

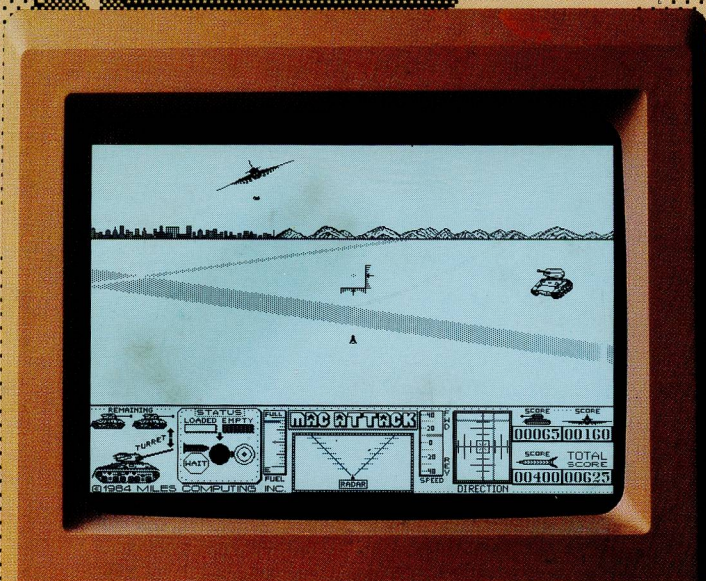
MAC ATTACK™

A 3-D BATTLE FIELD ★★
SIMULATION GAME ★★

MILES
Computing

You're stationed at the controls of a radar-equipped Sherman Tank, rumbling across the vast landscape of Alaska's battle zone. It's the brink of World War III and you alone defend the city during invasion. To survive, you must out-manuever the conventional and heat-seeking missiles that opposing tanks and fighter aircraft hurl at you. Only a precise burst from your own tank's cannon can destroy the enemy.

MacAttack features life-like 3-dimensional animation and simultaneous sound. With the Macintosh mouse and keyboard you control the speed and direction of your tank, as well as cannon/turret aim and firing. Radar, Ammo-load, and scoring are fully-automatic. Instruction booklet is included. At last, Miles Computing brings the thrill of arcade gaming to your Macintosh!



ISBN 0-925610-03-8



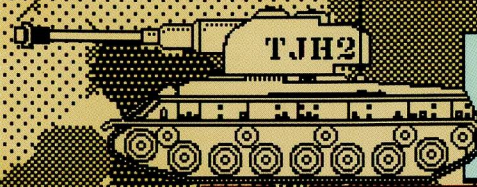
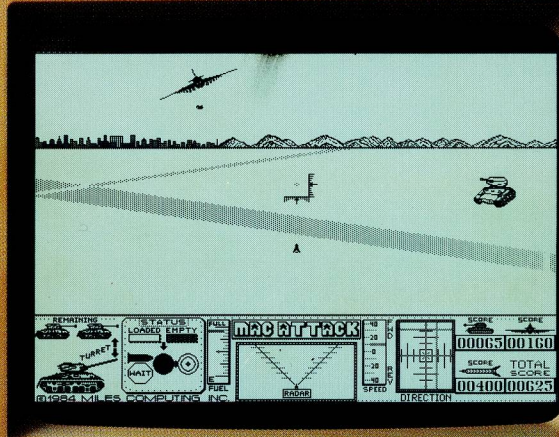
Miles ahead of the pack.

Miles Computing, Inc.

21018 Osborne Street, Bldg. #5
Canoga Park, CA 91304

(818) 341-1411 Telex 595863, MILES COMP / TWX 9103337664

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Operations Orders

TOP SECRET: FOR YOUR EYES ONLY

MAC ATTACK™

Program written by Timothy Hays.

>>> CAUTION: <<<

MacAttack can only be run by "booting" the disk (turn your Macintosh off then on again), and inserting the MacAttack disk in the internal disk drive. Our game is self-starting and cannot be run any other way. Do not attempt to play MacAttack by first booting from another disk as this will not work. MacAttack is copy-protected. If you attempt to copy the disk, or disturb the desktop (directory) file, you may destroy the file structure and the game will not run at all. If you should destroy the game disk, return only the injured disk along with \$5.00 (shipping and rewrite fee) to Miles Computing, Inc. Our address is on the back cover of this manual. Be sure to include *your* address with the disk.



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ISBN 0-925610-03-8

ORDERS FROM HQTRS



URGENT! YOUR EYES ONLY:

Alaska invaded by powerful
Enemy forces; your sector.
Attack led by sizeable
tank patrol & fighter
aircraft squadron (equipped
with accurate heat-seeking
missiles). Could be WW III.

Your orders, Commander:
defend neighboring city and
hold Enemy forces until
reinforcements arrive.

Best Wishes, Commander...



BRIEFING

It's twenty below and four-thirty in the morning. You are jolted from deep sleep to the scream of the hot line beside your bunk. You pick-up the red receiver and are greeted by a voice crackling over the frozen wires:

“ Good morning, and welcome aboard, Commander. As your advance orders have stated, your three radar-equipped Sherman tanks are the only defense for a civilian population located several miles away. Intelligence reports the following:

The opposition's tanks are equipped with powerful howitzers which are equally as deadly as our own tanks' cannons. You must out-gun them with a single direct hit to destroy them. It is possible to out- maneuver the tanks' shell fire, however, with fuel at a premium, this may not be the best course of action.

You also face fighter aircraft capable of launching accurate and deadly heat-seeking missiles. Once these computer-guided missiles locate your tank, it is very difficult to escape them. It is possible to out-manuever these missiles or even destroy them mid-air with your own tank's shells, but it will take all your skill and experience to do so.”

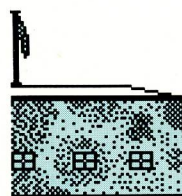
OVERVIEW



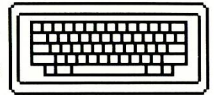
MacAttack has two modes: **Attract** (demo) mode and **Play** mode. If you do not the mouse button to start, or select a level of play when prompted, MacAttack will go into Attract mode. The only controls available in this mode are volume adjustment (except on Lisa), and Quit (**Q** or **E**). anytime in Attract mode to start the Play mode.

In Play mode, there is one basic strategy: keep moving and firing! If you cannot get a shot off, move out of the line of fire.

Your Macintosh mouse controls the direction of your tank. Just move the mouse right to make a right turn, push forward to move your tank forward, etc. The **Direction Indicator** will display how your mouse is directing your tank. The mouse-button fires your cannon. To move your cannon/turret up or down, it is best to use the **<** and **>** keys.



KEYBOARD CONTROLS



Make sure the **Caps Lock** key is not locked down. Only one keyboard command will function at a time.



Backspace

Resets the MacAttack! game.

0 1 2 3 4

Controls sound level. Default is 2.

A L

Used to **(A)**bandon or **(L)**eave a tank that has run out of fuel.

E Q

(E)xit or **(Q)**uit game & displays scoreboard. **Click** ejects disk.

F Click

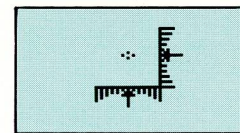
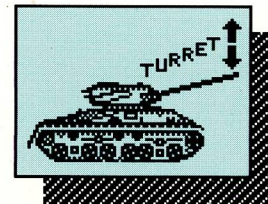
(F)ire your tank's cannon.

P

(P)ause action; any other key or **Click** continues.

S

Display **(S)**core and Pause action.



Turret/Sight Controls

These keys simultaneously move the turret & gunsights to various vertical locations. (See chart at left).

↑ ↓

Move the sight up or down.

N M

Trim (slight sight adjustment).

⌘

Moves sight to bottom of ground.

Space Bar

When held down, mouse moves sight up/down; tank motion remains unchanged until released.

Enter

Moves sight to middle of ground.

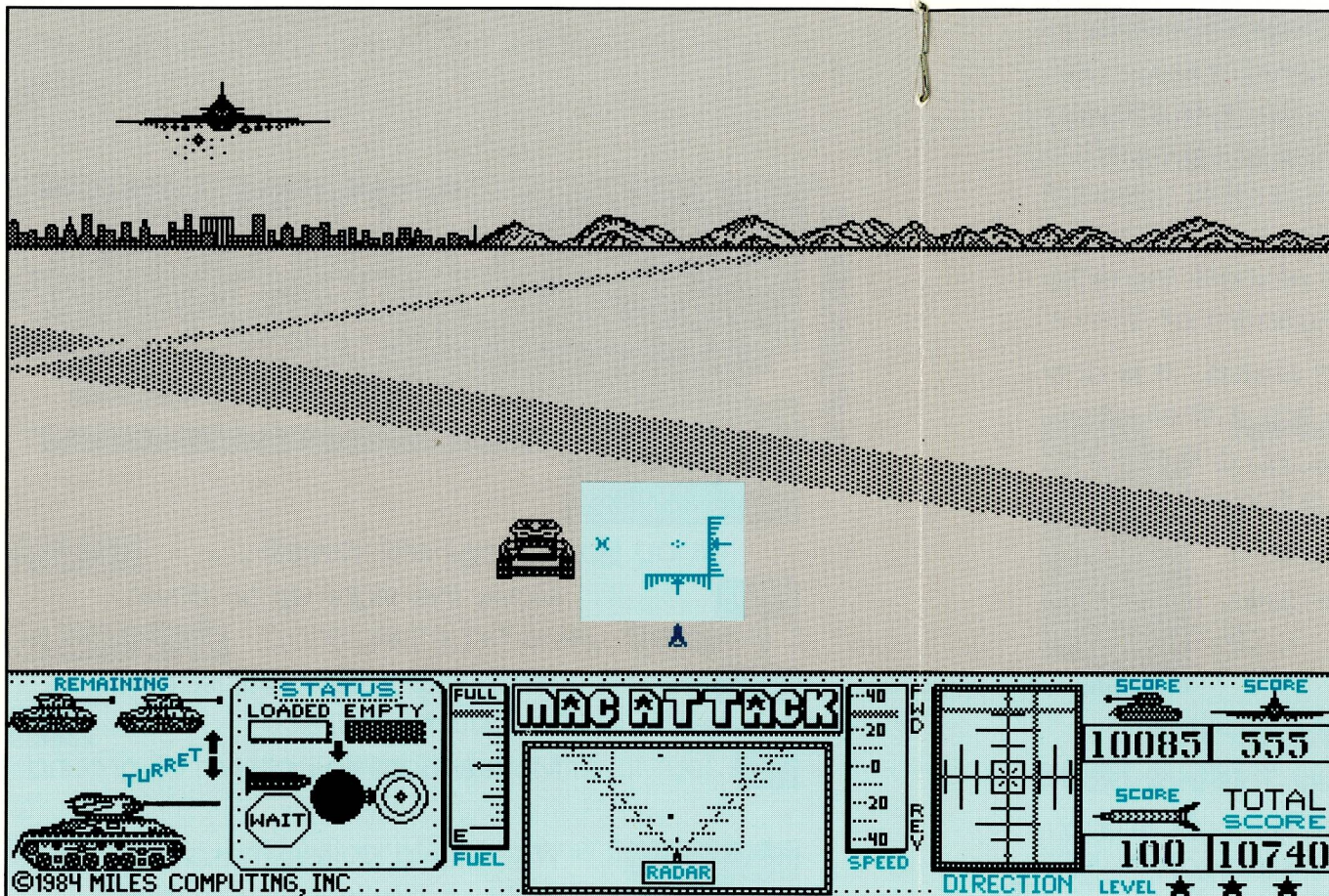
Option

Moves sight to top of ground.

Shift

Moves sight to middle of sky.

TANK CONTROLS



Please refer to the next two pages for more complete explanations of each control.

Sights

Visual reference for aiming your tank's shell fire. The small **x** (to left) indicates final shell impact when your tank is moving right or left.

Speed

Your tank's speed and forward/reverse direction.

Direction

Visual confirmation of both your tank's forward/reverse and lateral movement. (Echoes mouse control).

Score

Total point value of Enemy Tanks, Planes, Missiles hit and Cumulative Total for this peacekeeping force.

Remaining/Turret

Total tanks left in your peacekeeping force.

Fuel

Amount of fuel reserve for the current tank.

Shows Enemy tanks, aircraft, shell and missile positions.

Status

Ammo load status.

Level

Each ★ indicates current skill level.

REMAINING TURRET

STATUS: LOADED EMPTY

FULL FUEL

MAC ATTACK

SPEED

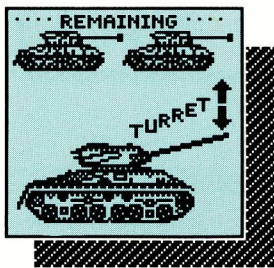
DIRECTION

SCORE

SCORE	SCORE
10085	555
SCORE	TOTAL SCORE
100	10740

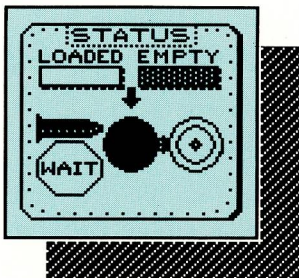
LEVEL ★ ★ ★

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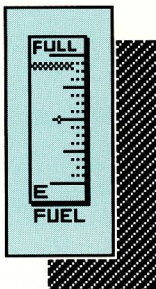
Remaining Tanks & Turret Position Indicator

Indicates total tanks left in peacekeeping force. Large tank at the bottom represents the current manned tank. As sights are adjusted, the turret on this large tank echoes sight adjustments.



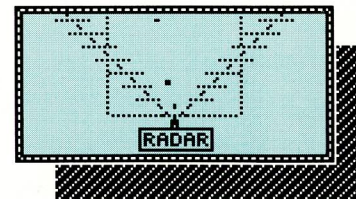
Status

Ammo load status. It is only possible to fire a shell when the Loaded LED is lit. Loading is automatic.



Fuel

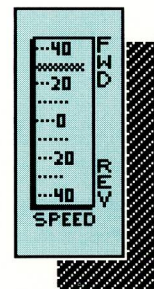
Amount of fuel reserve for the current manned tank. This indicator will flash at $\frac{1}{4}$ tank or less. At empty, engine will stop, entire indicator will flash and movement is impossible. However, turret controls and shell firing are still operational. Hitting Enemy tanks or planes while out of fuel, results in a small amount of additional fuel for your tank (siphoned from the remains). Also tanks consume fuel at a faster rate in the higher skill levels.



Radar

Shows Enemy tanks, aircraft, shell and missile positions. Tanks appear as large squares.

Aircraft are horizontal lines. Missiles/shells are vertical lines. The square defined by a broken outline represents the playfield seen on your screen. In level 1, the Enemy can only fire if they are within this sphere of influence. It is a very different story in the higher levels, however, so it is wise to monitor Enemy movement with radar!



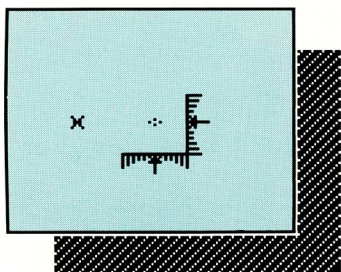
Speed

Indicates your tank's speed and forward/reverse movement. Note that once maximum speed has been reached, there is no way to exceed it.

Skill Levels (select with mouse or **123** keys)

Level 1: Enemy tanks and planes move at their slowest rate, and can only fire at you while they are visually on the screen. You use fuel at the slowest rate while in this level.

Levels 2 & 3: Enemy tanks, planes and their ammo move at an accelerated rate. Enemy tanks may turn and fire at a moment's notice. Any enemy shown in the radar display can fire at any time. You use fuel faster at these levels.



Sights

Visual reference for aiming your tank's shell fire. In addition to the standard grid sight, note the small **x** sight to the left. The **x** sight indicates final impact

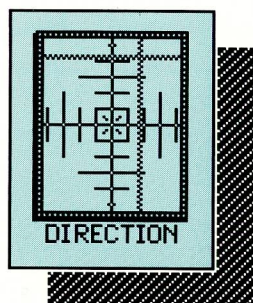
point when your tank is moving. Also your tank's shots have a parabolic path; shots are lobbed in an arc to their target. A shot is capable of destroying the enemy starting from the moment it reaches the summit of it's arc.

Missiles ▲▲▲▲

The plane fires conventional and heat-seeking missiles. The plane's first shot is always a conventional missile. It is possible to avoid being hit by a conventional missile by reversing your tank at full throttle to either the right or left. This will appear to slow the missile's progress towards you because your tank is now moving in the same direction as the missile. To avoid heat-seeking missiles, you must take immediate evasive action.

Shooting down missiles is best accomplished immediately after a plane launches one. Aim directly under the plane's wing. Your shot must end it's path at the missile's exact location in order to destroy the missile.

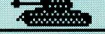

It is impossible to shoot down tank shells, but you can out-maneuver them.



Direction

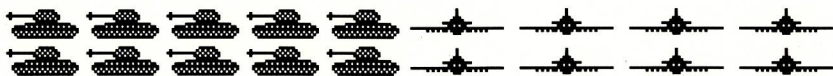
Visual confirmation of both your tank's forward/ reverse and lateral movement. Useful for plotting best course of retreat when trying to escape incoming tank shells and plane missiles. It

is very difficult (impossible?) to out-maneuver the plane's heat-seeking missiles. Also, if close enough to an Enemy tank that is turning and about to fire (the tank must come about to a full-frontal position in order to fire), it is best to push forward and past Enemy rather than retreating and becoming a sure target.

SCORE	SCORE
	
10085	555
SCORE	TOTAL SCORE
	
100	10740

SCORING

Total points for Enemy tanks, planes, missiles hit and cumulative Total for current peacekeeping force is updated continuously during play. If in doubt of exactly what was hit (plane, missile, tank), watch these indicators. They inverse as they are updated. The day's high score in the current skill level is indicated at the end of the game (demo mode scoring does not count), or by pressing the **S** key (which also Pauses game), or the **Q** or **E** keys (which Quit/Exit game). If Quitting, each skill level's high score for the day is shown on the final scoreboard.



"S" or "Game Over" Score Display

On Final Scoreboard, normal tank, plane and missile icons represent 1 hit each. After the display is full, each bold-outline icon represents one row of normal icons. (For tanks 1=10, missiles 1=10 and planes 1=7).

Here is the point scoring breakdown:

Planes



15 points for a direct hit. Watch carefully as sometimes shots appear to hit, but actually fly harmlessly just under or over one of the wings.

Tanks



8 to 38 points. The greater the distance of the shot, the higher the point total.

Missiles



100 points, and a very difficult shot!

1000

At 1000 points, your mission is a success! (100 points in demo mode).

20,000

Maximum displayable point total. A message appear when 20,000 points have been scored; Total Score resets to zero; and a ★ appears above the Plane score indicating 20,000 points.

The "Hall of Fame"

After the "Final Score" screen is displayed, the "Hall of Fame" (top-ten high scores) screen is displayed. Your scoring for this game is shown at the bottom for comparison to other scores. If your score is in the top-ten, a box blinks where you should insert your name. Just type your name (or other message, date, etc.) and press , then to continue game.

Lisa Owners:

MacAttack! has been designed to run on a Lisa system under MacWorks™ from Apple Computer, Inc. However, Macintosh sound effects do not function on the Lisa system.

STORE OWNERS

MacAttack makes an excellent in-store demo. We recommend a volume of '1' (soft) or '0' (silent) when the game is running in the self-play mode. When a user starts to play the game the volume will default to sound level '2' (medium-low). In self-play mode, the only features supported are volume control, (Q)uit and the mouse button (to start). If you are running the game on 128K Macintosh the disk must be left in the drive at all times. On a Fat Mac (512K) let the game run all the way through the "attract" mode one time to insure that all the routines needed are loaded into memory. Wait until you see "Select Level of Difficulty" for the second time. You may now remove the disk by using the emergency method— pushing the end of a paperclip into the Disk-Eject mechanism. (DO NOT attempt this trick unless you have done it before).

Push the "write-protect tab" on the disk to the open position so light can pass through it & The "Hall of Fame" (ten highest scores) function will function as usual except the user's high scores & name will not be written onto the disk. This will allow you to keep this copy in its original pristine condition, with a blank "Hall of Fame". Before selling this copy, restore the "write-protect tab" to the closed position allowing a user to record his/her own scores. A copyable Self-Running Demo-Only version of MacAttack is available. You may request it by sending us a blank disk along with a self-addressed stamped envelope to the address on the back of this manual.

**Protect Your Investment:
Send In Your Registration Card Today!**

Warranty and Registration Card

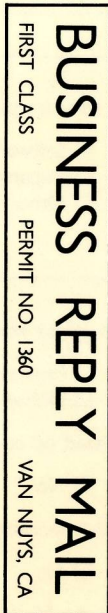
Miles Computing warrants the original magnetic diskette on which the Program is recorded to be free from defects in material and faulty workmanship under normal use and service for a period of ninety (90) days from the date you receive it. If, during this ninety-day period, such a defect should occur, you may return the diskette to Miles Computing or an authorized Miles Computing dealer for a replacement diskette at no charge, provided that you have previously returned to Miles Computing the enclosed Registration Card or send a copy of your receipt for the Program. Replacement of the diskette is your sole and exclusive remedy. Miles Computing assumes no responsibility under this limited warranty for, and will not replace, any diskette with defects due to accident, abuse or misapplication.

If, after the ninety day period, some unusual catastrophe should occur, such as the coffee cup mistaking your diskette for a coaster, return the diskette with a check for \$5.00 and a self addressed mailer with appropriate postage to cover the cost of shipping the diskette back to you. The \$5.00 helps defray the cost of handling and reduplicating the diskette.

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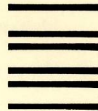
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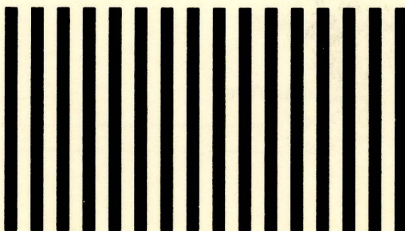
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UNITED STATES



**SAVE THIS HALF.
MAIL THAT HALF.** →

REGISTRATION CARD (Please print so we can read it! Thanks).

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

(_____) _____ Days Evenings
PHONE NUMBER

A. Where did you buy this software package?

- Computer Store Software Store
 Mail Order House Department Store
 Book Store Other _____
 Received as a gift

NAME OF STORE _____

CITY _____

STATE _____

B. This program is used for: (check all that apply)

- Fun/Entertainment Business
 Education Hobby

C. Would you like to be placed on our mailing list for new product announcements?

- Yes No

D. Would you be interested in receiving a quarterly newsletter?

- Yes No

E. How long have you owned a Macintosh? _____

Describe your system:

Memory size: _____ # Disk Drives _____ Hard Disk: (Brand _____)

F. What type of products would you like to see us develop for the Macintosh?

G. What magazines do you regularly read?

- MacWorld A+
 InfoWorld Business Week
 Money Other _____
 Wall St. Journal Other _____

