ARCTICFOX™

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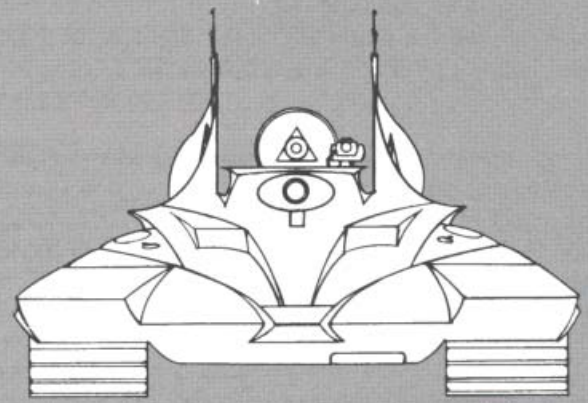

OPERATOR'S MANUAL

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MANUAL BY NICHOLAS LAVROFF

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BACKGROUND

Although the alien task force has been active in Antarctica since about 2005, we became aware of its existence only recently, when a member of the doomed Hagerty Expedition managed to escape the alien force field with information about the activities taking place within its boundaries. Most significantly, it seems the aliens have been very productive in the relatively short time they have occupied the area, and have succeeded in building a number of oxygen converters in an attempt to replace the earth's atmosphere with one more suited to their physiological makeup. The atmosphere surrounding their native planet, STV-7X, is made up of equal parts of ammonia, methane, and chlorine gas, and is obviously hostile to human existence. It is also volatile, and so long as any traces of oxygen remain in the atmosphere, will cause atmospheric disturbances of a spectacular nature, mainly in the form of intense electrical storms.

At our present stage of technology, we have no weapons capable of penetrating the alien force field directly, although indirect methods may be available. One possible approach is to temporarily weaken one side of the force field by causing a magnetic disturbance on the other. Preliminary tests show that this method may cause sufficient disruption of the force field to allow entry of a single combat vehicle into occupied territory. The obvious choice for the combat vehicle is the new supertank from General Polemics, the Slye-Hicks MX-100, Codename: **Arcticfox**.

Arcticfox is the most advanced terrain vehicle of its kind. Specially designed for polar combat, it features full missile-launching capability as well as standard shelling and mine-placement functions. In addition, Arcticfox can "dig in" into snow, allowing it to escape detection from all but the most sophisticated radar equipment. Finally, Arcticfox's four-speed automatic transmission provides low-end torque as well as a top speed in excess of 140 kilometers per hour.

Combat plan involves infiltration into alien territory at 0900 hours. This coincides with the enemy's greatest energy usage, and is thus considered optimal for attempting to penetrate the force field. Once inside enemy territory, all radio communication with HQ will be terminated to reduce the possibility of detection. The Arcticfox operator is therefore advised to become familiar with combat strategy as outlined in this manual, as no further information will be available from HQ once penetration has been achieved.

SKILL LEVELS

In addition to the two advanced levels (Beginner and Tournament), Arcticfox includes two preliminary (pre-game) levels to let you preview the enemy resources and develop proficiency in controlling your equipment. Although you can start playing at the advanced levels right away, you will get more out of the game if you spend a little time at the preliminary levels learning about the enemy and about Arcticfox.

Preliminary Levels

1. Enemy Preview: When you select this mode, the enemy's resources parade before you, appropriately labeled, so you can see what you will be up against. While doing this, you may want to refer to the descriptions on pages 8 and 9 of this manual.

2. Training Mode: At this level you can roam around the terrain and shoot the enemy to your heart's content, but you cannot complete the game (which requires blowing up or otherwise disabling the Main Fort). At training level, your armor is tougher, and you have a large supply of ammunition, while the enemy is weaker (i.e., has weaker armor) and is less intelligent. In addition, when you start playing at this level, you start at a different map location than you do in the advanced levels.

Advanced Levels

3. Beginner Mode: Start here if you are still learning the basics. At this level you have an ample supply of mines and missiles, and your armor is tougher. In addition, there are fewer enemy resources to contend with, and the enemy is weaker than it is at the Tournament level.

4. Tournament Mode: This level is for the true aficionado. At Tournament level the enemy is very intelligent and has use of a tracking device which provides a constant readout of your location. Your starting position in Tournament level varies among eight preselected locations. When you choose Tournament level, you have the opportunity to select the enemy configuration and your starting location, or you can let your computer randomly decide these for you.

INSTRUMENTS

Warning Light: The Warning Light indicates whether or not the Arcticfox has been spotted by the enemy. A green light means that Arcticfox has not been spotted; a yellow light indicates that Arcticfox has been spotted by the enemy locally, i.e., only by the enemy in the local sector. A red light means that Arcticfox's location is known by the enemy throughout the entire area. When this happens, the Communications Fort will mobilize search patrols and strike forces. However, because the Arcticfox's location during Condition Red is relayed through the Communications Fort, destruction of the Fort will effectively counteract transfer of that information.

On a monochrome screen, the Warning Light is dark when Articfox is undetected; cross-hatched when you've been spotted locally; and filled with solid color when your location is known throughout the area.

Radar/Aft View: The Arcticfox's Radar View is a bird's eye view of the surrounding area with the Arcticfox in the center of the screen. The radar will not reveal the enemy hiding behind terrain objects. The Aft View is provided by a camera attached to the rear of the Arcticfox. The radar view always keeps north at the top of the screen, regardless of the direction the Arcticfox is facing, making it easy to coordinate direction with the compass (see below). Pressing the Radar/Aft key when the missile is active toggles between the view from the missile and the radar view, on the small viewport.

Oxygen: Shows the percentage of oxygen remaining in the atmosphere. The rate of conversion can be slowed down by destroying the enemy's Air Converters.

Compass: Shows the Arcticfox's heading using standard compass orientation. North on the compass always corresponds to the top edge of the radar screen.

Mines: Indicates the number of mines remaining.

Guided Missiles: Indicates the number of guided missiles remaining.

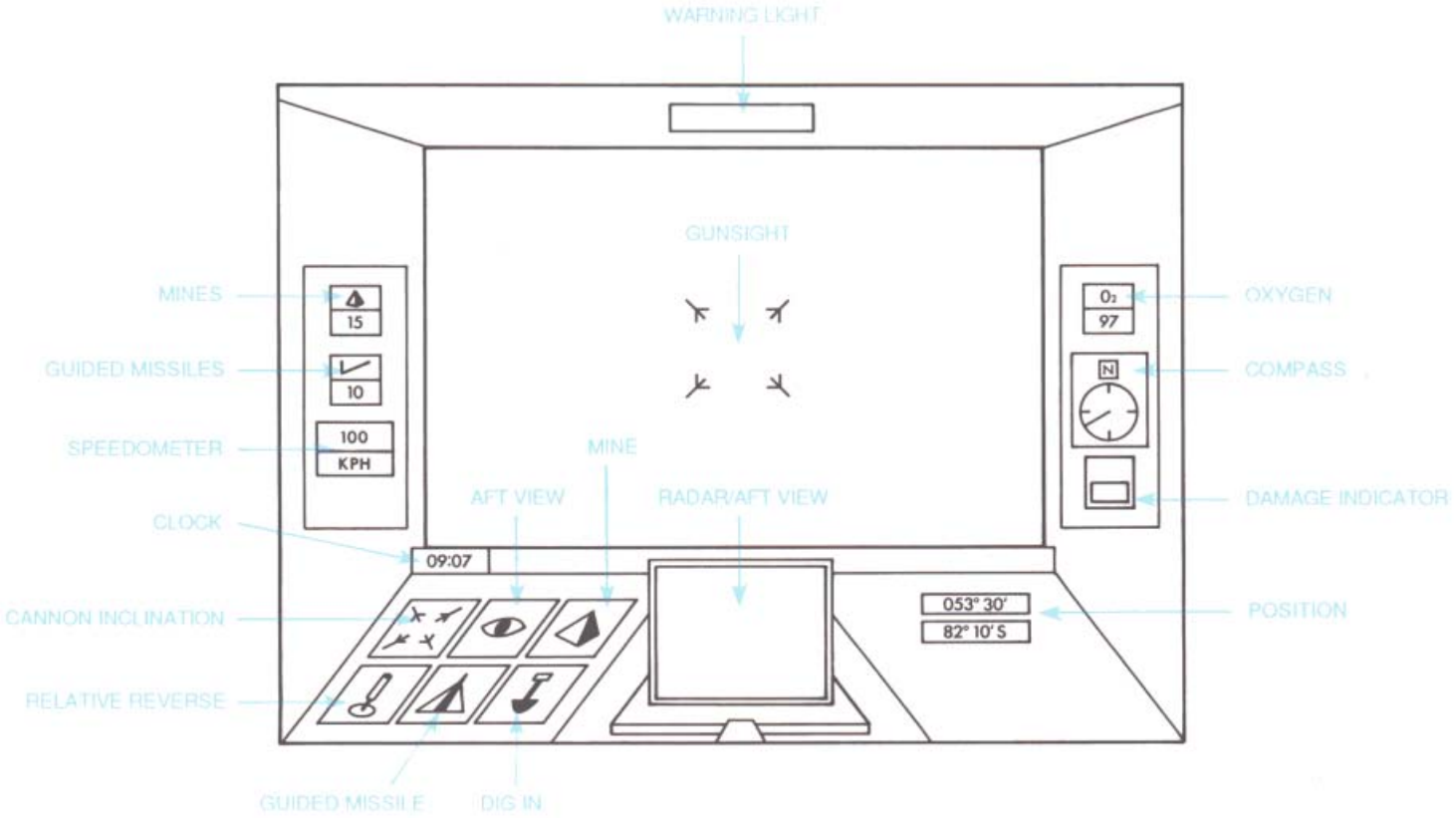
Position: Shows the Arcticfox's current position in degrees and minutes for both longitude and latitude.

Clock: No prize for guessing this one. However, you should be aware that the clock always starts at 0900 hours each time you start the game.

Speedometer: Indicates Arcticfox's speed in kilometers per hour.

Gunsight: The four converging diagonal lines in the main viewport meet to become crosshairs as soon as an enemy vehicle is within range. Note that during the reload cycle (see Controlling Arcticfox, below) the square brackets in the sight disappear until Arcticfox's cannon is ready to fire again.

Damage Indicator: The bar graph fills up as Arcticfox sustains damage. When one of your instruments has been destroyed, its function icon on your dashboard is blacked out.



CONTROLLING ARCTICFOX

To fire the Arcticfox's cannon, press your fire button. If you hold the button down, the cannon fires continuously. Note that Arcticfox needs to reload between shots. Although reloading is automatic, it may take up to five seconds.

In addition, you can access the following functions through the keyboard. The first column shows the icon, and the second describes the function. See your reference card for the keyboard controls.

ICON	FUNCTION
	Guided Missile: Firing a missile changes the view out of the small viewport to the camera on the missile. Once you have fired a missile, you can use the joystick to guide it. This means that the missile viewport can act like a mini flight simulator, so that you can use it for reconnaissance if you wish. When you find a suitable target, press the same key a second time to lock the missile onto the target and return you to Arcticfox's viewport. Missiles have a range of one radar screen beyond the current location, in all eight directions.
	Mine: This function causes a mine to drop out of the back of the Arcticfox. These mines are live, so it's not a good idea to run over them. In addition, mines will self-detonate after a certain time period.
	Aft View: This function lets you toggle between the overhead radar and the aft view. The control panel button lights up when in aft view mode. For more information on this function, see **Instruments**, above.

ICON	FUNCTION

Cannon Inclination: By accessing this function you can use the joystick to control your cannon's inclination and its sights in the viewport. Pressing the button a second time turns this function off. When you are using the joystick to control cannon inclination, it is not available to control Arcticfox's forward or reverse movement. So while you are manipulating the cannon, the Arcticfox will continue moving forward or backward in accordance with your last joystick command. You can still control the Arcticfox's heading, however, by moving the joystick right or left.

Relative Reverse: This function is used in conjunction with Cannon Inclination, and works only in that mode. Relative Reverse causes the Arcticfox to reverse direction, so that if it is moving forward when the button is pressed, it goes into reverse, and *vice versa*. In addition, pressing the button when Arcticfox is stationary will cause it to move forward.

Dig In: This function buries the Arcticfox when it is in snow, but has no effect at other times. When the Arcticfox is buried, there is no view from the viewport, although radar still functions. You can dig out by pressing the same key a second time. Note that you can still fire missiles when you are dug in.

THE ARCTIC TERRAIN

Your theater of operations is made up of geological formations and conditions that can work either for or against you, depending on your strategic ability. This means you not only have to outfox the enemy, but you also have to be aware of your geological surroundings to avoid problems with the terrain. At the very least, you should be aware of the following features:

Ridges: The Arcticfox can drive up and over this type of terrain to obtain strategic viewpoints and hide from the enemy. Best of all, ridges are fun to drive over. On the negative side, however, because ridges provide better views of the surrounding area, the enemy tends to install strategic gun and radar emplacements there.

Crevices: Driving into crevices is not recommended, since it spells death for the Arcticfox and the end of the game.

Mud Flats: The Arcticfox behaves unpredictably on mud flats. In particular, the rear of the tank has a tendency to slide, making steering and stopping less accurate than it is on snow or ice. You should be especially careful around crevices when driving on a mud flat.

Tundra Fields: The Arcticfox is slowed down by tundra (by a factor of about 50%), but so is the enemy.

Rocks: Watch out for the enemy hiding behind rocks. On the other hand, you can use rocks to hide from the enemy.

Mountains: You can use the larger mountains as landmarks to give you a better sense of where you are.

Force Field: The enemy force field is impossible to drive through. The force field appears as a line on the radar screen, but doesn't show on the ground.

Weather: Watch for blizzards. Blizzards can cause a whiteout, resulting in partial loss of visibility for both you and the enemy. Nevertheless, radar will still function properly.

ENEMY RESOURCES

Heavy Tank: Slow moving, heavy armor, heavy shells. This tank is more likely to be defending strategic areas rather than patrolling. Its heavy shells will do extensive damage on a direct hit, so you will need to exercise your tactical skills in its presence.

Light Tank: Medium speed, light armor, light shells. The Light Tank is usually implemented in patrols as protection for the Recon Tank or in ground strike forces.

Recon Sled: Medium speed, light armor, does not shoot. The Recon Sled has long range spotting capability and is usually found in patrols.

Fighter: High speed, light armor, light shells. The Fighter is very dangerous because of its speed. It is usually found in strike forces or accompanying Recon Flyers for protection.

Recon Flyer: High speed, light armor, does not shoot. The Recon Flyer is usually found in long range recon patrols. In the tournament game, the Recon Flyer uses its tracking device against you.

Rocket Launcher: Stationary, heavy armor, shoots guided missiles which can do massive damage on a direct hit. Guided missiles do not need to make a direct hit to do damage, so you should approach a Rocket Launcher with extreme caution. If you spot a Rocket Launcher, it is best to approach it from the rear, since it only has a forward field of vision of 140 degrees.

Radar Station: Stationary, heavy armor, does not shoot. Radar stations have very long range spotting capability. In addition, Radar Stations are able to cloak other enemy resources from detection by Arcticfox's radar, and to jam missile-tracking systems.

Floating Mines: Stationary until the Arcticfox is spotted, light armor, does not shoot. Floating mines are strategically placed to guard stationary objects or passages. Once a Floating Mine spots you, it will home in on you slowly.

Air Converter: As the name implies, Air Converters do nothing but convert oxygen into an alien atmosphere that supports the enemy. Destroying these installations slows down the conversion of oxygen, thereby extending the amount of time you have to destroy the Main Fort.

Communications Fort: The Communications Fort handles all radio communication between enemy patrols and strike forces. By destroying the Communications Fort you can disable the enemy's ability to call in strike forces against you.

Main Fort: Destruction of the Main Fort will effectively destroy the enemy, and is the goal of the game. Needless to say, the Main Fort is strategically placed and heavily guarded (by Heavy Tanks, Fighters, Floating Mines, etc.), so its destruction will require strategy and tactics of the highest order. Destruction of the Main Fort requires two direct hits with missiles or ten direct hits with cannon shells.

STRATEGY AND TACTICS

1. It is inadvisable to stand in one spot during battle. Keep moving if you can. The best way of doing this is to use Relative Reverse.

2. Dropping mines is one of the most effective ways of dealing with ground units. Use the Aft View screen to guide the placement of mines.

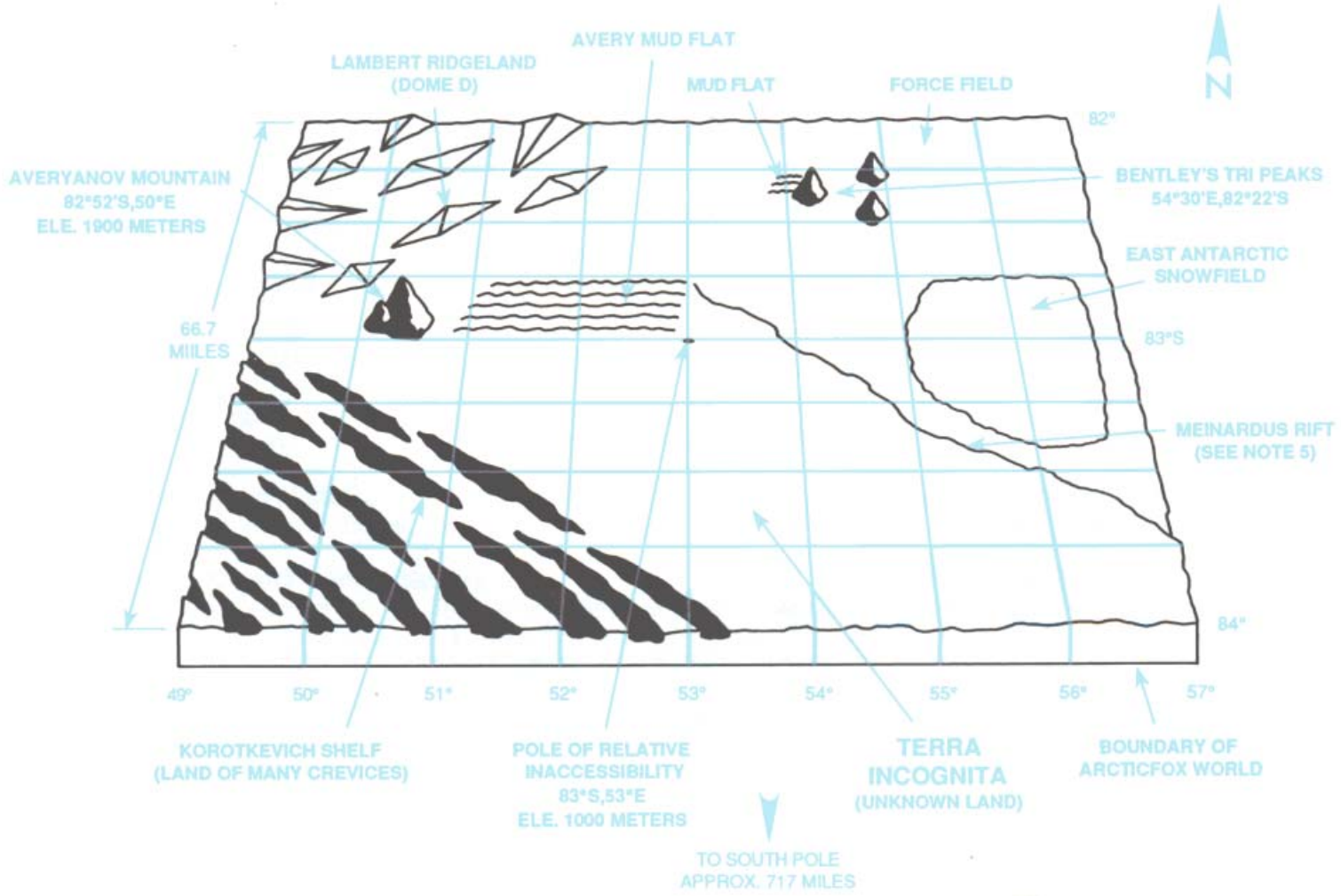
3. Destroying the Communications Fort will make it impossible for Recon Sleds and Recon Flyers to reveal your position. This will make it easier for you to approach the Main Fort when the time comes.

4. Destroying the enemy's oxygen converters will reduce the rate of oxygen conversion, giving you more time to succeed in your mission.

5. Following the force field protects one side of the Arcticfox.

6. Make sure you reserve at least two guided missiles and/or ten cannon shells for the last stand against the Main Fort.

ARCTICFOX



NOTES:

1) Since the area covered is small, the latitude and longitude lines are assumed to be parallel.
2) The Force Field is RED.
3) The scale may be off + or - 10%.
4) All terrain features, except "Pole of Relative Inaccessibility" are fictional. However, they are named after historic arctic explorers.
5) Although never formally explored along its entire length, there are rumored crossing points in Meinardus Rift.

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