

INSTRUCTION MANUAL

CANNON FODDER

Sensible
SOFTWARE

Virgin

WAR HAS NEVER BEEN SO MUCH FUN

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED, 33RA CAMBROKE GROVE, LONDON, W10 5AH

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virgin interactive entertainment presents

CANNON FODDER

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EPILEPSY WARNING

READ THIS BEFORE PLAYING CANNON FODDER

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming play.

WELCOME!

Welcome to **Cannon Fodder**. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, drop us a line detailing in full the reasons for your dissatisfaction. This will help us to avoid repeating any similar hiccups in the future. Queries, opinions and complaints should be sent to CUSTOMER SERVICES, Virgin Interactive Entertainment, 338A Ladbroke Grove, London W10 5AH.

CAUTION!

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.

BOX CONTENTS

Accompanying this manual inside this box you should find three (3) **Cannon Fodder** program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

CONTENTS

box contents.....	2
loading cannon fodder	4
trouble-shooting.....	5
what you can expect to see during play.....	5
from conscripts to troopers.....	6
controlling troopers.....	6
the status panel.....	7
the pointer.....	8
moving troops.....	8
using weapons.....	8
boarding and leaving vehicles.....	9
form a new troop (or two).....	10
share and share alike.....	10
regrouping troops.....	10
a mission reminder.....	10
phase complete.....	11
saving games.....	11
loading saved games.....	11
the train spotters guide to the enemy.....	12
to the terrain.....	13
to vehicles.....	14
to ranks.....	16

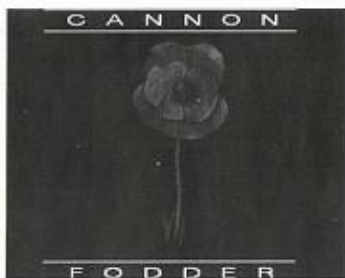
WAR HAS NEVER BEEN SO MUCH FUN!

LOADING CANNON FODDER

AMIGA

Note that **Cannon Fodder** is for one player only (but friends are allowed to cheer you on).

- Set up your computer as described in its instruction manual. Ensure that a mouse is plugged into the port '1 JOYSTICK'.
- If your computer is turned on, turn it off. Wait for at least thirty seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your **Cannon Fodder** disks.
- Insert the Cannon Fodder Disk 1 into the computer's internal disk drive. The program will load and run automatically. When you are prompted to insert **Cannon Fodder** Disk 2, do so.
- You will know that **Cannon Fodder** has loaded when you see the Title Screen. Further loading from Disk 2 may be required, so do not remove it from the drive unless you are prompted to insert Disk 3 or until you no longer wish to play.



The title screen

AMIGA EXTERNAL FLOPPY DISK DRIVE OWNERS PLEASE NOTE
Cannon Fodder supports a second, external floppy disk drive.

AMIGA HARD DISK OWNERS PLEASE NOTE
Cannon Fodder cannot be installed on a hard disk drive.

TROUBLE-SHOOTING

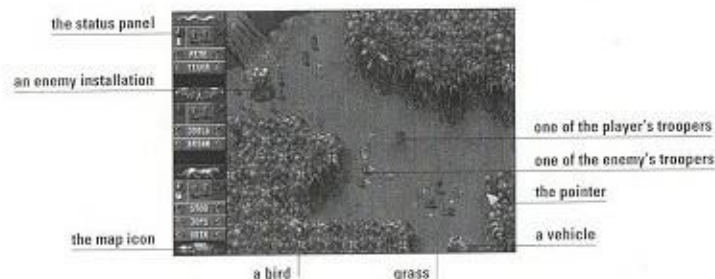
In the unlikely event that **Cannon Fodder** fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

If **Cannon Fodder** still refuses to load then pop the faulty disk(s) - not the packaging - into a suitably-sized jiffy bag or padded envelope along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices).

Send the package to: THE RETURNS DEPARTMENT, Virgin Interactive Entertainment, 338A Ladbroke Grove, London W10 5AH. Virgin Interactive Entertainment will endeavour to replace the faulty disk within 28 days of its receipt.

WHAT YOU CAN EXPECT TO SEE DURING PLAY

All the action takes place in the playfield which takes up the best part of the screen. Here are some of the things you will see ...



FROM CONSCRIPTS TO TROOPERS

Before you get to see the above screen, you need to call up some fit young men to become troopers. As luck would have it, over at Boot Hill there is a queue of some 360 eager conscripts waiting to go to war - but only 15 of them are allowed to volunteer for each mission. Fortunately for all concerned, the innocent are added to the experienced troop of survivors from previous missions.



Boot hill

There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases. For more intimate details see **know your mission profiles** and **know your terrain** on pages 12 and 13.

CONTROLLING TROOPERS

You do not directly control troopers but instead determine their behaviour thanks to a remarkable interfacing technique involving a mouse, a pointer, and a troop leader. Troopers will only follow their leader but can be encouraged to run around in circles, shoot anything that moves, throw grenades, shoot bazookas, drive Tanx, fly Choppas, split up and do their own thing, and die.

At the start of the game all troopers are conscripted as lowly Privates. Their ranks increase for every phase they somehow survive, but their promotion only happens when the mission is complete. After every three missions the raw recruits receive extra battle training and so have already risen in rank when called upon to do their duty. The rank of the troop leader is shown above his head, just so you know who's in charge.

Note that the bullets fired by your troopers are clever. They will not kill a fellow trooper - unless he is wounded and squirming around on the ground in agony. However, it must also be noted that all other weaponry kills everyone, regardless of what side they are on.

THE STATUS PANEL

IT DOES MORE THAN INFORM ...



THE TROOP'S LOGO Shows the logo of the troop.



GRENADES Shows whether or not the troop has any grenades and, if so, how many. At first the troop has no grenades. Extra grenades are found in boxes of four - just like the one shown here. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'Pier Pressure' onwards, each trooper is given two grenades - free of charge.



BAZOOKAS Not to be confused with the crude trombone-like musical instruments of the same name - or, indeed, bazoomas, which are something else entirely - these bazookas are weapons of war. This symbol shows whether or not the troop has any bazookas and, if so, how many. At first the troop has no bazookas but a keen eye will soon spot the barrels - just like the one shown here - in which four bazookas are stored. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'My Beautiful Skidoo' onwards, each trooper is given a free bazooka.

TROOP STATUS Shows whether the troop is on foot or in a vehicle. This box is highlighted when the troop is active.

TROOP TROOPERS The names of the troopers in the troop are shown along with their ranks, in order of importance, with the leader at the top.

THE POINTER

This is the aforementioned mouse-controlled pointer used to determine the behaviour of your troopers (and troops). As you will see, the pointer changes to reflect one of three types of trooper conduct:



Trooper (or troop) destination pointer



Weapon destination crosshair



Vehicle in, out pointers



MOVING TROOPS

Use the mouse to move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.

- Press the left-hand mouse button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file.

USING WEAPONS

IT COULDN'T BE SIMPLER ...

- Press the right-hand mouse button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair.
- Press and hold the right-hand mouse button then press the left-hand mouse button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair.

USING VEHICLES

Five types of vehicle become available in **Cannon Fodder**. Each vehicle holds up to eight troopers. For details of the vehicles and their special functions, see **know your vehicles** on page 14.

BOARDING VEHICLES

- Use the mouse to move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.
- Press the left-hand mouse button to make the trooper (or troop) board the vehicle.
- Press and hold the left-hand mouse button to make the vehicle move towards the trooper destination pointer. The longer the left-hand mouse button is held down, the faster the vehicle will travel.
- Press the right-hand mouse button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES

- Use the mouse to move the pointer around the screen until its tip touches the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.
- Press the left-hand mouse button to make the trooper (or troop) leave the vehicle.

A LITTLE WHITE LIE

Actually, the pointer has a fourth state. When a trooper (or troop) is in a Choppa flying above the terrain, touching the Choppa with the pointer will change it into a 'the choppa can land symbol' - just like the one shown here. This means that the Choppa can land.



the choppa can land symbol

- Press the left-hand mouse button when the 'The Choppa Can Land Symbol' is shown to make the Choppa land. Once the Choppa has landed, select it to make the troop disembark.

FORM A NEW TROOP (OR TWO)

There are times when the strategy dictates that the troopers split up - perhaps to execute a 'pincer movement'. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and those are: Eagle Troop and Panther Troop.

- Select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has split in two.
- Select the troop's logo to form a new troop with the troopers whose names were highlighted.

Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

SHARE AND SHARE ALIKE

Hold on - who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons - all, half or none - that the new troop will take.

- The solid outline represents all the weapons.
- The dotted outline represents half of the weapons.
- No outline represents none of the weapons.

REGROUPING TROOPS

To bring separate troops together simply walk them into each other whereupon the troopers will automatically regroup as a single troop.

A MISSION REMINDER

Select the map icon for an overview of the surrounding area.



The map shows more than just an overview of the area

PHASE COMPLETE

You did it - you saved the day. And you can save your state of play, too - but only if you manage to complete the whole mission.

SAVING GAMES See that little picture in the top right-hand corner of Boot Hill? That's a **save** icon, that is. Use the mouse to select it and call up a special Save Screen with three new options: **save**, **format** and **continue game**.

SAVE You can only save 'situations' to a specially formatted disk (see the **format** option for more details). Having selected the **save** option you will be prompted to insert your game **save disk**, do so and select **ok** (you will be prompted if you have inserted the wrong type of disk). Use the keyboard to type a name for your save (a maximum of eight letters and numbers are allowed, but spaces are not). Press the **Enter** key to save the state of play to the disk. Select **exit** to return to Boot Hill.

FORMAT Having selected this option, insert a blank disk into the disk drive then select **ok**. The Cannon Fodder program will check the disk and you will be prompted to decide whether or not you wish to destroy its contents. Select either **yes** (in which case, wait until the disk is formatted) or **no**.

LOADING SAVED GAMES See that little picture in the top left-hand corner of Boot Hill? That's a **load** icon, that is. Use the mouse to select it and call up a special Load Screen. You will be prompted to insert a **game save disk**. If the Cannon Fodder program detects a suitable disk, its contents will be shown on screen (if more than five filenames are stored on the disk, select **up** or **down** to view them). Select the filename you wish to load. You will then be returned to Boot Hill.

HOLD IT!

IF YOU NEED TO HALT YOUR ASSAULT ...

- Press the key to freeze the action.
- Press the key when the action is frozen to resume play.

TRY AGAIN

So you screwed up? Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough grenades or inclination to continue and you want to try again?

- Press the  key to surrender. Your surviving troopers will be available to replay the phase.

HIGH SCORING HEROES

When a trooper dispatches an enemy, one point is added to his personal score. Note that all grenades, bazookas and vehicle weapons are activated by the troop leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten - unless he didn't score enough points to register with the High Scoring Heroes Bureau (who manage the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES

THOSE SEVEN PRIMARY OBJECTIVES ARE REVEALED IN FULL ...

KILL ALL ENEMY Including troopers, enemy BigGunz, vehicles and the rest.

DESTROY ENEMY BUILDINGS All those buildings with doors from which the enemy emerge.

DESTROY ENEMY FACTORY Or Computer even.

RESCUE ALL HOSTAGES Return up to four hostages to safety. Free a hostage by shooting his (or her) captor, then take the trooper (or troop) up to the hostage to 'tag' him (or her). The hostage will follow the trooper (or troop) to the nearest friendly MASH outpost - so take him (or her) there as quickly as possible.

KIDNAP ENEMY LEADER This cunning fellow is dressed to look like a hostage, but he's not. Don't be angry and kill him - take him to the nearest allied outpost.

PROTECT ALL CIVILIANS Whatever happens, don't let any civilians die.

GET CIVILIANS HOME Innocent civilians are caged like wild animals. Destroy their barricade to free them then ensure that they make it home alive.

KNOW YOUR TERRAIN

There are five different climates to conquer in **Cannon Fodder** - and here's the low-down on all of them ...

THE JUNGLE



LOOK OUT FOR THE FOLLOWING

TREES And plants for that matter. They aren't just here for decoration - they also provide much-needed cover for exposed troopers. Note that you can blow up some trees (and plants).

QUICKSAND Or 'sucky sucky' as it's known. Every time we put up warning signs they disappeared, so beware.

WATER It's either shallow or deep. Troopers cannot use their weapons when they are in deep water - because they need to swim across it.

BIRDS You can't shoot them down - or can you? If not, why not? Otherwise, why are they here? Or are they simply red herrings?

ARCTIC WASTES



IGLOOS Packed with eskimos - or are they the enemy?

SNOWMEN They often hold a surprise.

ICE Perfect training ground for the Torvilles and Deans of this world, but not for the troopers in Cannon Fodder.

THE DESERT



CHASMS They make the Cheddar Gorge look like a small crack - so there's no good reason for your troopers to fall into one.

HANGARS Not for the troopers' clothes you understand, but for cover from enemy fire.

CACTI Very scarce thanks to the even scarcer giant cactus-eating rodents.

MOOR LANDS



COUNTRY COTTAGES Are they inhabited? Are they indestructible?

STONE BRIDGES Are they merely here for the crossing?

B ROADS There's a network of them.

THE UNDERGROUND BASE



DOORS Destroy them to make progress.

BARRIERS Destroy them to make progress.

ENEMY LOCKERS, CHANGING ROOMS They lead to ...

THE SEWERS Fancy a dip?

KNOW YOUR VEHICLES

NOTE THAT THE ENEMY VERSIONS BEAR RED FLASHING LIGHTS.



CHOPPAS Join the birds in the sky and flit above the treetops. There are two types of Choppa: one is an unarmed Transporta, the other is a Killa brimming to the teeth with bombs, rockets or heat-seeking missiles. A Choppa in the air can only be shot down by rockets or heat-seeking missiles. Choppas are more vulnerable on the ground.



TANX They shoot shells (and not of the seaside variety - ha ha ho). Tanx are slow but hardy, being impervious to all weapons except rockets, heat-seeking missiles and shells.



JEEPS There are two types: one is an unarmed transport vehicle, the other has a front-mounted machine gun.



SKIDOOZ Just like Jeeps really, except Skidooz are suitable for travelling across snow and ice.



BIGGUNZ Fixed turrets that fire either rockets or shells and vary in defensive strength depending on the terrain. And, yes, it's not a vehicle. So what?

KNOW YOUR ENEMY

Pay careful attention to the following information - it may help save the lives of innocent troopers.

GRUNTS Your basic enemy trooper. Most of them are armed with machine guns, but some of them carry grenades.

SNIPERS Tricky blighter, Johnny Sniper - he hides in the undergrowth and takes pot shots with his bazooka at the player's troopers.

ARTILLERY They handle BigGunz and Tanx which are best destroyed.

ENGINEERS They command Jeeps and Skidooz. Watch out! Some of them are armed!

AIR FORCE They handle Choppas which you should blow up as soon as possible. Beware! When an enemy Choppa parks itself in your area, it will let out Grunts.

KNOW YOUR SUPA DUPA BOOSTAS™

When you see any of the following gold-coloured Supa Dupa Boostas (which won't be often because they are in such demand), pick it up for a Special Feature!

SUPA DUPA MISSILE BOOSTA A complement of 50 heat-seeking missiles are yours, with our compliments.

SUPA DUPA BULLET-PROOFA VEST Makes a trooper invincible from bullets and bombs for the duration of the phase.

SUPA DUPA RANK BOOSTA The trooper becomes an instant General - and will probably take control of the troop, too.

SUPA DUPA TROOPER BOOSTA Gives the trooper a Missile Boosta, Bullet-Proofa Vest AND Rank Boosta.

SUPA DUPA TROOP BOOSTA Gives the whole troop the complete Supa Dupa Boosta range!

KNOW YOUR RANKS

Just the thing to help you avoid embarrassing faux pas at après battle parties. Note that the higher a trooper's rank, the better the gravestone he receives on Boot Hill.



BE THE FITTEST

AND SURVIVE WITH THE FOLLOWING HANDY HINTS:

- Don't wait until you see the whites of their eyes - shoot them before they shoot you.
- Look out for secret hidden zones where special equipment may be found.
- Please don't leave the screaming wounded to die. Bite the bullet, so to speak, and do the decent thing: finish them off.
- Wise men say that fools rush in where angels fear to tread, so look before you leap, so to speak, because the grass is not always greener on the other side of the hill.
- Watch out for mines and mantraps - they make a terrible mess.
- This one'll kill ya ... When you have shot a man and he's lying there, dead, shoot him some more to make him jump around like a bunny.
- And on a more serious note: don't try playing this at home, kids, because war is not a game - war, as **Cannon Fodder** demonstrates in its own quirky little way, is a senseless waste of human resources and lives. We hope that you never have to find out the hard way.

CANNON FODDER

SPANISH

PC

Cómo instalar Cannon Fodder

No se puede jugar a Cannon Fodder desde los discos flexibles así que hay que instalarlo en el disco duro (asegúrate de que tienes por lo menos 10 MB de memoria libre).

- * Enciende el ordenador. Inserta el disco 1 de Cannon Fodder en la unidad de disco flexible apropiada (por ejemplo A:).
- * Cuando aparezca la señal de DOS (C:), tecla la letra correspondiente a la unidad de disco flexible (en la mayoría de los casos es A o B), seguida de dos puntos (:) y luego pulsa la tecla Enter.
- * Cuando aparezca la señal A: o B: en la pantalla, tecla INSTALL y luego pulsa Enter.
- * El programa de instalación de Cannon Fodder empezará a funcionar. Sigue las instrucciones que aparezcan en la pantalla para instalar el juego en tu unidad de disco duro.
- * Una vez que el juego esté instalado puedes ejecutarlo, cerciorándote primero de que estás en el directorio correcto, tecleando "CANNON" y pulsando Enter cuando aparezca la señal de DOS.

Si aparece un mensaje informándote de que no hay suficiente espacio libre en la memoria para poder ejecutar el juego, tendrás que editar tus ficheros AUTOEXEC.BAT y CONFIG.SYS para quitar todos los controladores de dispositivos y todos los programas residentes en memoria que no sean necesarios. Si persisten los problemas de memoria, será necesario que crees un disco de arranque.

Teclas extra

- F1 = ¡¡CUIDADO!! No pulses esta tecla a no ser que quieras abandonar el juego y volver a DOS.
M = Esta tecla equivale a pulsar sobre el icono del mapa que podrás encontrar al final del panel de situación.

En el fichero README.TXT del disco "GAME INTRO" encontrarás información actualizada sobre el juego.

ST

Para ejecutar Cannon Fodder, inserta el disco 1 en tu unidad de arranque y enciende la máquina.

Cómo cargar y salvar juegos

Mientras estás jugando puedes salvar y restaurar juegos en un disco flexible vacío. Para hacer esto tienes que estar en las pantallas de repaso de la misión en las que debe aparecer el icono apropiado; un icono sirve para seleccionar un juego salvado anteriormente y otro sirve para formatear discos y salvar detalles del juego que estés jugando en ese momento.



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CANNON FODDER

PC

Installing Cannon Fodder

Cannon Fodder cannot be played from the floppy disc and so must be installed to your hard disc (ensure that you have at least 10 Mb free).

- * Turn on your computer. Insert Cannon Fodder Disk 1 into the appropriate floppy disk drive (for example A:).
- * At the DOS prompt (C:), type the letter corresponding to the floppy disk drive (most are either A or B) followed by a colon (:) then press the Enter key.
- * At the A: or B: prompt, type INSTALL (Enter).
- * The Cannon Fodder Installation Program will run. Follow the on - screen prompts to install the game onto your hard disk drive.
- * Once installed you can run the game by making sure you are in the correct directory and typing "CANNON" (Enter) at the DOS prompt.
- * If a message appears informing you that there is not enough free memory to play the game then you should edit your AUTOEXEC.BAT and CONFIG.SYS files to remove all unnecessary device drivers and TSR programs. If memory problems persist it will be necessary to create a boot disk.

Extra Keys

- F1 = WARNING!! Do not press this key unless you wish to quit your current game and drop back into DOS.
M = This key is equivalent to clicking on the map icon found at the bottom of the status panel.

Updated information on the game can be found in a README.TXT file on the "GAME INTRO" disk.

ST

To run Cannon Fodder, insert Disk 1 into your boot drive and turn on the machine.

Loading and Saving Games

During play it is possible to save or restore games to a blank floppy disk. This can be done on the mission briefing screens when the appropriate icons appear, one icon is used for selecting a previously saved game and one is used to format disks and save details of the game currently being played.

CANNON FODDER

FRENCH

PC

Installation de Cannon Fodder

Vous ne pouvez pas jouer à Cannon Fodder à partir des disquettes et vous devez donc l'installer sur votre disque dur (vérifiez que vous avez au moins 10 Mo de libre).

- * Allumez votre ordinateur. Insérez la disquette 1 de Cannon Fodder dans le lecteur de disquettes qui convient (A: par exemple).
- * Au prompt du DOS (C:), tapez la lettre correspondant au lecteur de disquettes (en général A ou B) suivie de deux points (:), puis appuyez sur la touche Enter.
- * Au prompt A: ou B:, tapez INSTALL (Enter).
- * Le programme d'installation de Cannon Fodder fonctionne automatiquement. Suivez les prompts à l'écran pour installer le jeu sur votre disque dur.
- * Lorsque l'installation est terminée, vous pouvez lancer le jeu en vous assurant que vous êtes dans le répertoire qui convient; puis, tapez "CANNON" (Enter) au prompt du DOS.

Si un message apparaît, vous indiquant qu'il n'y a pas assez de mémoire pour jouer, vous devez modifier vos fichiers AUTOEXEC.BAT et CONFIG.SYS, afin d'enlever tous les drivers et programmes résidents (TSR) inutiles. Si les problèmes de mémoire persistent, vous devez créer une disquette de boot.

Touches supplémentaires

- F1 = ATTENTION!! N'appuyez pas sur cette touche, à moins que vous ne désirez quitter le jeu et retourner au DOS.
M = Appuyer sur cette touche équivaut à cliquer sur l'icône carte se trouvant au bas du panneau de statut.

Vous trouverez les toutes dernières informations concernant le jeu dans un fichier README.TXT sur la disquette "GAME INTRO".

ST

Pour lancer Cannon Fodder, insérez la disquette 1 dans votre lecteur de boot et allumez l'ordinateur.

Charger et sauvegarder des jeux

Il est possible de sauvegarder des jeux en cours ou de charger des jeux sauvegardés, à condition d'avoir une disquette prévue à cet effet. Vous pouvez faire cela à partir des écrans de briefing de mission lorsque l'icône appropriée apparaît. Une icône est utilisée pour sélectionner un jeu préalablement sauvegardé et l'autre pour formater les disquettes et sauvegarder les détails du jeu en cours.

CANNON FODDER GERMAN

PC

Installation von Cannon Fodder

Cannon Fodder kann nicht von Diskette aus betrieben und muß daher auf Ihrer Festplatte installiert werden (vergewissern Sie sich, daß Sie mindestens 10 MB zur Verfügung haben).

* Schalten Sie Ihren Computer ein. Legen Sie Diskette 1 von Cannon Fodder in das korrekte Laufwerk ein (beispielsweise A:).

* Geben Sie hinter dem DOS-Systemzeichen (C:>) den Kernbuchstaben des Diskettenlaufwerks ein (in den meisten Fällen entweder A oder B), gefolgt von einem Doppelpunkt (:), und drücken Sie dann <Enter>.

* Geben Sie hinter der Eingabeaufforderung (A: oder B:>) INSTALL ein, und drücken Sie <Enter>.

* Daraufhin startet das Cannon Fodder-Installationsprogramm. Folgen Sie den Anweisungen auf dem Bildschirm, um das Spiel auf Ihrer Festplatte zu installieren.

* Nach der Installation können Sie das Spiel betreiben, indem Sie im korrekten Verzeichnis hinter dem DOS-Systemzeichen "CANNON" eingeben und <Enter> drücken.

Falls eine Meldung erscheint und Sie informiert, daß nicht genügend Speicherplatz verfügbar ist, um das Spiel zu betreiben (z.B. "Not enough free memory"), sollten Sie Ihre AUTOEXEC.BAT- und CONFIG.SYS-Datei so ändern, daß alle überflüssigen Treiber und TSR-Programme entfernt werden. Sollten weiterhin Speicherprobleme auftreten, werden Sie eine Bootdiskette anfertigen müssen.

Besondere Tasten

F1 = VORSICHT!! Drücken Sie diese Taste nur, wenn Sie ihr laufendes Spiel abbrechen und zu DOS zurückkehren wollen.

M = Diese Taste erfüllt die gleiche Funktion wie das Anklicken des Karten-Icons unten auf der Statusleiste.

Aktualisierte Informationen über das Spiel finden Sie in der README.TXT-Datei auf der Diskette "GAME INTRO" (Einführung in das Spiel).

ST

Um Cannon Fodder zu betreiben, legen Sie Diskette 1 in Ihr Bootlaufwerk und schalten das Gerät ein.

Laden und Sichern von Spielen

Es ist möglich, Spiele im Spielverlauf auf einer leeren Diskette zu sichern oder sie von dort wieder aufzurufen. Dies geschieht ausgehend von den Einsatzbefehl-Bildschirmen ("mission briefing screens"), wenn die entsprechenden Icons erscheinen. Ein Icon wird dazu verwendet, ein zuvor gesichertes Spiel auszuwählen, ein anderes dazu, Disketten zu formatieren und Einzelheiten des laufenden Spiels zu sichern.

CANNON FODDER ITALIAN

PC

Installazione di Cannon Fodder

Cannon Fodder non può essere giocato dai dischetti e quindi deve essere installato sul disco fisso (accertati di avere almeno 10 Mb di spazio libero).

* Accendi il computer. Inserisci il dischetto 1 di Cannon Fodder nella relativa unità a disco (per esempio A:).

* Al sollecito di DOS (C: >), digita la lettera corrispondente alla relativa unità a disco (di solito A o B) seguita dai due punti (:) e poi premi il tasto Invio.

* Al sollecito A: > o B: >, digita INSTALL [Invio].

* Il programma di installazione di Cannon Fodder girerà. Per installare il gioco sul disco fisso, segui le istruzioni sullo schermo.

* Quando avrai completato l'installazione, per eseguire il gioco accertati di essere nella directory corretta e al sollecito di DOS digita "CANNON" [Invio].

Se un messaggio ti dice che non c'è abbastanza memoria libera per eseguire il gioco, devi editare il file AUTOEXEC.BAT e CONFIG.SYS per rimuovere tutti i driver e i programmi TSR superflui. Se la memoria sarà ancora insufficiente, sarà necessario creare un disco di inizializzazione.

Tasti extra

F1 = ATTENZIONE!!! Non premere questo tasto, a meno che tu non voglia abbandonare il gioco attuale e ritornare al DOS.

M = Questo tasto equivale a cliccare sull'icona della mappa in fondo al pannello dello status.

Potrai trovare informazioni aggiornate sul gioco sul file README.TXT nel dischetto "GAME INTRO" (INTRODUZIONE AL GIOCO).

ST

Per eseguire Cannon Fodder, inserisci il Dischetto 1 nella relativa unità e accendi il computer.

Caricamento e salvataggio dei giochi

Nel corso del gioco è possibile salvare o ripristinare i giochi su un dischetto vuoto. Questo può essere fatto sulle videate delle istruzioni di missione quando appariranno le relative icone, un'icona viene utilizzata per ripristinare un gioco salvato precedentemente e un'altra per formattare i dischetti e salvare i dettagli del gioco in corso.