

THE AIM OF THE GAME

BATTLE VALLEY

by Simon Wellard

Spectrum and Amstrad version by John Wildsmith

The peace summit was successful. An arms treaty has been signed. All medium range missiles have been destroyed - except for two which have been captured by a group of Terrorists who plan to destroy the Western World unless their fellow terrorists are released from a penitentiary in the United States.

Your task, as a mercenary employed by the United States Government, is to capture the terrorist bases in their desert outposts - Battle Valley - and eliminate the two missiles.

AIM OF THE GAME

The player starts off at his central H.Q. and his aim is to progress from there to capture all terrorist bases, three located in either direction. Then the two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the countdown reaches zero, otherwise the missiles will be launched and the world destroyed.

In between the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated by using the helicopter. The remainder must be destroyed using the tank. Note that the terrorist bases and the missile silos themselves can only be destroyed by the tank.

The helicopter has a winch which is used to collect pontoons for mending broken bridges or to collect extra ammunition from rooftops. The tank collects ammunition when it is halted on the grid at an ammo dump.

LOADING

Amstrad Cassette

Amstrad CPC 464, Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter/tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard. The game takes a few minutes to load.

CONTROLS

On title screen:

- 1 = define keys (joystick is auto selected)
- 2 = toggles music on/off

When on a base:

Joystick
left/right
up

Keys
O/P
Q
Delete

Action
select tank
select helicopter
transfer to farthest captured
base on far side of H.Q.



RACK

H E W S O N

Using a tank or helicopter:

| <i>Joystick</i> | <i>Keys</i> | <i>Action</i> |
|-----------------|-------------|--|
| left/right | Q/P | move left/right |
| up/down | Q/A | move up/down (helicopter) gun barrel up/down (tank) |
| fire | Space | fire rockets or shells |

Using helicopter winch:

Halt helicopter then hold down fire button (or Space key) and move joystick up/down (or use Q/A) to raise winch up/down.

SCORING

| | | | |
|-----------------------|------|---------------------|------|
| Anti aircraft cannon | 1250 | Anti aircraft gun | 750 |
| Land based missile | 300 | Defensive cannon | 1250 |
| Missile launch pad | 2000 | Fuel tanker | 300 |
| Missile carrier | 1000 | Rapid fire launcher | 750 |
| Missile launcher | 2020 | Ammunition truck | 300 |
| Storage silo | 300 | Fuel tank | 400 |
| Early warning station | 2000 | Military outpost | 1750 |
| Rocket launcher | 800 | Transmission mast | 1000 |

CREDITS

Original game design by Simon Wellard

Spectrum and Amstrad version by John Wildsmith

Graphics by Chris Wood

Music and sound effects by Dave Rogers

Produced by Paul Chamberlain.

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BATTLE VALLEY

von Simon Wellard

Spectrum- und Amstrad-Versionen von John Wildsmith

LADANLEITUNG

Amstrad, Kassette

Amstrad CPC 464, Amstrad CPC 664 oder Amstrad CPC 6128 mit Kassettenrekorder und entsprechenden Anschlußkabeln.

Amstrad CPC 664 und Amstrad CPC 6128 Besitzer sollten einen Kassettenrekorder an den Computer anschließen, TAPE eingeben und die ENTER-Taste drücken. Die Kassette in den Rekorder einlegen, wenn nötig an den Anfang zurückspulen und dann die CTRL- und ENTER-Tasten drücken. Die PLAY-Taste des Kassettenrekorders betätigen und dann auf irgendeine Computertaste drücken. Das Laden des Spiels dauert ein paar Minuten.

STEUERUNG

Auf dem Titelschirm:

1 = Tastenbelegung (Joystick wird automatisch gewählt)

2 = Musik ein/ausschalten

Auf einem Stützpunkt:

| Joystick | Tasten | Wirkung |
|--------------|------------|---|
| links/rechts | Q/P | Tank wählen |
| hoch | Q | Helikopter wählen |
| | Löschtaste | Transfer auf die am weitesten entfernte Basis |

Steuerung eines Tanks/Helikopters

| Joystick | Tasten | Wirkung |
|--------------|-----------|--|
| links/rechts | Q/P | links/rechts steuern |
| hoch/ab | Q/A | Steigen/Sinken (Heli) |
| Feuer | Leertaste | Geschütz hoch/ab (Tank) Raketen oder Geschosse feuern |

Verwendung der Helikopter-Winde:

Helikopter zum Stillstand bringen, dann Feuertaste (Leertaste) gedrückt halten und Joystick hoch/runter bewegen (bzw. Q/A benutzen), um die Winde runterzulassen oder hochzuziehen.

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BATTLE VALLEY (LA VALLEE DE LA BATAILLE)

de Simon Wellard

Versions Spectrum et Amstrad de John Wildsmith

LE CHARGEMENT

Amstrad Cassette

Amstrad CPC 464, Amstrad CPC 664 ou Amstrad CPC 6128 avec enregistreur à cassette et fils appropriés.

Les utilisateurs d'Amstrad CPC 664 et CPC 6128 devraient relier un enregistreur à cassettes à l'ordinateur, taper 1 tape et appuyez sur la touche ENTER. Placez la cassette dans l'enregistreur, réembobinez si nécessaire et appuyez sur les touches CTRL et ENTER. Appuyez sur la touche PLAY sur l'enregistreur à cassettes puis sur une touche quelconque sur le clavier de l'ordinateur. Le jeu se charge au bout de quelques minutes.

LES COMMANDES

Sur écran de titres:

1 = définissez les touches (le manche à balai est sélectionné automatiquement)

2 = permute entre musique en/hors fonction.

Quand vous êtes sur une base:

| Manche à balai | Touches | Action |
|----------------|---------|---|
| gauche/droite | Q/P | Sélectionnez le tank |
| haut | Q | Sélectionnez l'hélicoptère |
| | Defete | Allez à la base capturée la plus éloignée à l'extrémité du Q.G. |

Pour utiliser un tank ou un hélicoptère:

| | | |
|-------------------------------------|-------------------|----------------------------------|
| <i>Manche à balai gauche/droite</i> | <i>Touches</i> | <i>Action</i> |
| <i>haut/bas</i> | Q/P | Bougez à gauche/droite |
| | Q/A | Bougez en haut/bas (hélicoptère) |
| | | canon de fusil haut/bas (tank) |
| <i>feu</i> | <i>Espacement</i> | Tirez des roquettes ou des obus. |

Pour utiliser le treuil d'hélicoptère:

Arrêtez l'hélicoptère puis tenez le bouton feu enfoncé (ou la touche d'espacement) et bougez le manche à balai en haut/bas (ou utilisez Q/A) pour monter ou descendre le treuil.

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LA VALLE DELLA GUERRA

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CARICAMENTO

Amstrad Cassette
Amstrad CPC 464, Amstrad CPC 664 o Amstrad CPC 6128 con registratore e cavi appositi.

Gli utenti di Amstrad CPC 664 e di Amstrad CPC 6128 devono collegare un registratore al computer, battere TAPE e premere il tasto ENTER. Mettere la cassetta nel registratore, riportare all'inizio se necessario, e premere CTRL e ENTER. Premere PLAY sul registratore e poi battere qualsiasi tasto sulla tastiera. Il gioco impiega qualche minuto per caricarsi.

CONTROLLI

Sulla videata titolo:

- 1 = definisce i tasti (joystick viene automaticamente selezionato)
- 2 = accende e spegne la musica

Quando si è su una base:

| | | |
|------------------------|--------------|------------------------------|
| <i>Joystick</i> | <i>Tasti</i> | <i>Azione</i> |
| <i>sinistra/destra</i> | Q/P | seleziona carro |
| <i>su</i> | Q | seleziona elicottero |
| | SHIFT | trasferisce alla base |
| | | catturata più lontana dal QG |

Uso del carro o elicottero:

| | | |
|------------------------|--------------|--------------------------|
| <i>Joystick</i> | <i>Tasti</i> | <i>Azione</i> |
| <i>sinistra/destra</i> | Q/P | va sinistra/destra |
| <i>su/giù</i> | Q/A | su/giù (elicottero) |
| | | su/giù (cannone carro) |
| <i>fuoco</i> | <i>Barra</i> | spara razzi o proiettili |

Uso Vericella Elicottero:

Fermare l'elicottero, quindi tenere premuto il bottone di fuoco (o la Barra) e muovere il joystick su/giù (oppure Q/A) per alzare o calare.

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RACK

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