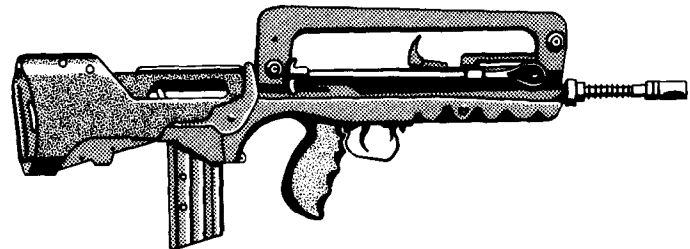| Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
AKM	5	3	Z-Nil	5	2	5	50
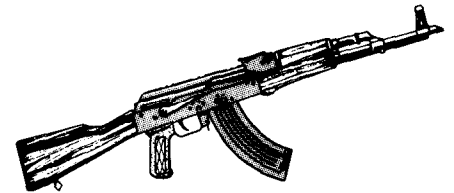
FA-MAS

The standard French military rifle. the FA-MAS is a bullpup configuration weapon and is rare outside of French service.
Ammo: 5.56mm N
Wt: 4 kg
Mag: 25 box
Price: $500 (R/-)

| Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
FA-MAS	5	2	1-Nil	5	2	4	50

Sniper Rifles

M40

The standard U.S. Marine sniper rifle. a bolt-action, maga-zine-fed rifle with a telescopic sight.
Ammo: 7.62mm N
Wt: 3kg
Mag: 5 individual
Price: $700 (R/R)

Weapon	ROF	Dam	Pen	B/k	Recoil SS	Brst	Rng
M40	BA	4	2-3-Nil	5	7	–	75

All sniper rifles come with a scope. Wdh the scope add 15 *meters to* the basic range for *aimed shots.* If the scope *is* later damaged or lost (or for quick shots) this modifier is not added.
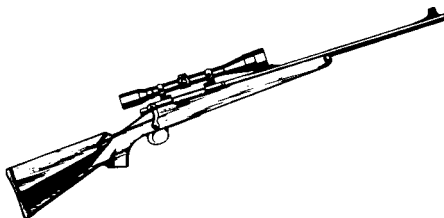
SVD

The standard Eastern Bloc sniper rifle (except in Czech service), a semiautomatic. clip-fed rifle with a telescopic sight.
Ammo: 7.62mm L
Wt: 4kg
Mag: 10 box
Price: $500 (R/S)

Weapon	ROF	Dam	Pen	B/k	Recoi/- SS	Brst	Rng
SVD	SA	4	2-3-Nil	6	4		75

All sniper rifles come with a scope. With the scope. add 15 *meters to* the basic range *for aimed shots.* If the scope is later damaged or lost (or for quick shots) this modifier is not added.

M21

The standard U.S. Army sniper rifle, the M21 is essentially a well made M14 assault rifle (the U.S.Army's service rifle prior to the M16) fitted with a telescopic siaht and a bipod.
Ammo: 7.62mm N
Wt: 5 kg
Mag: 20 box
Price: $400 (S/R)

Weapon	ROF	Dam	Pen	B/k	Recoil SS	Brst	Rng
M21	SA	4	2-3-Nil	6	4	–	65
bipod	SA	4	2-3-Nil	6	2	–	75

All sniper rifles come with a scope. With the scope. add 15 *meters to* the basic range for *aimed shots.* If the scope is later damaged or lost (or for quick shots) this modifier is not added.
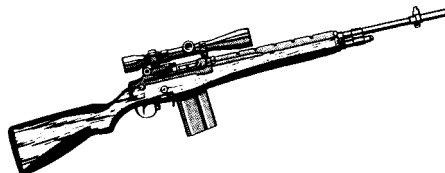
PSG1

The standard German sniper rifle. a development of the G3 assault rifle fitted with a telescopic sight.
Ammo: 7.62mm N
Wt: 6kg
Mag: 20 box
Price: $600 (R/R)

Weapon	ROF	Dam	Pen	B/k	Recoil SS	Brst	Rnq
PSGI	SA	4	2-3-Nil	6	6	–	75

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed shots.* If the scope is later damaged or lost (or for quick shots) this modifier is not added.
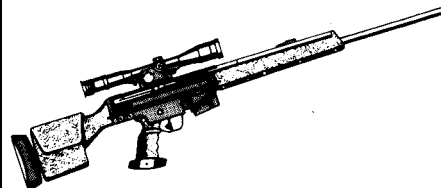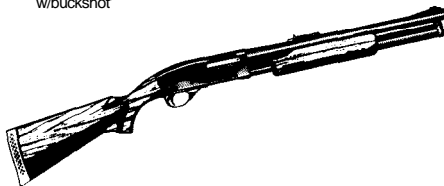
Shotguns

Pump-Action Shotgun

Pump-action shotguns are widely used in western Europe and have been widely taken into military use. The magazine given is for a common, extended-capacity, police-iesue weapon.

Ammo: 12 gauge
Wt: 4 kg
Mag: 7 individual
Price: $300 (V/C)

Weapon	ROF	Dam	Pen	B/k	-Recoil-SS	Brst	Rng
Pump	PA	5	3-4	Nil	5	2	40
Close	PA	9	Nil				
w/buckshot'							
Medium	10	1	Nil				
w/buckshot'							

H&K Combat Assault Weapon

The standard combat shotgun of the German and U.S. armies (the U.S. weapon being a slightly modified version produced under license by Olin). the Heckler & Koch CAW is a bullpup configuration weapon. like the G11

Ammo: 12 gauge
Wt: 4kg
Mag: 10 box
Price: $800 (C/R)

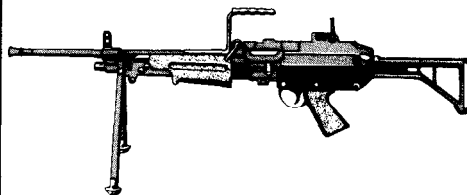| Weapon	ROF	Dam	Pen	B/k	-Recoil-SS	Brst	Rng
H&K CAW	5	5	3-4-Nil	4	2	13	40
Close	5	9	Nil				
w/buckshot'							
Medium	5x10	1	Nil				
w/buckshot*							

Automatic Rifles

M249

The M249 Squad Automatic Weapon (SAW) is the standard U.S. light automatic support weapon. It can accept either the standard 30-round magazine of the M16A2 or a 200-round belt. It is equipped with a bipod.

Ammo: 5.56 N
Wt: 7kg
Mag: 30 box or 200 belt
Price: $1500 (S/R)

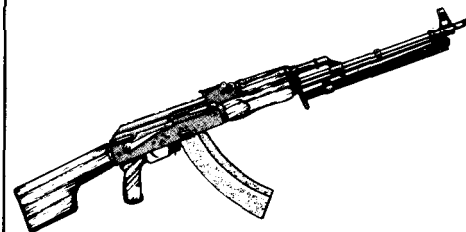| Weapon	ROF	Dam	Pen	B/k	-Recoil-SS	Brst	Rng
M249	10	2	I-Nil	5	1	3	60
bipod	10	2	I-Nil	5	1	2	75

RPK-74

The standard Warsaw Pact light automatic support weapon. the RPK-74 can accept either the same magazine as the AK-74 or an oversized magazine.

Amm: 5.45mm B
wt: 4.5 kg
Mag: 30 box or 40 box
Price: $1000 (S/C)

Weapon	ROF	Dam	Pen	Blk	-Recoil-SS	Brst	Rng
RPK-74	10	2	I-Nil	5	1	6	50
bii	10	2	I-Nil	5	1	3	75

M60

The standard US. general-purpose machinegun, a development of the WWII German MG42. It is equipped with a bipod and can also be fired from a tripod (NLT). It accepts 100-round belts.
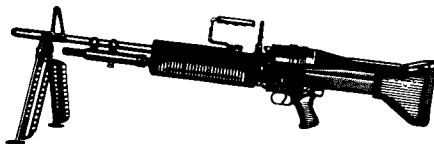
Ammo: 7.62mm
Wt: 10kg
Mag: 100 belt
Price: $1500 (S/R)

Weapon	ROF	D	a	m	Pen	Blk	-Recoil- ss	Brst	Rng
M60	5		4		2-3-Nil	6	1	4	65
bipod	5		4		2-3-Nil	6	1	2	95
tripod	5		4		2-3-Nil	6	1	2	125

MG3

The standard German general purpose machinegun is a slightly improved copy of the wartime MG42. It is equipped with a biid and can also be fired from a tripod (NMT). It accepts 50-round belts.

Ammo: 7.62mm N
Wt 8 kg
Mag: 50 belt
Price: 51500 (S/R)

Weapon	ROF	Dam	Pen	Blk	-Recoil- SS	Brst	Rng
MG3	10	4	2-3-Nil	6	1	9	65
bipod	10	4	2-3-Nil	6	1	5	90
tripod	10	4	2-3-Nil	6	1	3	125

PK

The standard Warsaw Pact medium machinegun, the PK is usually found mounted on a vehicle. It is equipped with a bipod and can also be tired from a tripod (PLT). II accepts 50-round belts.
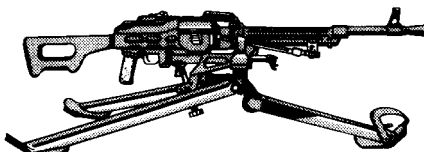
Ammo: 7.62mm
Wt:10 kg
Mag: 50 belt
Price: 52000 (R/S)

Weapon	R 0 F	D	a	m	Pen	Blk	-Recoil- ss	Brst	Rng
PK	5		4		2-3-Nil	6	2	5	65
bipod	5		4		2-3-Nil	6	1	3	90
tripod	5		4		2-3-Nil	6	1	2	125

Grenade Launchers

M203

The standard infantry grenade launcher of the US and Canadian armies, the M203 is a single-shot launcher which is attached to the bottom of an M16 rifle. A product-improved model can be detached and fired from a removable shoulder stock, but by 1995 this model had not completely replaced older versions in military inventories. The PI version is available for $700 (S/R) and weighs two kilograms with shoulder stock.

Ammo: 40mm grenades
Wt: 1.4 kg
Mag: 1 individual
Price: 5500 (C/S)

Type	ROF	Rng	IFR	Rnd	Dam	Pen
M203	1	100	400	HE	C:3. B:12	Nil
				HEDP	C:3. B:12	4 c
				CHEM	C:1, B:4	Nil
				ILLUM	B:100	Nil

BG-1

AK-47 grenade launcher, developed for Afghanistan. It can be fitted to any AK series rifle.

Ammo: 40mm grenades
Wt: 1 kg
Mag: 1 individual
Price: $700 (-6)

Type	ROF	Rng	IFR	Rnd	Dam	Pen
BG-15	1	100	300	HE	C:3. B:12	Nil
				HEDP	C:3. B:12	4 c
				CHEM	C:1, B:4	Nil
				ILLUM	B:100	Nil

Mk-19

The standard infantry support grenade launcher in the United States Army, the Mk-19 is a tripod-mounted (NHT). belt-fed automatic weapon. It may also fire unbelted individual grenades (ROF1). It may be fired only from a tripod or vehicle mount.
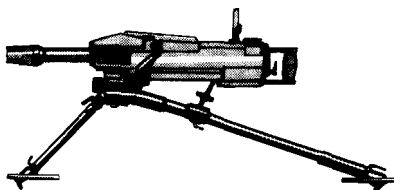
Ammo: 40mm grenades and 40mm high-velocity grenades
Wt: 40 kg
Mag: 50 belt or 1 individual
Price: $5000 (S/R)

Type	ROF	Rng	IFR	Rnd	Dam	Pen
Mk-19	5	200	3 km	HVHE	C:3, B:12	Nil
				HVHEDP	C:3. B:12	4C

AGS-17

The standard Warsaw Pact infantry support grenade launcher, the AGS-17 is a tripod-mounted (PMT). drum-fed automatic grenade launcher. It may be fired only from its tripod or from a vehicle mount.
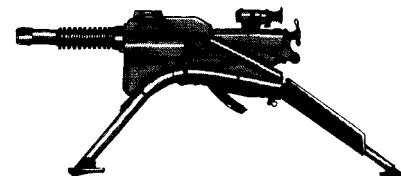
Ammo: 30mm grenades
Wt: 18kg
Mag: 30 belt
Price: $3000 (R/S)

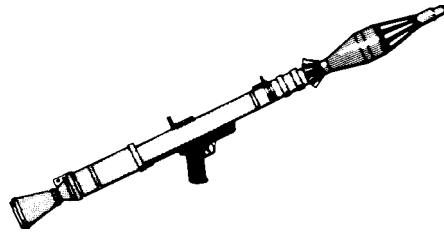| Type	ROF	Rng	IFR	Rnd	Dam	Pen
AGS-17	5	150	1700	HE	C:2. B:12	Nil

Launchers

RPG-16

The standard Warsaw Pact antitank rocket launcher.
Ammo: 58.3mm HEAT rockets
Wt:10 kg
Price:$1000   (S/C)

Type	R O F	Rld	Rng	Round	Damage	P e n
RPG-16	1	2	100	HEAT	C:6, B 6	65C

LAW 80

The replacement for the M72 LAW in British service, this is a 94mm disposable antitank rocket launcher. While it is quite a bit heavier than the M72. it has considerably improved performance.
Wt: 9.5 kg
Price: $300 (R/-)

Type	R O F	Rld	Rng	Round	Damage	Pen
LAW 80	1	·	125	HEAT	C:6. B:4	100C

'Single-shot disposable. Cannot be reloaded.

Carl Gustav

This is a shoulder-fired recoilless rifle used as the standard medium antitank and assault weapon by Germany. Britain, Canada, the Netherlands, and Denmark it fires an 84mm HEAT round.
Ammo: 84mm HEAT
Wt: 18 kg
Price: $600   (C/S)

| Type	R O F	Rldr	Rng	Round	Damage	P e n
Carl Gustav	1	2	150	HEAT	C:4. B:4	7oc
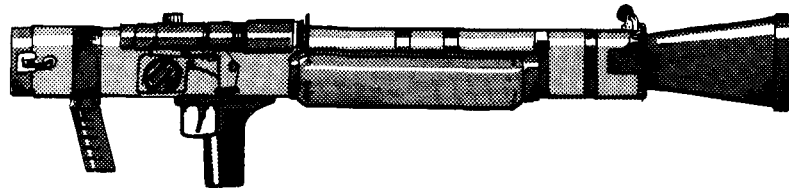
Antitank Missile Launchers

Tank Breaker

A man-p&able launcher fired from an integral rest, Tank Breakerfires a homing fire-and-forget missile which can beset either to hit the target directly, or fly over it and attack from above where the armor is generally thinner.

Ammo: Tank Breaker
Wt: 10 kg
Price: $5000 (S/R)r

Type	R/d	Rng	Damage	Pen
Tank Breaker	2	2000	C:6. B:4	90C
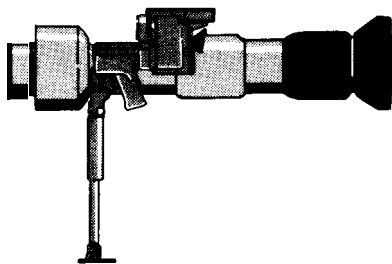
AT-5 "Spandrel"

The missile launcher on the BMP-B and BMP-C armored personnel carriers. The launcher may be fired only from the vehicle mount; the missile is wire guided, and the gunner must aim at the target for the entire flight of the missile. The gunner must open the turret hatch and expose his head. arms. and chest to reload.

Ammo: AT-5 "Spandrel"
Wt: 15 kg
Price: $6000 (R/S)

Type	R/d	Rng	Damage	Pen
AT-5 "Spandrel"	2	3500	C:12. B:12	155c
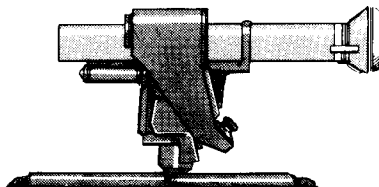
TOW II

This AT missile launcher is the launcher for the TOW II missile on the M2 Bradley. The launcher may be fired only from the vehicle mount; the missile is wire guided. and the gunner must continue to aim at the target for the entire flight of the missile. The launcher cannot be reloaded from inside the vehicle (Wt and Mag are for the Bradley launcher only; tripod-mounted version data are in parentheses). This launcher accepts the TOW II-C missile as well.
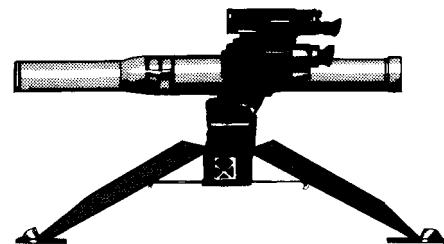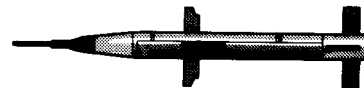
Ammo: TOW II
Wt: 30 kg (18 kg)
Mag: 2i (Ii)
Price: $10,000 (S/R)

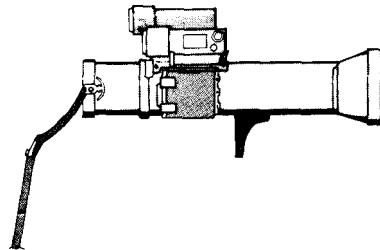| Type	R/d	Rng	Damage	Pen
TOW II	2	3500	C:12, B:12	160C
TOW II-C	2	3500	C:12, B:12	160C

✳   ✳   ✳

AT-7 "Saxhorn"

The AT-7 Saxhorn is a man-portable antitank missile designed to give the rifle squad some means of dealing with armored vehicles at medium to long range.
Ammo: AT-7 "Saxhorn"
Wt: 8 kg
Price: $1200 (—R)

Type	R/d	Rng	Damage	Pen
AT-7 Saxhorn	2	1000	C:12. B:12	1000

Dragon PIP

The Dragon PIP (Product Improved) is a man-portable antitank missile designed to give the rifle squad some means of dealing with armored vehicles at medium to long range.
Ammo: Dragon PIP
Wt: 8kg
Price: $1200 (R/-)

Type	R/d	Rng	Damage	Pen
Dragon PIP	2	1000	C:12. B:12	1350
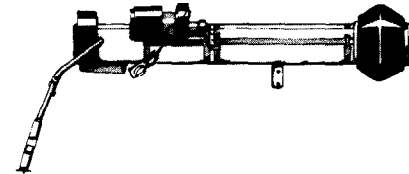
Heavy Machineguns

M2HB

The M2 Heavy Barrel is the standard heavy machinegun of every western European army. It accepts 105-round belts and may be fired only from a tripod (NHT) or from a vehicle mount.
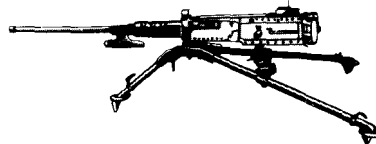*Ammo:* .50 BMG or SLAP
Wt: 42 kg
Mag: 105 belt
Price: $1600 (V/C)

Weapon	ROF	Dam	SS	Burst	Rng
M2HB	5	8	2-2-3'	8 3	14	65
tripod	5	8	2-2-3'	8 2	7	150

'.50 SLAP ammunition has a penetration of 1-1 -2.

Hand Grenades

Fragmentation Grenade

Upon exploding, the grenade scatters metal fragments throughout its burst radius.
Wt: .5 kg
Price: $4
U.I: 1
Dam: C:3, B:12
Pen: Nil

Equipment

Explosives

Antitank Mine

This type of mine is laid on the ground in the path of an oncoming vehicle. The vehicle's weight triggers it.
Wt: 35 kg
Price: $100
U.I: 1
Dam: 18
Pen: Nil

Plastic Explosive

A plastic explosive can be molded into any shape and sticks to almost any surface. It does not explode unless triggered by another explosion, usually a blasting cap.
Wt: 1 kg
Price: $30
U.I: 1
Dam: 6
Pen: Nil

Time-Delayed Plastic Explosive

Same as the plastic explosive, but includes a time-triggered device to set it off.
Wt: 1 kg
Price: $30
U.I: 1
Dam: 6
Pen: Nil

Hand Tools

Wheeled Vehicle Tools

Specialized tools for repair and maintenance of wheeled vehicles.
Wt: 10 kg
Price: $500
U.I: 1

Tracked Vehicle Tools

Specialized tools for repair and maintenance of tracked vehicles.
Wt: 15 kg
Price: $1000
U.I: 1

Basic Tools

Small hand tools that may be used for a variety of purposes.
Wt: 5 kg
Price: $200
U.I: 1

Lockpicks

Picks, shims, stethoscope and other equipment used to open any type of lock.
Wt: .5 kg
Price: $20
U.I: 1

Vision Devices

4x Binoculars

Allows the user to see up to distances four times greater than normal.
Wt: .5 kg
Price: $100
U.I: 1

25x Image Intensifier

Allows the user to see in very little light, They work the same way as binoculars, but also in the dark.
Wt: 1 kg
Price: $2500
U.I: 1

Telescopic Rifle Sight

May be attached to any rifle to get a better fix on a target. If a scope is mounted on the weapon, add 15 to the character's range figure for Small Arms (Rifle).
Wt: .5 kg
Price: $500
U.I: 1

Starlight Scope

May be attached to any rifle and is powered from internal batteries. Allows the user to see a target at night.
Wt: 2 kg
Price: $1000

Goggles

Powered from internal batteries, a person wears them like a regular pair of glasses They allow the user to see in the dark.
Wt: 5 kg
Price: $250

EC Equipment

M256 Chemical Defector Kit

Detects and identifies the varieties of chemical agent. The kit is usable only once and must then be disposed

Wt: 0 kg
Price: $20

Geiger Counter

A device that detects nuclear radia-

5 kg
$500

Chemical Defense Suit and Mask

Allows the user to survive in a chemically infested atmosphere.
Wt: 9 kg
Price: $1150
U.I: 1

Body Armor

Kevlar Vest

This type of body armor is intended to provide protection from fragments and is not to protect against direct weapons fire.
Wt: 4 kg
Price: $800
U.I: 1

Flak Jacket

Same as Kevlar vest.
Wt: 8 kg
Price: $400
U.I: 1

Kevlar Helmet

Same as kevlar vest, except it protects the head.
Wt: .5 kg
Price: $100
U.I: 1

Medical Supplies

Anesthetic

A drug that produces local insensibility to pain and other sensation.
Wt: .1 kg
Price: $1000
U.I: 100

Antibiotic

A drug used in the treatment of infectious diseases.
Wt: .2 kg
Price: $500
U.I: 100

Pain Reliever

A drug that relieves pain.
Wt: .5 kg
Price: $500
U.I: 100

Sedative

A drug that relieves pain and tension bv slowing bodily activity.
Wt: .5 kg
Price: $500
U.I: 100

Blood

The fluid that circulates and distributes oxygen and other chemicals throughout the body.
Wt: .5 kg
Price: $25
U.I: 1

Plasma

The liquid element of blood.
Wt: .5 kg
Price: $10
U.I: 1

Doctor's Medical Kit

Medical equipment and drugs are included in this kit.
Wt: 5 kg
Price: $1000
U.I: 1

Personal Gear

Snow Shoes

Allows the user to walk on the surface of deep snow.
Wt: 2 kg
Price: $100
U.I: 1

Misc. Equipment

Compass

An instrument for determining directions.
Wt: .5 kg
Price: $60
U.I: 1

Hand Held Radio

A small, readily portable two-way radio.
Wt: 1 kg
Price: $500
U.I: 1

Four-Man Tent

A portable shelter of canvas that will provide for four people.
Wt: 12 kg
Price: $100
U.I: 1

MRE (Meal-Ready to Eat)

Small individually packed meals that can be eaten directly from the package.
Wt: 1 kg
Price: $3
U.I: 1

THE PAL SYSTEM

The PAL role-playing system, created by Paragon Software and Game Designers' Workshop, was developed to make interaction between you and your computer characters less cumbersome. In the past, computer game players were forced to make judgement calls for each member of their party. For instance, playing with characters A, B, C and D, it was necessary for the user to give B, C and D explicit instructions when a combat situation arose even though character A, as the party leader, should have been the only character under direct control of the user. Now, with the revolutionary PAL system, the user is merely required to give general instructions and is then free to watch the actions of his party unfold. PAL messages appear at the bottom of the screen when there is information available that helps the team. This area of the screen is termed the "message box". The character best suited (based on skills) to volunteer information relays the data via the message box. For example, if your squad is out on a recon mission and there aresomeenemy soldiers a few hundred meters to the front, the character with the best Observation skill might say something like, "There is a group of enemy soldiers in front of us and they are heading in our direction."

Yet another feature of PAL is the unique ability for members of your squad to volunteer to complete tasks. A typical situation would be attempting to argue persuasively with an NPC; the member of your squad with the highest Persuasion skill takes over, regardless of who your leader is.

PAL messages appear throughout the game, in both 2-D and 3-D sequences, and are always displayed in the message box.

IN THE OFFICE

Once you finish generating characters and assembling a squad, you are placed in the headquarters office in Krakow. From this office, you control and expand your power-base throughout Poland. There are five active icons in the office that help you accomplish your objectives.

To select the icons from a keyboard, use the left and right arrow keys to move pointer to the desired icon. If you are using a mouse, position the mouse pointer on the desired icon. With a joystick, move the pointer to the desired icon by simply moving the joystick left or right. Selections are made by pressing the <Enter> key on the keyboard, the left button on the mouse and fire button 1 on the joystick. To abort the selection process, press the <Escape> key, right mouse button or joystick fire button 2

The icons are:

1. Hand Held Radio - The hand held radio, located on the desk, is used : to communicate with your intelligence officer, who conveys missions and pertin ent data to you.

   After the radio is selected, a split screen appears with the intelligence officer on the right half and you, the leader, on the left. This is an animated sequence · in which you receive your orders and information about the next mission.

2. Computer - You may select the computer to view your current progress against Baron Czarny. When selected, a graphic of a computer screen with severa l bar graphs is displayed. The bar graphs represent the amount of food, ammuni tion, medicine, fuel and people you have won for Krakow. The morale bar graph is the mean of the other five categories and collectively illustrates your overall p erfor-mance against Czarny.

3. Filing Cabinet - The filing cabinet must be selected to organize a team of no more than four characters to complete a mission. When the cabinet is selected another screen appears and displays a file drawer. All of the characters that you selected to comprise your squad in the character generator have a file folder. To choose a file for viewing, use the up and down arrow keys to scroll through the files the

press the <Enter> key to select it. If you wish to take the character on a particular mission, press the <Enter> key again. If you are using a mouse, position the mouse pointer on the particular file that you want to view and press the left mouse button. To take the character on a mission, press the left mouse button again. With a joystick, move the joystick up and down to scroll through the files, and then press fire button 1 to select it. To take the character on a particular mission, press fire button 1 again. In order to view all information about a character using the keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down to scroll through the pages. If you are using a mouse, position the mouse pointer on the arrows in the upper and lower left sides of the file and press the left mouse button. To put a file back into the cabinet, press the <Escape> key, right mouse button or joystick fire button 2.

4. Map - The map can be accessed to view your current progress, as compared to Baron Czarny's progress, and to peruse the gameplay area. The red pins represent cities that Baron Czarny controls, and the white pins indicate cities that Krakow maintains.

After the map has been selected, a screen appears, displaying a detailed map. To move about the map using a keyboard, use the left, right, up and down arrow keys. If you are using a mouse, position the cursor on one of the arrow keys in the corners of the map and press the left mouse button. With a joystick, move the stick left, right, up and down to scroll through the map.

NOTE: Each graphic square represents approximately one kilometer of area. Before scrolling around the map, you can adjust
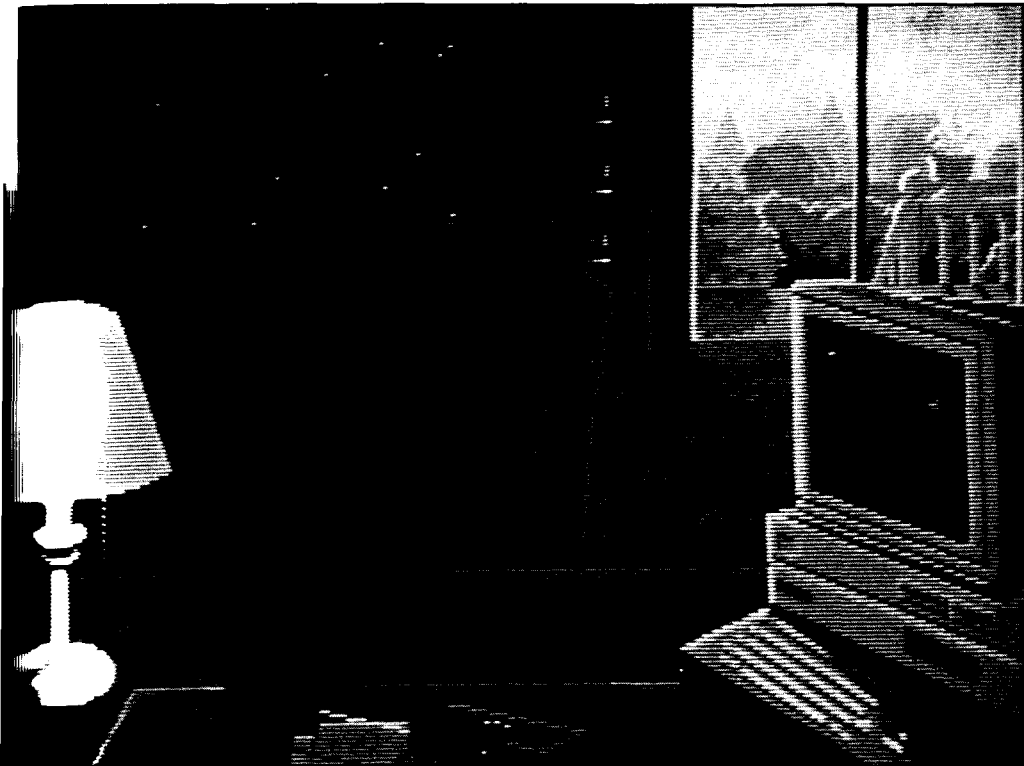
the distance that each keystroke or button press will advance the map by pressing the 1 through 9 keys (i.e. pressing 5 will scroll the map in five kilometer distances). To return to the office screen press the <Escape> key, right mouse button or joystick fire button 2.

5. Lamp - The lamp is selected after you receive a mission and assemble a team to accomplish it. Once the lamp is selected, you are placed in the hallway outside of the office where there are two doors displayed. The door with OFFICE printed on it returns you to the office screen. The door that has VEHICLE POOL printed on it places you in the vehicle pool where you select an appropriate vehicle (or no vehicle) for the mission. To select one of the doors using the keyboard, use the left and right arrow keys to position the pointer on the door, and then press Enter. If you are using a mouse, position the cursor on the door and press the left mouse button. With a joystick, position the pointer on the appropriate door and press fire button 1 to select.

Vehicle Pool

After you have received a mission and selected a team to accomplish it, the next step is to select a vehicle that is appropriate for the mission. After selecting the vehicle pool door in the hallway, a picture of the interior of the vehicle pool is displayed. Depending on whether or not you have acquired vehicles on your missions, there may or may not be any vehicles displayed. Even after you have acquire several vehicles, there can only be two displayed inside the vehicle pool at the same time.

There are two doors in the picture. The door on the right side of the screen returns you to the hallway. The other door, located at the rear of the vehicle pool, allows your team to leave Krakow and attempt to accomplish a mission on foot. To select the doors using a keyboard, use the left and right arrow keys to position the pointer on a door. If you are using a mouse, position the pointer on a door. With a joystick, move the joystick left and right to position the pointer on one of the doors. To select a door, press the <Enter> key, left mouse button or joystick fire button 1. To abort a selection, press the <Escape> key, right mouse button or joystick fire button 2.

Certain vehicles should be used for particular missions. For example: If you know that you are going to need a vehicle to haul cargo, it wouldn't be sensible to take a T-72 tank if you have a 2 1/2 ton truck. In order to determine what vehicles are available in the vehicle pool, you must consult the I.V.A.N. (Intelligence Vehicle Acquisition Network) computer.

The I.V.A.N. computer is located on the right side of the screen in the vehicle pool office. To gain access to the computer using a keyboard or joystick, use the left and right arrow keys or move the joystick left and right to position the pointer on the office. If you are using a mouse, simply position the pointer on the office. To select it, press the <Enter> key, joystick fire button 1 or left mouse button. To abort the selection, press the <Escape> key, joystick fire button 2 or right mouse button.

Once you have gained access to the I.V.A.N. computer, a representation of a computer screen appears. All vehicles that are available are listed on the screen. If

there are multiple vehicles available, the numbers are listed directly after the name of the vehicle.

Notice that the first available vehicle in the list is highlighted. To scroll through the vehicle list using a keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down until the desired option is highlighted. If you are using a mouse, position the highlight on the option to be selected. To select a vehicle once it is highlighted, press the <Enter> key, joystick fire button 1 or left mouse button. To abort selecting a vehicle and to return to the interior of the vehicle pool, press the <Escape> key, joystick fire button 2 or right mouse button.
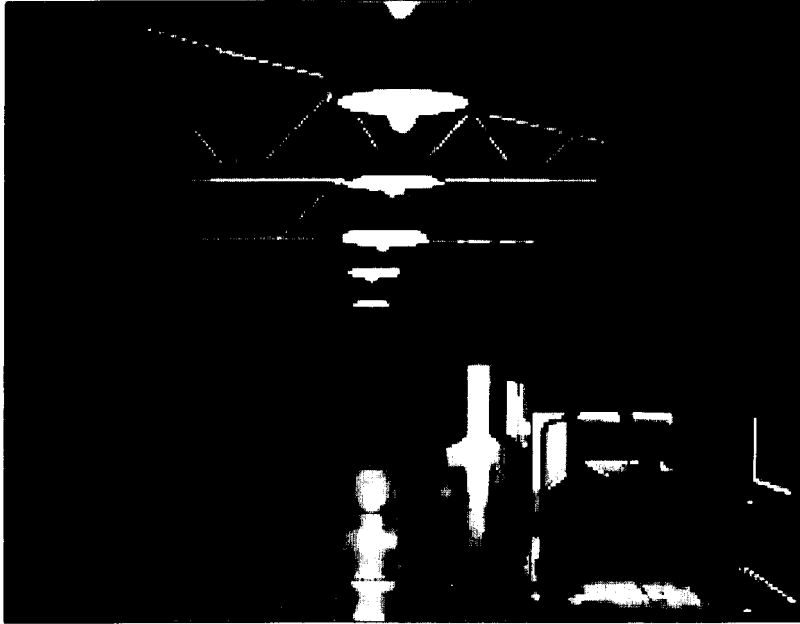
After you select a vehicle, the computer screen displays a side view of the vehicle as well as rotating 3-D perspective and a text description. To view any technical information about the vehicle using a keyboard or joystick, use the left and right arrow keys or move the joystick left and right to scroll through the pages of data. If you are using a mouse, position the pointer on the left or right arrows and press the left mouse button to scroll through the pages. To switch to another vehicle profile using the keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down. If you are using a mouse, position the pointer on the up or down arrows displayed, and press the left mouse button. To select a vehicle, press the <Enter> key, joystick fire button 1 or left mouse button. A requestor asks you if you are sure that this is the vehicle you want for this mission. If you are using a keyboard, press the "Y" key for yes and the "N" key for no. With a mouse or joystick, position the pointer on the "Y" or "N", and press the left mouse button or joystick fire button 1. To abort the selection of a vehicle and to return to the main I.V.A.N. computer screen, press the <Escape> key, right mouse button or joystick fire button 2.

After you select your vehicle for the mission, an animated sequence showing the vehicle leaving the pool, is displayed.

2-D- ON THE GROUND

1. *Introduction*

Throughout your adventures in Poland, you have the opportunity to travel to numerous cities and villages. Some of these cities and villages are vastly populated with citizens and contain numerous buildings to explore, while others have a very small population and only a few structures. Your team members have to traverse various types of land to reach their destinations. You may encounter anything from dense forests and mountains to lakes and highly contaminated radiation zones.

As you travel throughout Poland, you also encounter many unique individuals. Some of the people you meet are simple dirt farmers, while others are members of a reconstituted and sovereign form of society. As you guide your team, you meet new friends willing to assist you in your battle against Czarny; some share important information with you; others are willing to exchange their allegiance or weaponry for Krakow's protection from aggressive outsiders.

However, not everyone you encounter during your travels is friendly. There are heinous characters in the game, some of whom include: pernicious marauders, angry citizens and worst of all, Czarny's Black Legion soldiers. Combat encompasses a vast majority of the game, but isn't essential to complete each mission. Your team may be attacked when you least expect it during a simple recon mission, but later, successfully complete a difficult mission without firing one shot.

While exploring Poland and completing missions, all action takes place on three game screens: the 2-D Overhead Interface Screen, the Character Sheets and the 3-D Vehicle Interface   Screen.

2. 2-D; Overhead Interface Screen

A vast majority of the ground exploration and combat sequences take place on the 2-D Overhead Interface Screen.

A) 2-D - Overhead View Screen

The 7-D overhead view screen consists of a unique three-quarter view perspective. This perspective is shown throughout the entire game, even in buildings - except
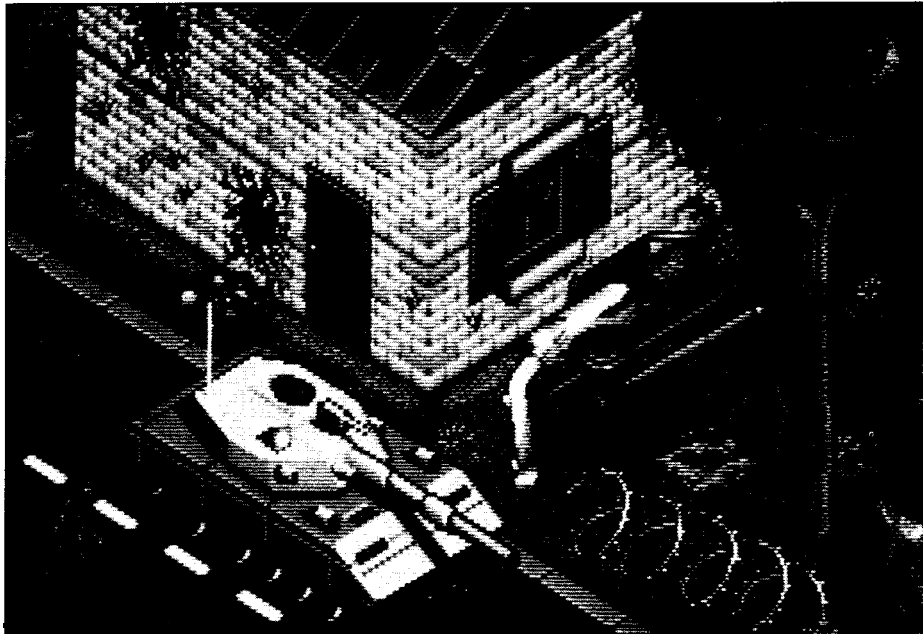
during a vehicle sequence, when the perspective changes to a 3-D view.

B) 2-D Ground Icons

Theentiregameiscontrolledbyselecting icons. After an icon is selected, the bottom section of the screen is replaced by options for that particular icon. If the selected icon does not have any other options, a graphic may appear to represent the icon or a window appears with other options to select from. The icons, listed in the order they appear, from left to right, are:

1. Necessity Icon - The Necessity icon is used when your team needs to sleep or eat after having been on a mission for an extended period of time. The team is required to sleep and eat every eight hours. If they don't, any actions they attempt are hindered.

When this icon is selected, the following options appear in a window:
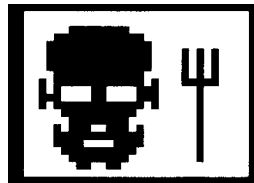
Fishing Option - When this option is selected, a graphic appears that represents your team fishing. Text at the bottom of the screen, in the message box, informs you if your team **had** a successful catch.

Foraging Option - When this option is selected, a graphic appears that represents the team foraging. Text at the bottom of the screen, in the message box, informs you of the team's results.

Hunting Option - When this option is selected, a graphic appears that represents the team hunting. Text at the bottom of the screen, in the message box, informs you if your team successfully made a kill.

Sleeping Option - When this option is selected, a graphic appears that represents the team sleeping. Text at the bottom of the screen, in the message box, informs you of the results of the rest period.

2. Game Options Icon - The Game Option icon contains several options. When this icon is selected, the following options appear in a window:

**Load Game Option** - Allows you to load a previously saved game.

Save Game Option - Allows you to save the current game being played. If, after saving a game, you restore it later, you are placed at the beginning of the mission in Krakow. If the mission was completed, before you saved, then you are placed at the beginning of the next mission.

**Sound Option** - Allows you to toggle the sound and music on and off.

Credits Option - Allows you to view the credits of the people who were involved with the development of the game.

Quit Option - Allows you to abort the current game and return to DOS.

Speed Option - Allows you to play the game in either normal or fast mode.
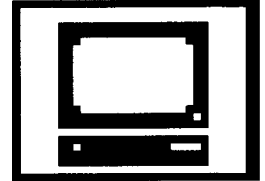
3. Walkie-Talkie Icon-Allows you to communicate with your intelligence officer. Thus, you can receive your next mission when you are in the field. The screen is replaced by a split screen, with you on the left and your intelligence officer on the right.
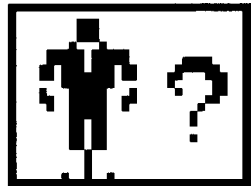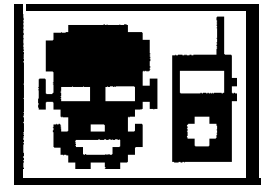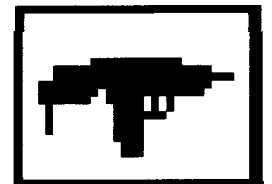
4. Inventory Icon - When this icon is selected, the lead character's inventory screen appears. You may also view other team members' inventory screens by choosing their picture at the top of the screen. From this screen, you can also place objects that you want your characters to use or drop in their hands.

5. Combat Icon - When this icon is selected, the following options appear in a window:

AggressiveOption-Ifthisoptionisselected, the teammembers engage the enemy in combat, advancing toward them.

Tactical Option - If this option is selected, the team members

engage the enemy in combat, but cannot advance or retreat. Your characters just stand in the same place and fight to hold their ground.
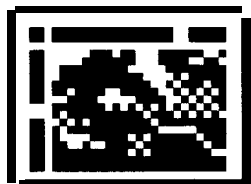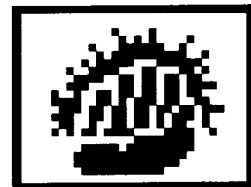
Retreat Option - When this icon is selected, the team stops fighting and returns to normal mode.

6. Communicate Icon - This option is selected when you want to talk to an NPC (non-player character).
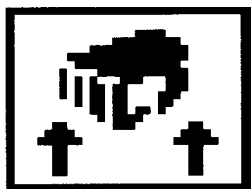
7. Take Icon - This icon is selected when there is an object that you want to pick up and add to a character's inventory. When there is an object that you want to pick up, simply position your character over the object. Then, when the icon is selected, you are asked which character will pick up the object.

8. **Use Icon** - This icon is selected when you want to use an item that one of the team members has in his hands. When selected, you are asked which character is to use an item, and in which hand the object to be used is in.

9. Map Icon -When this icon is selected, a map, similar to the one in the office, appears. But instead of a wall map, a hand held liquid crystal display monitor appears. The position of your team is marked by a red X. You may also scroll around the map using the same key strokes and button presses as you used for the map in the office.

10. Look Icon-When this icon is selected, you get a description of any objects that are directly in front of the team.

To select an icon using a keyboard or joystick, press the space bar or joystick fire button 2 and then use the left and right arrow keys or the joystick to position the highlight on the desired option. If you are using a mouse, simply position the pointer on the desired icon. To select the icon, press the <Enter> key, joystick fire button 1 or left mouse button.

Notice that the first option in a window is highlighted. If using a keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down to highlight an option. If you are using a mouse, simply position the pointer on the option to be selected. To select an option, press the <Enter> key, joystick fire button 1 or left mouse button.

To abort selecting an icon or option from a window, press the <Escape> key, joystick fire button 2 or right mouse button.

3. Character Movement and Interaction

During your team's exploration of Poland, your party is represented by one individual on the screen. This individual represents you, the leader. You can move the leader in any direction using a keyboard, mouse or joystick. Following, is a list of the peripherals and how they work:

1. Keyboard: When you are moving a character on the map, the following keys on the number pad are used:

Forward (Straight) = 8   Backward (Straight) = 2
Forward (Left) = 7   Backward (Left) = 1
Forward (Right) = 9   Backward Right) = 3
Left = 4   Right = 6

You can also use the arrow key pad to substitute for the 8,2,6 and 4 keys.

2. Joystick: When you are moving a character on the map, the following joystick motions are used:

Forward (Straight) =up   Backward (Left) = down and left
Forward (Left) = up and left Backward (Right) = down and right
Forward (Right) = up and right Left = Left
Backward (Straight)= down   Right =Right

3. **Mouse:** When moving a character on the map, simply place the mouse pointer on the area that you want the character to walk to and press the left mouse button.

During a mission you are a advanced scout for the team. The other three team members are directly off the edge of the screen, but they rush to your position in the event of an attack. This is the only time that all four team members appear on the screen at the same time.

When the party engages in combat, the other three team members rush to their leader's side after the combat icon and type of battle stance (aggressive or tactical), is selected; all of the team members fight at their own discretion. You have no control over the fighting sequences. You simply watch the entire battle sequence unfold in front of you. The only order that you can give the team during a combat sequence is the retreat command. When you order a retreat, the other three team members run off the screen, and you return to the exploration mode again.

As stated before, any pertinent information, such as one of the team members being shot, appears in the message box at the bottom of the screen. For example, if the party engages an enemy in combat and one of your team members, named John, gets hit by gunfire in the chest during the battle, text appears in the message box stating that "John has taken 4 points of damage to the chest."

If one of the team members is injured in combat, he grasps his arm and may be able to be healed in the field, depending on the severity of the injury. A character with Medical skill and a medical kit or medical supplies can perform the healing. A character that receives a near fatal injury has to be transported back to Krakow in order for his wounds to heal; while the character recuperates, he is not available for another mission for a period of time, possibly several weeks.

As you explore cities and villages, you encounter a variety of non-player characters (NPC's) who are moving throughout the area. The NPC's reactions toward the team vary throughout the game. Some of the NPC's have valuable information or objects and are willing to trade these items for something of value. Other NPC's despise your political views and attack your team if you try to communicate with them. Some regions even have a mixed number of both types of NPC's. You must respect the law level of the city or village that you are visiting in order to ensure the safety of innocent citizens and the members of your team. If you carelessly shoot everyone and everything around you, your team quickly finds itself in a sea of angry citizens or villagers, hungry for revenge.

To communicate with an NPC, position your character so that he is facing the NI'C, then select the Communicate icon to speak to the character. The message that the character relays to the team is displayed in the message box at the bottom of the screen.

4. The Character Sheet

At any time during a mission, you can access detailed character sheets for each of your characters. To view a character sheet, you must first select the Inventory icon at the bottom of the screen. After selecting this icon, the lead character's sheet is displayed. To view another team member's character sheet using a keyboard or a joystick, use the left and right arrow keys or the joystick to position the white highlight on the desired character's picture whose profile you want to view. If you are using a mouse, position the hand pointer on the desired character. To select the character, press the <Enter> key, joystick fire button 1 or left mouse button. To abort the selection and return to the 2-D overhead, press the <Escape> key, joystick fire button 2 or right mouse button.

The character sheet contains the following information:

A) The Character's Picture

B) Body Armor (currently being worn by character)

C) The Character's Hit Capacities

D) The Character's Inventory

E) Items (in left or right hands)

F) The Character's Personal Information (name, gender, age, nationality, rank, service branch, weight, initiative, rads, load, throw range, current load weight, number of kills and number of missions completed)

G) The Character's Base Hit Numbers

H) The Character's Contacts

I) The Character's Attributes

J) The Character's Skills
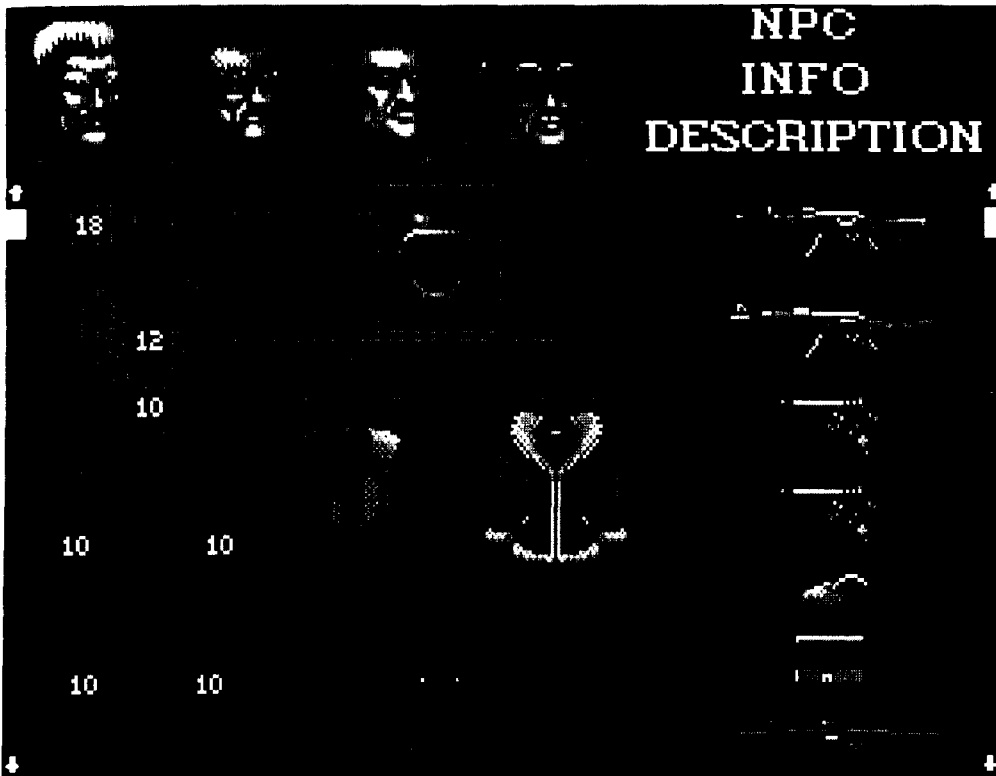
When a character's profile sheet is shown, items A,B,C, and D aredisplayed. To view the rest of the character's profile using a keyboard, use the left and right arrow keys to position the white highlight on the left section of the screen (the section with the arrow-c and the scroll bar). Once this area is highlighted, press the up and down arrow keys to view the remaining information. If you are using a mouse, simply click on the arrows in the upper and lower left corners of this section with the left mouse button.

With a joystick, position the white highlight on the left section of the screen, with the arrows and scroll bar, and move the joystick up and down to view the rest of the information.

To view the list of items on the inventory sheet, the same keystrokes and button presses apply as were used for the profile sheets above. The only difference is that the white highlight or hand pointer has to be placed on the right section of the screen that contains the arrows and scroll bar.

To select an item from the inventory list, if you are using a keyboard or joystick, position the white highlight on the inventory list. Notice that the first item in the list is highlighted. You can scroll through the list using the Up and Down arrow keys or by moving the joystick up and down. With a mouse, simply position the hand pointer on the item to be selected. To select an item, press the <Enter> key, joystick fire button 1 or left mouse button. Once an item is selected, the white highlight turns to red or the hand pointer is displayed as a question mark pointer to indicate that an item has been selected. You can then place the item back in the inventory list, in a different order, by placing the red highlight or question mark pointer on the spot in the list where you want to insert it and pressing the <Enter> key, joystick fire button 1 or left mouse button. Everything on the list is then moved down one spot. To abort selecting an item, and to return to the original   order, press the <Escape> key, joystick fire button 2 or right mouse button.

The character sheet screen is also used to exchange objects between characters in the team and to place an object in a specific character's hand. If, at any time during game play, you want to give an item to one of the other characters on the team, you should first select the Inventory icon. After you have selected the giving character, you can view all of his items by scrolling through the inventory list using the method described above.

To select an item from an inventory list with a keyboard or joystick, move the white highlight to the inventory list on the right of the screen. If you are using a mouse, position the hand pointer on the right of the screen. To select a specific item using a keyboard or joystick, use the Up and Down arrow keys or move the joystick up and

down until the white highlight is positioned on the desired object. If you are using a mouse, position the hand pointer on the item to be given. To select the item, press the <Enter> key, joystick fire button 1 or left mouse button. The white highlight then turns red or the hand pointer is displayed as a question mark.

To give the item to another character, you must position the red highlight or the question mark pointer on the picture of the character you want to give the item to, then press the <Enter> key, joys tick fire button 1 or left mouse button. The item is then placed in the receiving character's inventory.

If you want to place a specific item in one of the character's hands or on his body, the Inventory icon must first be selected. The above procedure follows for transferring items to another character. The only exception is at the point where the receiving character is tobeselected. Instead of selecting a character, you position the red highlight or question mark pointer on the left section of the screen. Scroll the pages of options until you reach the page **that** displays the skeleton or the character's left and right hands and the ground.

If the skeleton is displayed, position the red highlight or question mark pointer on this area. Notice that the first area of the skeleton is highlighted. If you are using a keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down until the desired section of the skeleton is highlighted. With a mouse, position the question mark pointer on the desired area. To place an object on the skeleton (only clothing items and body armor may be placed on the skeleton), press the <Enter> key, joystick fire button 1 or left mouse button. NOTE: If the skeleton portion of the screen is selected while the highlight is white or the mouse pointer is in the shape of a hand, then selecting an area on the skeleton picks up or removes the item on it. The item may then be placed back into the inventory list or given to another character.

If the hand and ground section is displayed, the three options available in this section are:

Right hand - If the highlight is red or the pointer is a question mark and the right hand is selected, the item chosen from the inventory list is placed in the character's right hand. If the highlight is white or the pointer is a hand and the right hand is selected, the item in the character's right hand is removed and **may** be placed in his inventory or given to another character.

Left hand - Works in the same manner as the right hand.

Ground - Works in the same manner as the right hand, but will either drop or pick up items that are laying on the ground.

When the hand and ground section of the screen is selected, notice that the first option is highlighted when you are using a key board or joystick. To scroll between the options, use the Up and Down arrow keys or move the joystick up and down. If you are using a mouse, position the pointer on the option desired. To select the option, press the <Enter> key, joystick fire button 1 or left mouse button.

There are also three options available on the character sheet. They are:

NPC

Lets you give an item to an NPC after it has been placed in one of the character's hands. After an item has been selected from the inventory list, if you are using a keyboard or mouse, position the red highlight on the NPC option and press <Enter> or joystick fire button 1 to give the item to the nearest non-player character. After selecting the item with a mouse, position the question mark pointer on the NPC option and press the left mouse button.

If you want to abort giving an item to an NPC and return it to the inventory, press the <Escape> key, joystick fire button 2 or right mouse button.

Info

After an item has been selected from the inventory list, the Info option provides detailed statistical data about the object. If you are using a keyboard or joystick to select an item, position the red highlight on the INFO option and press the <Enter> key or joystick fire button 1 to view the data. After selecting the item with a mouse, position the question mark pointer on the INFO option and press the left mouse button.

Description

After an item has been selected from the inventory list, the Description option provides a small informative definition of the object. If you are using a keyboard or joystick to select from the inventory, position the red highlight on the DESCRIP-TION option and press the <Enter> key or joystick fire button 1 to view the data. After selecting the item with a mouse, position the question mark pointer on the DESCRIPTION option and press the left mouse button.

To return a selected item to the inventory, press the <Escape> key, joystick fire button 2 or right mouse button.

5. Buildings

During your expeditions, your **team** encounters several different types of buildings according to the size of the city or village that they are reconnoitering. Be sure to explore all structures for objects that may be of use to the team. Be careful, there **may** be enemies lurking on the other side of a door, just waiting to ambush your team.

Sometimes doors to buildings are locked, so your team needs a character who has high Lockpick skill. If a character with Lockpick skill is not available, you can attempt to blow up the door with a hand grenade or a plastic explosive in order to gain access to the structure.

3-D - IN A VEHICLE

1. Introduction

Many of the missions in Twilight 2000 require the use of a vehicle. There are several vehicles available, ranging from an American made Humm-vee (jeep) to a Soviet made T-72 tank.

Initially, when you begin the game, you have no vehicles. The first eight missions of the game are designed to help you acquire one of each type of vehicle (refer to page 74 for a brief description of all vehicles in the game). However, you can acquire more than one of each vehicle during your adventures. For instance, during your travels, you may come upon an abandoned or partially damaged truck or tank that has been left behind. Perhaps the vehicle needs refueling. Or, if the vehicle is damaged, one of the characters in your party, with a high Mechanic skill, may be able to repair it and take it back to Krakow.

2. 3-D: Vehicle Interface Screen

A vast majority of traveling between cities, and a high percentage of the combat sequences, take place on the 3-D Vehicle Interface Screen, To enter a vehicle, simply move your character onto it.

A) 3-D Vehicle View Screen

The 3-D vehicle view screen consists of a state-of-the-art, innovative 3-D perspective. There are three different types of vehicle interface screens. They are:
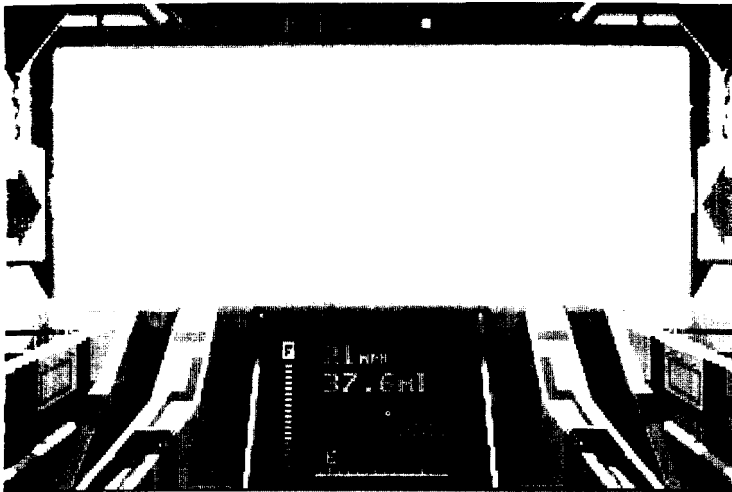
Wheeled Vehicle

This category includes the HMMWV and the 2 1/2 ton truck. Once the vehicle is entered, a large section of the screen is represented by a 3-D display of everything outside of the vehicle. All objects, such as trees, buildings and even the hood of the vehicle, are realistically represented, just as a driver would actually see them.

The interior of the vehicle is represented by a dashboard display. The following instruments are located beside the steering wheel:

1. Speedometer: Displays a digital readout of the vehicle's speed in MPH (miles per hour).

2. Odometer: Displays a digital readout of the vehicle's mileage.

3. Time/Date: Displays a digital readout of the current time and date.

4. Compass: A gauge that displays the vehicle's path of travel.

5. Fuel: Displays an analog reading of the amount of fuel the vehicle currently has in its tanks. When the vehicle is full of fuel, all of the lights on the display are lit. As the vehicle uses gas, the lights begin to dim. When the three red lights are the only ones left on, the vehicle only has a quarter tank of fuel left.

6. Critical Damage Indicators: Located on the left side of the dashboard, these lights indicate when a vehicle has sustained critical damage (H: Hull, S: Suspension). The lights are originally green, but when the vehicle sustains damage, the lights turn red. When a light turns red, that area of the vehicle will be destroyed if it is struck again.

Tracked Vehicle

This category includes the following vehicles: M2A2 Bradley, Ml Al, MlA2, T-72, T-80 and T-90 tanks. There are two types of interface screens inside tanks. They are:

Drivers Interface Screen

The tank driver's interface screen consists of the same 3-D perspective and instruments that are included in the wheeled vehicle interface. The 3-D display allows you to see everything that an actual tank driver would see, including the tank cannon barrel, which may appear at the top of the window view screen. The five instruments mentioned above are displayed in a small screen at the bottom-middle of the interface. There is also a radar screen that can be displayed in this area. To toggle between the instrument panel and the radar screen, press "R" on the keyboard.

When the radar screen is displayed, your tank is placed in the center most point of the screen. The two lines that extend diagonally to the upper corners are your "field of view" lines. These lines represent the limits of what you are actually seeing out of the driver's window. Hostiles are represented by the red dots on the screen, while buildings and other objects are represented by green dots. The circular lines on the radar represent 1000 meter intervals, and are used to estimate the distances that objects are from you.

NOTE: The radar is not situated so that North is at the top, south at the bottom and so on. The top of the radar represents the actual direction in which the vehicle is pointing. For example, if your vehicle is heading West, the top of the radar screen represents West. The corresponding headings would then be: North to the right of the radar screen, South to the left and East at the bottom of the screen.

The only other difference on the interface is the location of the critical damage indicators. They are displayed at the top of the screen and are identical to the indicators on wheeled vehicles, with one exception: the turret is also monitored (H: Hull, T: Turret, S: Suspension).

Gunner's (Turret) Interface Screen

The gunner's interface screen differs slightly from the driver's interface screen. The difference being that the gunner's view window is on the right side of the screen and is much smaller than the driver's view window. The same 3-D perspective is still visible through the window and the same objects are displayed; even the tank cannon appears, on the left side of the viewing window. Also, the gunner's instrument panel is located on the left side of the interface screen instead of at the bottom.

The instruments, displayed on the panel, are:

1. Ammo Picture: There is a picture of the current ammunition being used; it is displayed at the top of the panel.

2. Ammo Description/Rounds: Displayed beside the ammo picture, this is a brief text description of the ammo and the number of rounds left.

3. Turret Elevation/Firing Range: Displayed in the middle of the panel, this represents the elevation of the cannon and the distance, in meters, of the firing range.
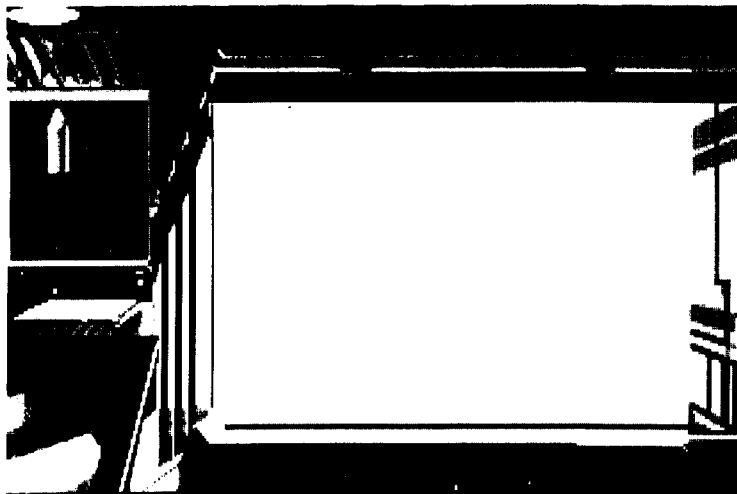
4. Time/Date: Displays a digital readout of the current time and date.

5. Compass: Displayed at the bottom of the panel, this is a gauge that displays the vehicle's path of travel.

6. Critical Damage Indicators: Located at the bottom of the interface, these indicators work in the same manner as in the driver's interface.

The gunner's (turret) mode also has a radar screen. To toggle between the instrument panel and the radar screen, press "R" on your keyboard. The turret radar operates in the same basic manner as the driver's radar screen. The only difference is that the turret works separately from the rest of the tank on the radar screen. On the radar screen, the turret always remains stationary (pointed toward the top of the radar screen). Although the turret of the tank does rotate, it remains pointed toward the top of the radar screen at all times.

On the radar screen, there is a red line that extends from the turret. This red line, called the "kill line", is used to target on an object that you want to fire at. As the objects are rotated on the radar screen, you simply continue to rotate the turret until the desired object is directly in alignment with the kill line.

B) The Radar Display

The radar screen does not operate as a map view with north at the top of the screen and south at the bottom. What you see on the screen, is a representation of your tank at the center of the radar display. It is always facing toward the top of the radar screen. Objects and other vehicles appear as points within the radar display. When the tank or turret rotates, the images of other objects or vehicles rotate around the image of your tank. For example, imagine your tank is pointing directly at a farm building. On the 3-D view, the farm building would be in your field of view and, on the radar screen, the image of the farm building would be directly above the image of your tank.

Now imagine yourself driving cross-country. An enemy tank is sneaking up on you from behind. On the 3-D view, you would not be able to see it. But, on the radar screen, the image of the enemy vehicle would appear as a red dot directly below the image of your tank. Objects to the right side of your tank will appear on the right side of the radar screen, while objects to the left, appear on the left side of the display. If a radar image appears within the field-of-view lines, then you should be able to see it within the 3-D view, as long as it is not concealed by another object.

C) 3-D Vehicle Icons

There are some options that are controlled by icons at the bottom of the screen in the 3-D mode. After an icon is selected, the bottom section of the screen is replaced by options for that particular icon. If the selected icon does not have any options, a graphic may appear to represent the icon or a window appears with other options to select from. The icons, listed in the order that they appear, from left to right, are:

1. Personnel Status Icon When this icon is selected, the leader's character sheet is displayed. You may view any character's sheet, but may not place objects in his hands, give objects to another character or drop an item. You may only view his sheet.
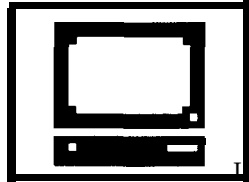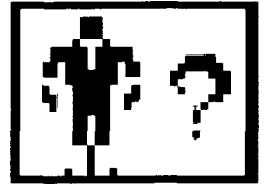
2. Game Options Icon - The Game Option icon contains several options. When this icon is selected, the following options appear in a window:

Load Game Option - Allows you to load a previously saved game.

Save Game Option - Allows you to save the game currently being played. If, after saving a game, you restore it later, you are placed at the beginning of the mission in Krakow. If the mission was completed, before you saved, then you are placed at the beginning of the next mission.
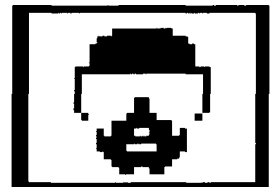
Sound Option - Allows you to toggle the sound and music on and off.

Credits Icon-Allows you to view the credits of the people who were involved with the development of the game.

Quit Option Allows you to abort the current game and return to DOS.

Speed Option - Allows you to play the game in either normal or fast mode.

3. Infrared Icon-This icon should only be selected if it is dark outside. Infrared allows you to see objects at marginal distances in the dark. Everything that you see outside of the window in the vehicle is displayed in shades of green. NOTE: If you attempt to use the infrared during the daytime, every-

thing turns green in the window view screen, and your sight is hindered.

4. Walkie-Talkie Icon-Allows you to communicate with your intelligence officer. Thus, you can receive your next mission when you are in the field. The screen is replaced by a split screen, with you on the left and your intelligence officer on the right.
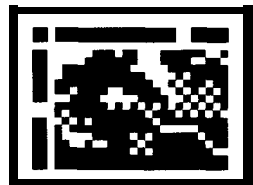
5. Map Icon - When this icon is selected, a map, similar to the one in the office, appears. But instead of a wall map, a hand held liquid crystal display monitor appears. The position of your team is marked by a red X. You may also scroll around the map using the same key strokes and button presses as you used for the map in the office.

6. Exit Icon - When this icon is selected, the team exits the vehicle.

To select an icon using a keyboard or joystick, press the space bar or joystick fire button 2 and then use the left and right arrow keys or the joystick to position the highlight on the desired option. If you are using a mouse, simply position the pointer on the desired icon. To select the icon, press the <Enter> key, joystick fire button 1 or left mouse button.

Notice that the first option in a window is highlighted. If you are using a keyboard or joystick, use the Up and Down arrow keys or move the joystick up and down to highlight an option; using a mouse, simply position the pointer on the option to be selected.

To select an option, press the <Enter> key, joystick fire button 1 or left mouse button.

To abort selecting an icon or option from a window, press the <Escape> key, joystick fire button 2 or right mouse button.

3. Vehicle Movement

When you first enter a tank, everyone is assigned to a station in accordance to his skills. You, the leader, are placed in the driver's mode. You can switch back and forth between the driver's mode and the gunner's mode with the "F1" and "F2" keys respectively.

There are three peripherals that can be used to control a vehicle. They are:

1. Keyboard: When you are driving a vehicle, the following keys on the number pad are used:

    Accelerate = 8
    Decelerate = 2
    Right Turn = 6
    Left Turn = 4
    Brake = 5

If you are in combat, the following keys on the number pad are used to control the turret:

    Turret Up = 8
    Turret Down = 2
    Turret Right = 6
    Turret Left = 4
    Fire = Enter
    Toggle Weapons = Space Bar

You can also use the arrow key pad to substitute for the 8,2,6 and 4 keys.

2. Joystick: When you are driving a vehicle, the following joystick motions are used:

    Accelerate = Joystick Up
    Decelerate = Joystick Down
    Right Turn = Joystick Right
    Left Turn = Joystick Left

If you are in combat, the following joystick motions are used to control the turret:

    Turret Up = Joystick Up
    Turret Down = Joystick Down
    Turret Right = Joystick Right

Turret Left = Joystick Left
Fire = Joystick Button 1
Toggle   Weapons = Joystick Button 2

3. Mouse: When you are using a mouse, the following motions are used to control the vehicle:

Accelerate = Move mouse pointer to top of screen.
Decelerate = Move mouse pointer to bottom of screen.
Right Turn = Move mouse pointer to right side of screen.
Left Turn = Move mouse pointer to left side of screen.

If you are in combat, the following motions are used to control the turret:

Turret Up = Move mouse pointer to top of screen.
Turret Down = Move mouse pointer to bottom of screen.
Turret Right = Move mouse pointer to right side of screen.
Turret Left = Move mouse pointer to left side of screen.
Fire = Left Mouse Button
Toggle Weapons = Right Mouse Button

There are also two alternate angles of view in the game, they are:

1. Slot View: The slot view is actually an over the shoulder view of your vehicle. To select this view, press "F3" on the keyboard. Control of the vehicle depends on what interface your are in when you select the slot view.

2. **Enemy View:** The enemy view places you behind the enemy's vehicle, looking directly toward your vehicle. To select this view, press "F4" on the keyboard. Control of your vehicle depends on what interface you are in when you select the enemy view.

4. *Vehicle Combat*

During your travels throughout Poland, you are likely to encounter hostility, whether it be a group of marauders or some of Czarny's Black Legion forces, When a conflict occurs, you need to switch from the driver's view to the gunner's (turret) view if you are in a tank. If you happen to be in a HMMWV or a 2 1/2 ton truck, you cannot defend yourself against an aggressor because neither of these vehicles are armed.

Once you have the turret view displayed, you must switch the instrument panel

over to the radar display (use the "R" key to toggle back and forth between the two). First, you must target on the aggressor. Rotate the turret left or right until the vehicle or object is within your field of view and the red "kill line" is on top of it. Next, you must raise or lower the turret to equal the distance that the vehicle or object is from you. There are two ways to accomplish this. They are:

1. You can estimate the distance that the vehicle is from you by using the circular sector lines that are marked off every 1000 meters. After the distance has been estimated, go back to the instrument panel and raise or lower the turret until the loft and distance indicators match your estimate. You may then fire at the target.

2. You can keep the radar display on the instrument panel. There is a yellow dot that moves along the kill line in correspondence with the raising and lowering of the turret. Raiseorlower theturretuntil the yellow dotisdirectlyon the target. Once you are targeted, you can fire.

The accuracy of the shot depends on the character's Heavy Weapons skill level. If the target is close to the mark, and the gunner has high Heavy Weapons skill, then the target is hit. As a battle continues, and your vehicle is hit, the damage done to an area of your vehicle is relayed to you via the message box.

5. Vehicles List

Abandoned and damaged vehicles can be acquired during missions. If a character has high Mechanic or Electronic skills, he may be able to repair certain vehicles. These restored vehicles can be added to Krakow's inventory.

Following is a brief description, along with some statistical data, of the vehicles available in the game:

Price: The vehicles cost. There are also some letters listed after the price. The first letter denotes the vehicles availability in Europe, the U.S. and Japan. The second letter is the vehicles availability in the Soviet Union and China (V: Very Common, C: Common, S: Scarce, R: Rare).

Stabilization: This represents how accurate the weapons are if the vehicle is traveling across rough terrain.

Armament: This is the armament that the tank is equipped with.

Ammo: This is the amount of ammo that the vehicle is capable of carrying.

Fuel Type: These are the types of fuel that the vehicle can use: D: Diesel, G: Gas, A: Alcohol.

Load: This is the vehicles interior cargo capacity, or how much weight the vehicle can carry.

Veh Wt: This is the vehicle's gross weight, including ammunition and fuel.

Crew: The first number represents the number of people needed to operate the vehicle. The second number is the amount of passengers the vehicle can carry.

Mnt: This number is the amount of maintenance - in hours - that is needed to repair a vehicle if it is moderately damaged.

Night Vision: This is equipment that lets you see in the dark.

Tr Mov: This is the vehicle's travel movement under normal conditions. The first number represents movement on roads, while the second number represents the vehicle's travel movement across rough terrain.

Corn Mov: This is the vehicle's combat movement. The first number represents movement on roads while in combat, and the second number represents the vehicle's combat movement across rough terrain.

Fuel Cap: This number represents the vehicle's fuel capacity in liters.

Fuel Cons: This number represents the vehicle's fuel consumption, in liters, within a four hour period.

Config: This is the vehicles configuration: Stnd: Standard (a wheeled vehicle); Trt: Turret (a tracked vehicle).

Susp: These figures represent the vehicles critical value damage - the amount of damage the suspension can sustain before it is destroyed. The first letter is the vehicle's type of suspension: W: Wheeled, T: Tracked. The number listed after the letter is the critical damage value.

HF: These letters stand for hull front. The number represents the protection that the armor on the front of the hull provides.

HS: These letters stand for hull side. The number represents the protection that the armor on the side of the hull provides.

HR: These letters stand for hull rear. The number represents the protection that the armor on the rear of the hull provides.

TF: These letters stand for turret front. The number represents the protection that the armor on the front of the turret provides.

TS: These letters stand for turret side. The number represents the protection that the armor on the side of the turret provides.

TR: These letters stand for turret rear. The number represents the protection that the armor on the rear of the turret provides.

NOTE: Some tanks have hulls and turrets that are fitted with special armor. These special tanks have letters listed after their armor values. The two types of special armor are: Sp: Spaced Armor; Cp: Compound Armor.

Vehicles - Wheeled

HMM WV (Hum- Vee)
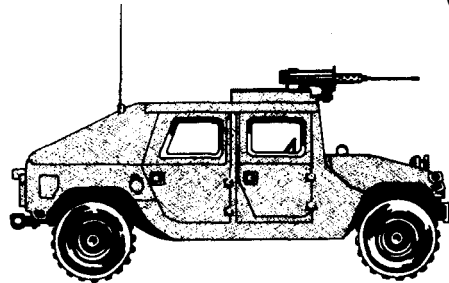
The above letters stand for high-mobility, multipurpose wheeled vehicle. The HMMWV is a four-wheel-drive. off-road vehicle designed as a light scout, utility, and cargo vehicle. It has replaced the jeep in U.S. service. It has a weapons mount(C) above the commander's seat; however, no weapon is provided.
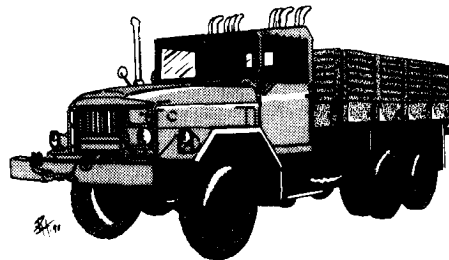
Tr Mov: 200/60
Corn Mov: 50/1 5
Fuel Cap: 90
Fuel Cons: 30

Combat Statistics
Config: Stnd HF: 1
Susp: W(2)   HS: 1
                HR: 1

Price: $20.000   (C/S)
Fuel Type: D, G, A
Load: 1.25 tons
Veh Wt: 2 tons
Crew: 2+4
Mnt: 2
Night Vision: Headlights

2 1/2-Ton Truck

2 1/2-Ton Truck

A standard 6x6 cargo truck with moderate cross-country performance, capable of carrying 21⁄2 tons of cargo or an equivalent load of passengers.

Tr Mov: 180/35
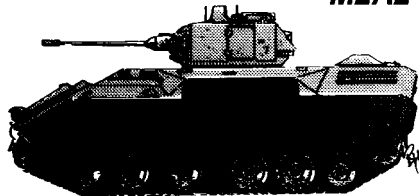**Corn Mov: 45/8**
Fuel Cap: 195
Fuel Cons: 65

Combat Statistics
Config: Stnd   HF: 1
Susp: W(3)   HS: 1
                HR: 1

Price: $15,000   (C/C)
Fuel Type: D, A
Load: 2.5 tons
Veh Wt: 4 tons
Crew: 2
Mnt: 4
Night Vision; Headlights

Vehicles - Tracked

M2A2 Bradley II

A tracked, amphibious, infantry fighting vehicle. This is an up graded version of the orginal Bradley infantry fighting vehicle, the principal changes being the addition of 30 millimeters of applique armor to the front and sides of the vehicle, and adoption of the powerful engine to deal with the increased vehicle weight Main entrance to the passenger compartment is by two large, hinged doors in the rear of the vehicle. There is a driver's hatch on the left front hull deck and hatches for the commander and gunner on top of the turret. There are two firing ports on the left, two on the right and two on the rear. These firing ports will accept only the M231 submachinegun and the M231 can fire to extreme range.

Price:$200,000   (S/R)
RF: +2
Stabilization: Good
Armament: 25mm autocannon, twin TOW launcher, MAG MG, 6xM231
Ammo: 300x25mm.   7xTOW II
Fuel Type: D, A
Load: 1.5 tons
Veh Wt: 33 tons
Crew: 3+7
Mnt: 6
Night Vision: Passive IR/thermal imaging

Tr Mov: 140/110
Corn Mov: 35/30
Fuel Cap: 650
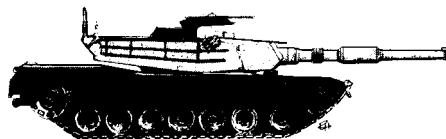**Fuel Cons: 225**

Combat Statistics
Config: Trt   TF: 10   HF: 14
Susp: T: 4   TS: 6-Sp   HS: 12-Sp
                          TR: 4-Sp   HR: 6

M1A1

An extensively improved version of the basic MI. The most significant changes are the substitution of a 120mm smoothbore gun for the rifled 105mm gun of the M1, and the use of depleted uranium armor inserts to increase the armor protection on the hull and turret front.

Tr Mov: 140/1 10
Corn Mov: 30/25
Fuel Cap: 1920
Fuel Cons: 560

Combat   Statistics
Config: Trt   TF: 120-cp   HF: 300-Cp
Susp: T: 6   TS: 40   HS: 16-Sp
                        TR: 16   HR: 16

Price: $650,000 (R/R)
RF: +4
Armament: 120mm gun, MAG MG, M2HB MG (C)
Stabilization: Good
Ammo: 40x120mm
Fuel Type: D, G, AvG. A
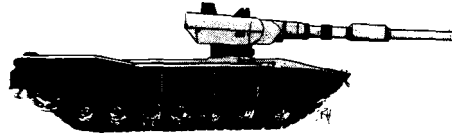**Load: 700 kg**
Veh Wf: 63 tons
Crew: 4
Mnt: 14
Night Vision: Passive IR/thermal

M1A2

An MI with a slightly higher superstructure and a small casemate (unmanned) turret. The commander. gunner. and driver riie in the vehicle chassis, and the gun is remotely controlled and automatically loaded. The driver, gunner and commander ride side by side, and each has a hatch on the front deck.

Tr Mov: **140/110**
Corn Mov: *35/30*
Fuel Cap: **1920**
Fuel Cons: **560**

Price: $700,000 (R/R)
RF:+5
Armament: 120mm gun, MAG MG, M2HB MG (C)
Stabilization: **Good**
Ammo: 40x120mm
Fuel Type: D, G, AvG. A
Load: 700 kg
Veh Wt: 59 tons
Crew: *3*
Mnt: 14
Night Vision: Passive IR/thermal

Combat Statistics
Config:	C I H	TF: 120-Cp	HF: 300-Cp
Susp:	T: 6	TS: 40	HS: 16-Sp
		TR: 20	HR: 16

T-72

A tracked main battle tank of Soviet manufacture. There is a driver's hatch on the middle front deck, and a gunner's hatch and commander's hatch on the turret deck. The gun is automatically reloaded. A weapons mount is located by the commander's hatch.

Tr Mov: 11 0/65
Corn Mov: 25/1 5
Fuel Cap: 960+400 in jettisonable rear drums
Fuel Cons: 300

Price: $400,000 (R/R)
RF: +2
Armament: 125mm gun, PK MG. DShK MG (C)
Stabilization: Fair
Ammo: 40x125mm
Load: 500 kg
Veh Wt: 40 tons
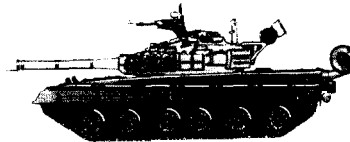*Fuel Type: D,* A
Crew: 3
Mnt: 16
Night *Vision:* White light/IR spotlight. active/passive IR

Combat Statistics
Config:	Trl	TF: 70	HF: 100
Susp:	T: 6	TS: 24	HS: 16
		TR: 20	HR: 10

T-80

An improved version of the T-72, the T-80 has an identical layout but strengthened armor protection.

Tr Mov: 120/70
Corn Mov: 30120
Fuel Cap: 960+400 in jettisonable rear drums
Fuel Cons: 300

Combat Statistics

Config: Trt	TF: 90	HF: 125
Susp: T: 6	TS: 2 4	HS: 16
	TR: 20	HR: 10

Price: $500,000 (R/R)
RF: +3
Armament: 125mm gun, PK MG, DShK MG (C)
Stabilization: Fair
Ammo: 4Ox125mm
Fuel *Type: G,* AvG, A
Load: 500 kg
Veh Wt 40 tons
Crew: 3
Mnt: 18
Night *Vision:* White light/IR spotlight, active/passive IR

T-90

First seen by Western intelligence in the late 1980s and first tentatively identified as the FST-1 (Follow-on Soviet Tank 1), the T-90 features an enlarged T-80 chassis with a casemated, remote-controlledgun. The gunner, driver, and commander all have hatches on the front deck.

Tr Mov: 120/70
Corn Mov: 30/20
Fuel Cap: 960+400 in jettisonable rear drums
Fuel Cons: 340

Price: $600,000 (R/R)
RF. +4
Armament: 125mm *gun,* PK MG coaxial
Stabilization: Good
Ammo: 40x125mm
Fuel Type: G, AvG, A
Load: 500 kg
Veh Wt:40 tons
Crew: 3
Mnf: 16
Night Vision: White light/IR spotlight. active/passive IR

Combat Statistics

Config: ClH	TF: 100.Cp	HF: 200-Cp
Susp: T: 6	TS: 50	HS: 20
	TR: 30	HR: 16

TWILIGHT: 2000™

Manual Addendum

CHARACTER GENERATION

The following changes have been made to the character generation system:

Main Party Disk Menu

1. Page 14: The Create a Platoon Disk option has been taken out. This is automatically done now when you Assemble a Squad.

SELECTING WEAPONS AND EQUIPMENT

The following changes have been made to equipment selection:

1. Page 46: Under Explosives, the antitank mine has been taken out.

2. Page 47: Under SBC Equipment, both the M256 Chemical Detector Kit and the Chemical Defense **Suit** and Mask have been taken out of the game.

All of the equipment and **items** available in the game must be placed in a character's hands before they can be used. There are, however, a few exceptions to this rule. Below is a list of the equipment and items available and how they are used

Explosives

Fragmentation Grenade: A grenade must be placed in a character's hand before it can be used, but this can only be done during combat. A character

automatically keeps using grenades until he runs out of them.

Plastic Explosive: When a plastic explosive is used, it is laid on the ground directly in front of the character who is using it. How well a character uses the explosive is dependent on his Combat Engineering skill.

Time Delayed Explosive: Same as plastic explosive, but you have more time to get away from the explosion area.

Hand Tools

Wheeled Vehicle Tools: Used to repair HMMWV's and 2 l/2 ton trucks. When these tools are used, the vehicle under repair must be directly in front of the character.

Tracked *Vehicle* Tools: Same as the wheeled vehicle tools, with the exception that they can only be used on tanks.

Basic Tools: Used to repair small equipment that a character can carry. When basic tools are used, a menu is displayed asking you to select the person that has the broken item and then to select the item the character has that needs repaired.

Lockpicks: Used to open doors. When lockpicks are used, the character picking the lock must be standing directly in front of the door.

Vision Devices

4X *Binoculars:* Used to view the area in front of the party. When binoculars are used, the next several sections of the game playing area, in front of the party, are displayed in succession, which allows you to see any objects or NPC's that may be in front of the group.

25X Image Intensifiers: Same as the 4x binoculars, with the exception that

they allow the user to see at night.

Telescopic Rifle Sight: Used on a gun for better targeting results. When a scope is used, a window is displayed asking you to select the character possessing the weapon that the scope is to be mounted to and then the weapon that the scope is to be used on.

Starlight Scope: Same as the telescopic rifle sight, with the exception that it allows the user to see a target at nighttime.

IR Goggles This item is an exception to the object in hand rule. The goggles are placed on a character's head from the character sheet screen. When in use, they allow the user to see at nighttime.

NBC Equipment

Geiger Counter: Used to measure the amount of radiation in the area in which the party is currently located. When used, text appears, in the message box, alerting you to the current level of radiation present.

Body Armor

Kevlar *Vest:* This item is an exception to the object in hand rule. The vest is placed on a character's body from the character sheet screen.

Flak Jacket: Same as the Kevlar vest.

Kevlar Helmet: Used in the same manner as the IR goggles, but it only protects the head from shrapnel.

Medical Supplies

Anesthetic: This item is an exception to the object in hand rule. It is used automatically when the Healing option is selected (under the Necessity icon).

Antibiotic: Used to cure NPC's. When an antibiotic is used, the NPC must

be directly in front of the character that is using it.

Pain *Reliever:* Same as anesthetic.

Sedative: Same as anesthetic.

Blood: Same as anesthetic.

Plasma: Same as anesthetic.

Doctors Medical Kit: Same as antibiotic.

Personal Medical Kit: Same as anesthetic.

Personal Gear

Snow *Shoes:* Placed on a character from the character sheet screen.

Misc. Equipment

Compass: Used to tell in which direction the party is facing.

Hand Held *Radio:* Used to bring a character from your squad in Krakow to your present position or to dismiss a character currently in the party. When the hand held radio is used, a window appears with the options Recruit and Dismiss. If Recruit is selected, a list of the characters in your squad, in Krakow, is displayed. Select the character you want to join the party. After a character has been selected, he joins the party at its present location.

NOTE: If your party contains four characters, you must dismiss one of them before the new character can join. If Dismiss is selected, a list of the characters currently in the party, excluding you, the leader, is displayed. Select the name of the character to be dismissed. Once dismissed, the character returns to Krakow.

Four-Man Tent: This item is an exception to the object in hand rule. It is automatically used when any of the options under the Necessity icon are

selected.

MRE: This item is an exception to the object in hand rule. It is automatically used when one of the options under the Necessity icon is selected.

IN THE OFFICE

The following changes have been made in the office:

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2. Pages 50-51: Under the third icon description - Filing Cabinet - there are now three choices available; represented by the first three drawers in the filing cabinet. The first drawer allows you to view a character's file or to select characters for the current mission party (this is already described in the Game Player's Manual). The only change made here is that if you are using a mouse to select the character for the current mission, you must position the mouse cursor on the character's name in the upper right corner of the folder and press the left mouse button.

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the cabinet as described in the Game Player's manual. Press the right mouse button, <Escape> key or joystick fire button 2 to return to the office screen. Then, select the second drawer in the cabinet and follow the instructions for exchanging items between characters described on page 63, paragraph 2 of the Game Player's Manual. After the item has been exchanged, press the right mouse button, <Escape> key or joystick fire button 2 to return to the office screen. Select the first file drawer again and choose the unwanted character's file folder to dismiss him from the party.

The third drawer displays the Game Options menu. The options are explained in detail under the section titled 2-D On the Ground: Overhead Interface Screen in this addendum and also on page 57 of the Game Player's Manual.

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VEHICLE POOL

The following changes have been made in the vehicle pool:

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2-D; ON THE GROUND

The following changes have been made in the 2-D section of the game:

Overhead Interface Screen

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NOTE: You may also use the "V" key on the keyboard to toggle the buildings on and off.

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Change *Equip.* or *Weapon.* A list is displayed of the character's available weapons for you to choose from.

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Retreat. This order is available under both forms of combat. When selected, a character will retreat from the combat area.

The order of combat depends on your character's Initiatives and that of the enemy NPC's. All of the same keystrokes and button presses are used as described in the Game Player's Manual on page 59.

5. Page 58: Under Section B, icon description number six   Communicate Icon — now displays a window with two options if selected. The two options are Hail and Talk. If the Hail option is selected, all NPC's on the screen stop moving. If the Talk option is selected, your characters attempt to converse with the NPC that is directly in front of them.

6. Pages 58 & 71: The Map Icon has a few new additions. The first addition to the map is the Zoom mode. To zoom in or out on the map, simply position the mouse cursor on the Zoom icon and press the left mouse button or "Z" on the keyboard.

When zoomed in, notice **that** buildings are represented by colored blocks. The index at the bottom of the mapper identifies each type of building. To toggle back and forth between buildings in a city without walking around, simply place the arrow cursor on the arrow next to the Zoom icon or the arrow beside the Move icon and Dress the left mouse button or "N" (Next)   or

"P'(Previous) on the keyboard.

The second addition to the map is the Move mode. You can use this mode of transportation over walking or taking a vehicle to get the party to a destination. To move the party, simply position the mouse cursor on the move icon and press the left mouse button. Then, move the yellow box by placing the mouse cursor on the area of the map you wish the party to be placed at and pressing the left mouse button then the right mouse button or by using the same method used to move around the map in the office on page 51 in the Game Player's Manual. With a keyboard, press the "M" key and use the same keystrokes to move the party as described for moving around the map in the office. Once you have the party at the desired location, press the <Enter> key then the <Escape> key to place the party at that location on the map.

Also, instead of your team's position being marked by a red X, it is now marked with a blinking yellow box; NPC's are identified by a red box. You may still view areas of the map by using the same keystrokes and button presses described in the Game Player's Manual on page 51.

7. Page 58: Under Section B, icon description number ten - Look Icon - also describes any buildings or NPC's in front of the team as long as someone in the party has good Observation skill.

Character Movement and Interaction

1. Page 60: Paragraphs two and three will follow the rules set for combat described in the section titled 2-D; Overhead Interface Screen under change number three — Combat Icon — in this addendum.

NOTE: You may center your character on the screen by pressing the "C" key on the keyboard.

Character Sheets

1. Page 64: The NPC option has been taken out. An NPC automatically takes the item they are looking for from you when you converse with them.

The following changes have been made in the 3-D section of the game:

Vehicle Combat

1. Pages 73-74: There is one addition to the vehicle combat component of the game. Now, instead of battling an enemy in Manual mode, where you must control the gunners station, a Director mode has been implemented.

When you engage an enemy in combat or are forced to battle an enemy, a window is displayed with the following options available: Manual mode and Director mode. The Manual mode of combat is the one already explained in the Game Player's Manual. You must operate the gunners station of the tank to defeat the enemy.

If you select the Director mode of combat, the computer plays out the entire battle scenario; all you do is sit back and watch. In the Director mode, the computer also switches to different view points during the battle to give you the best possible vantage point of the action. Once the combat phase is completed, you are given manual control of the vehicle again.

NOTES

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One of the most disturbing aspects in producing entertainment software is the fact that Game Player's Manuals are always written and printed long before the project is actually completed. During the completion and playtesting phase of Twilight 2000, several comments, suggestions and criticisms were made. All of these suggestions were taken into account in the changes that were made to the initial game design. Each change significantly improved the game. The changes made the game play interface easier to use, thus placing the emphasis of the product on game play, adventure and strategy.

We believe the changes have improved the playability of the game and we've tried to create a game that is fun, challenging and convenient to learn and use. We hope you find Twilight 2000 a rewarding and entertaining adventure. Good Luck....

Sincerely,

Marc Miller • Mark E. Seremet

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TWILIGHT: 2000™

Manual Addendum

CHARACTER GENERATION

The following changes have been made to the character generation system:

Main Party Disk Menu

1. Page 14: The Create a Platoon Disk option has been taken out. This is automatically done now when you Assemble a Squad.

SELECTING WEAPONS AND EQUIPMENT

The following changes have been made to equipment selection:

1. Page 46: Under Explosives, the antitank mine has been taken out.

2. Page 47: Under NBC Equipment, both the M256 Chemical Detector Kit and the Chemical Defense Suit and Mask have been taken out of the game.

All of the equipment and items available in the game must be placed in a character's hands before they can be used. There are, however, a few exceptions to this rule. Below is a list of the equipment and items available and how they are used .

Explosives

Fragmentation Grenade: A grenade must be placed in a character's hand before it can be used, but this can only be done during combat. A character

automatically keeps using grenades until he runs out of them.

Plastic *Explosive:* When a plastic explosive is used, it is laid on the ground directly in front of the character who is using it. How well a character uses the explosive is dependent on his Combat Engineering skill.

Time Delayed *Explosive:* Same as plastic explosive, but you have more time to get away from the explosion area.

Hand Tools

Wheeled Vehicle Tools: Used to repair HMMWV's and 2 l/2 ton trucks. When these tools are used, the vehicle under repair must be directly in front of the character.

Tracked *Vehicle* Tools: Same as the wheeled vehicle tools, with the exception that they can only be used on tanks.

Basic Tools: Used to repair small equipment that a character can carry. When basic tools are used, a menu is displayed asking you to select the person that has the broken item and then to select the item the character has that needs repaired.

Lockpicks: Used to open doors. When Iockpicks are used, the character picking the lock must be standing directly in front of the door.

Vision Devices

4X *Binoculars:* Used to view the area in front of the party. When binoculars are used, the next several sections of the game playing area, in front of the party, are displayed in succession, which allows you to see any objects or NPC's that may be in front of the group.

25X *Huge Intensifiers:* Same as the 4x binoculars, with the exception that

they allow the user to see at night.

Telescopic Rifle Sight: Used on a gun for better targeting results. When a scope is used, a window is displayed asking you to select the character possessing the weapon that the scope is to be mounted to and then the weapon that the scope is to be used on.

Starlight Scope: Same as the telescopic rifle sight, with the exception that it allows the user to see a target at nighttime.

IR Goggles: This item is an exception to the object in hand rule. The goggles are placed on a character's head from the character sheet screen. When in use, they allow the user to see at nighttime.

NBC Equipment

Geiger Counter: Used to measure the amount of radiation in the area in which the party is currently located. When used, text appears, in the message box, alerting you to the current level of radiation present.

Body Armor

Kevlar *Vest:* This item is an exception to the object in hand rule. The vest is placed on a character's body from the character sheet screen.

Flak Jacket: Same as the Kevlar vest.

Kevlar Helmet: Used in the same manner as the IR goggles, but it only protects the head from shrapnel.

Medical Supplies

Anesthetic: This item is an exception to the object in hand rule. It is used automatically when the Healing option is selected (under the Necessity icon).

Antibiotic: Used to cure NPC's. When an antibiotic is used, the NPC must

be directly in front of the character that is using it.

Pain Reliever: Same as anesthetic.

Sedative: Same as anesthetic.

Blood: Same as anesthetic.

Plasma: Same as anesthetic.

Doctors *Medical Kit:* Same as antibiotic.

Personal *Medical Kit:* Same as anesthetic.

Personal Gear

Snow *Shoes:* Placed on a character from the character sheet screen.

Misc. Equipment

Compass: Used to tell in which direction the party is facing.

Hand *Held Radio:* Used to bring a character from your squad in Krakow to your present position or to dismiss a character currently in the party. When the hand held radio is used, a window appears with the options Recruit and Dismiss. If Recruit is selected, a list of the characters in your squad, in Krakow, is displayed. Select the character you want to join the party. After a character has been selected, he joins the party at its present location.

NOTE: If your party contains four characters, you must dismiss one of them before the new character can join. If Dismiss is selected, a list of the characters currently in the party, excluding you, the leader, is displayed. Select the name of the character to be dismissed. Once dismissed, the character returns to Krakow.

Four-Man Tent: This item is an exception to the object in hand rule. It is automatically used when any of the options under the Necessity icon are

selected.

MXE: This item is an exception to the object in hand rule. It is automatically used when one of the options under the Necessity icon is selected.

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3-D; IN A   V E H I C L E

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