


BATTLE ISLE PC

 Don't use the loading instructions for IBM PC in the manual. Please follow these instructions

LOADING AND INSTALLING:

You can now run Battle Isle from the disk but also from the hard disk (for 3.5" DD and 5.25" DD on hard disk only). First of all, you must boot your PC as usual. Then, insert the first disk in your drive. Type the letter corresponding to your drive followed by a colon and press the RETURN key (Ex: A: <RETURN>). If you want to install Battle Isle on your hard disk, type INSTALL followed by the RETURN key. Follow precisely the instructions on the screen.

If you want to run Battle Isle from the disk, type BI followed by the RETURN key. The program will eventually ask you to insert another disk. Follow the instructions on the screen.

THE MENU:

To play Battle Isle with two players, highlight the start option at the main menu, using the joystick, mouse, or the arrow keys. Press the fire button or return key to confirm your choice.

To play a one player game against a computer opponent, choose "OPTIONS" at the main menu. The first menu item displays the name of the current map. Choose the map and enter name CONRA. Then choose the last item "OK" to go back to the main menu. Choose "START".

New Menu Options:

The PC DISK MENU also includes a MOUSE option. Choosing this option will display the MOUSE menu :

SIDE ONE/TWO : to set the mouse for Player 1 or Player 2.

SLOW/MEDIUM/FAST : sets the mouse speed. (same function as F8)

OK : returns you to DISK menu.

Mouse and joystick functions are performed in the same way.

Pressing the right mouse button while moving causes the screen to scroll continuously. While scrolling with the right mouse button pressed, you can press the left mouse button also. This will stop the scrolling until the left button is released again.

THE MAP CODES:

Each time you successfully complete a map mission, the access code for the next map will appear on the statistics screen.

For a two player game, the first map code is FIRST. For a one player game against the computer opponent, the first map code is CONRA.

THE GAME:

Each player controls his actions on his own tactical screen. Battle Isle is played in two alternating phases : a MOVEMENT phase and an ACTION phase. The first player begins the game in the MOVEMENT phase, while player two begins the game in ACTION phase (usually the attack phase). In the next turn the phases are swapped, and so on.

To win, you must destroy all enemy units, or capture the enemy Headquarters with an infantry unit.

KEEP IN MIND that the orders you give will not be executed and your units will not arrive at their destination or attack their targets until the change in phase.

COMMAND FUNCTIONS:

All Battle Isle commands are given using the joystick, mouse, or keyboard. Press the fire button and move the joystick up, down, left or right in MOVEMENT or ACTION phase to access command functions. Different functions are available depending on the phase and the location of the cursor. The cursor icon changes to indicate each function as it is accessed. The following table explains each of the eight command functions and when each function is available.

THE KEYBOARD CONTROLS:

General keys

F1	=	Change phase
F2	=	Toggle music on/off
F3	=	Toggle sound effects on/off
F5	=	Toggle joystick 1 (Player 1) on/off
F6	=	Toggle joystick 2 (Player 2) on/off
F7	=	Toggle mouse on/off
F8	=	Set mouse speed : slow, medium, fast.
E	=	Toggle the sound effects off/on
S	=	Toggle the music off/on
D	=	SAVE the current game . This option can only be used when both players have asked for a change in phase.
ESC	=	QUIT the current game. To quit, confirm this command by pressing the Y key. Indicate where you want to save the game. The computer may ask you to insert a save game disk.

Keys for Player 1 - Numeric Keypad / arrow keys




























Up/8	=	Move the cursor UP
Down/2	=	Move the cursor DOWN
Left/4	=	Move the cursor LEFT
Right/6	=	Move the cursor RIGHT
Space bar/enter / return	=	Fire button

Keys for Player 2

D or F	=	Move the cursor UP
C	=	Move the cursor DOWN
X	=	Move the cursor LEFT
V	=	Move the cursor RIGHT
Alt/Shift/Ctrl	=	Fire button

CURSOR FUNCTIONS

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CURSOR	MOVMENT.	ATTACK	FUNCTION
			This cursor moves around the screen when no other function has been chosen. To choose a function, press the fire button at which time another cursor symbol will appear.
			Appears when you are leaving a chosen function, for example, inventory of a depot.
			Displays an overview map, where you can assess your present situation, choose a new location and see within precise range not yet been moved in the chosen phase. Press the fire button to move the joystick to the right. Places which have already been used appear as black dots.
			Gives the unit you have indicated the order to move. In MOVEMENT phase, position the cursor over a unit, push the fire button and move the joystick forward. The possible destinations are highlighted. Move the cursor to the desired field and press the fire button twice to move the unit.
			Gives the unit the order to attack. Position the cursor over a unit in ACTION phase, push the fire button and move the joystick forward. Possible targets are highlighted. To choose a target, move the cursor over the target and press the fire button.
			Provides information. Press the fire button and move the joystick toward the unit depending on whether you are over a unit, or in the general battlefield, this cursor will provide you with unit-specific, or general battle information.
			Shows the contents of a unit or building. Press the fire button and move the joystick to the left. This command can only be used when over a transport unit or building.
			Indicates repair of a unit. Repair is only possible inside buildings. Move the joystick left to the inventory symbol. Then position the cursor over the unit to be repaired, move the joystick down and press the fire button.
			Starts new production of a unit. Units can only be produced in factories. Move the joystick left to the inventory symbol. Then position the cursor on an empty square reserved for a unit. Press the fire button and move the joystick left. The banner will indicate the unit to be produced. Press the fire button and the unit will be created. Choose the unit to be produced with the cursor, press the fire button, then move the joystick left while keeping the fire button pressed. Increase the fire button.
			Indicates that you have finished your turn and wish to change modes. Position the cursor over an empty square, press the fire button, and move the joystick left.