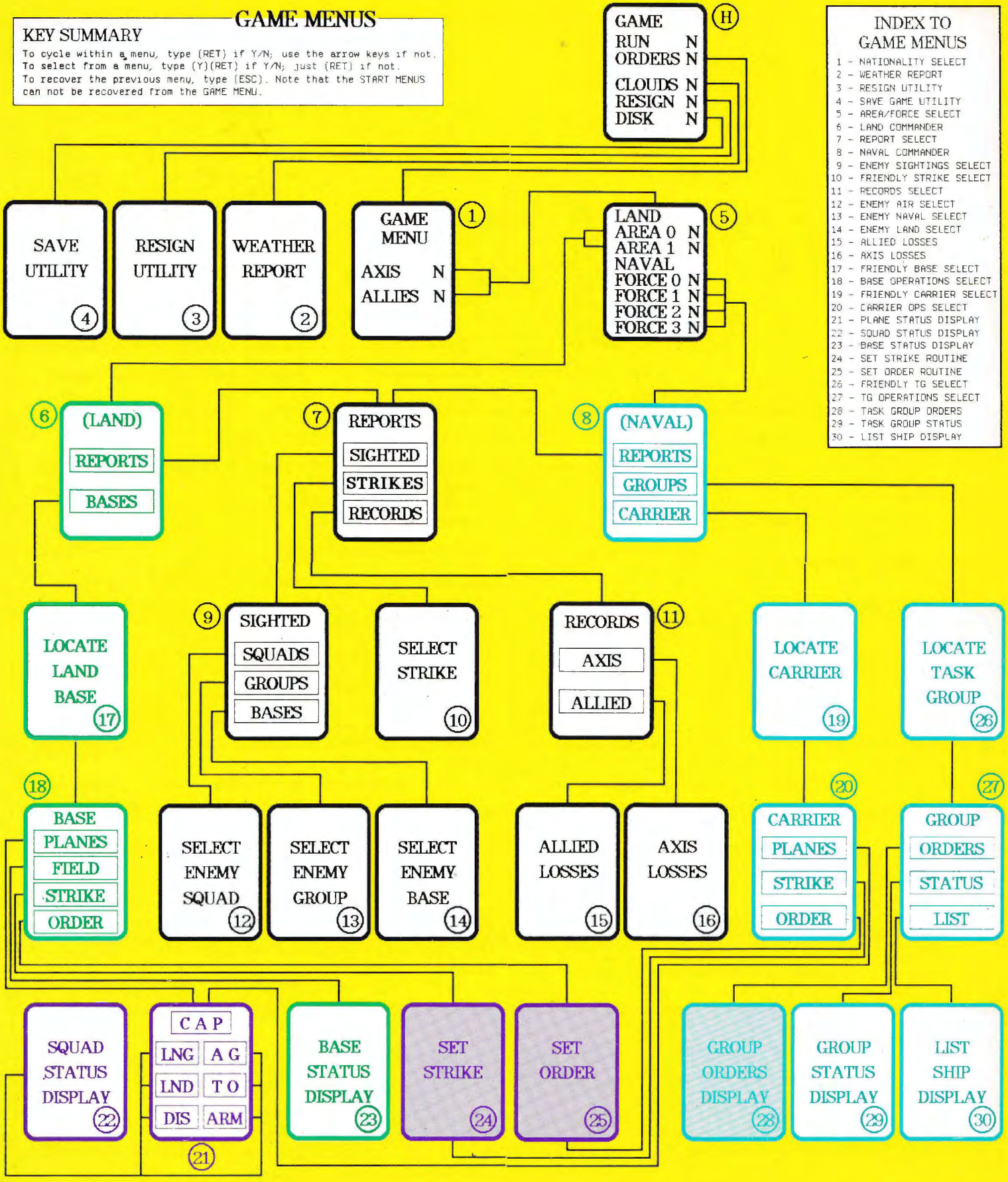
Carriers At War



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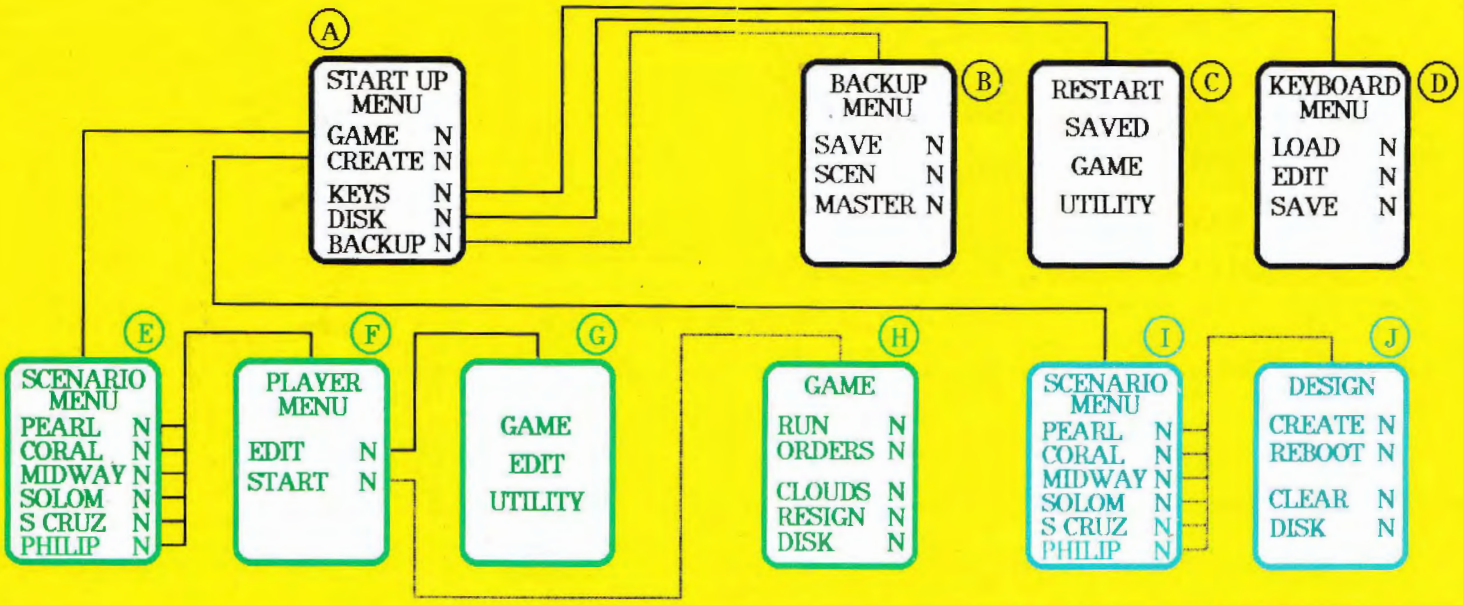
START MENUS

KEY SUMMARY

To cycle within a menu, type (RET). To select from a menu, type (Y)(RET) To recover the previous menu, type (ESC). Note that the START MENUS can not be recovered from the GAME MENU, DESIGN MENU or BACKUP MENU.

INDEX TO START MENUS

A - START UP MENU
B - BACKUP SELECT
C - DISK UTILITY
D - KEYBOARD SELECT
E - SCENARIO SELECT
F - PLAYER MENU
G - GAME EDIT UTILITY
H - GAME MASTER
I - SCENARIO SELECT
J - DESIGN MASTER



STARTING THE GAME

Place the 'Carriers at War' disk into your disk drive. Be sure the Master side is facing up. Close your disk drive and turn on your computer. Menu A (the Start Up Menu) will appear on your screen.

SYSTEM SET–UP

The Master disk is configured for Apple IIe's and IIc's with one disk drive and no printer. If this description fits your system, please skip this section. To change the set–up, type (RET) until the cursor corresponds to the ‹KEYS› line then type (Y)(RET) to obtain Menu D (the Keyboard Menu). Type (RET) until the cursor corresponds to the ‹EDIT› line in Menu D, then type (Y)(RET) to enter the keyboard display. You may change any or all of the following –

(a) The Arrow Keys. Early Apple II owners will have to select keys to substitute for the ‹UP› and ‹DOWN› arrow keys. We suggest the ' and / keys. This substitution is made by typing (')(RET)(RET)(/).

(b) The Data Drives. If you have two disk drives, enter (2) on the data drive line. This will instruct the computer to look at the second disk drive for scenario, save game and back–up disks.

(c) The Print Slot and Dump Code. Cntl(P) will activate a hi–resolution screen dump routine reproducing the current screen image onto an attached printer. Enter the slot # of your printer (IIc owners use slot 1). The words 'enter dump code now' will appear and you should enter the appropriate dump code for your printer. For example, our C–ITOH 8510 Prowriter with a Digitek card uses the code Cntl(I)(G). Type (RET) when you have finished entering the code. Note that Cntl characters appear in inverse. Turn on your printer and type Cntl(P). The keyboard display should be dumped to the printer. An incorrect entry may cause the program to hang so please check that you know the correct dump code for your printer. (See your printer manual or ask at a computer store.)

SAVING YOUR SYSTEM SET–UP

Type (ESC) to recover Menu D. Type (RET) until the cursor corresponds to the ‹SAVE› line then type (Y)(RET). The Set–up information is saved to your Master disk.

BACKING–UP YOUR DISKS

The Master disk may be backed–up once. Type (ESC) to recover Menu A, type (RET) to position the cursor on the ‹BACKUP› line then type (Y)(RET) to obtain Menu B (the Back–up Menu). Position the cursor on the ‹MASTER› line and type (Y)(RET). Follow the instructions given on the screen until the duplication is complete and Menu A is recovered. The Scenario disk, on the reverse side of the Master disk, may be backed–up any number of times. At least one back–up of the Scenario disk is essential if you wish to make use of the two disk drive option.

As an additional precaution, we suggest you write–protect your disks once your back–ups have been made.

SAVING OR RESTARTING A GAME

There is no need to go through this procedure until you have a need for it.

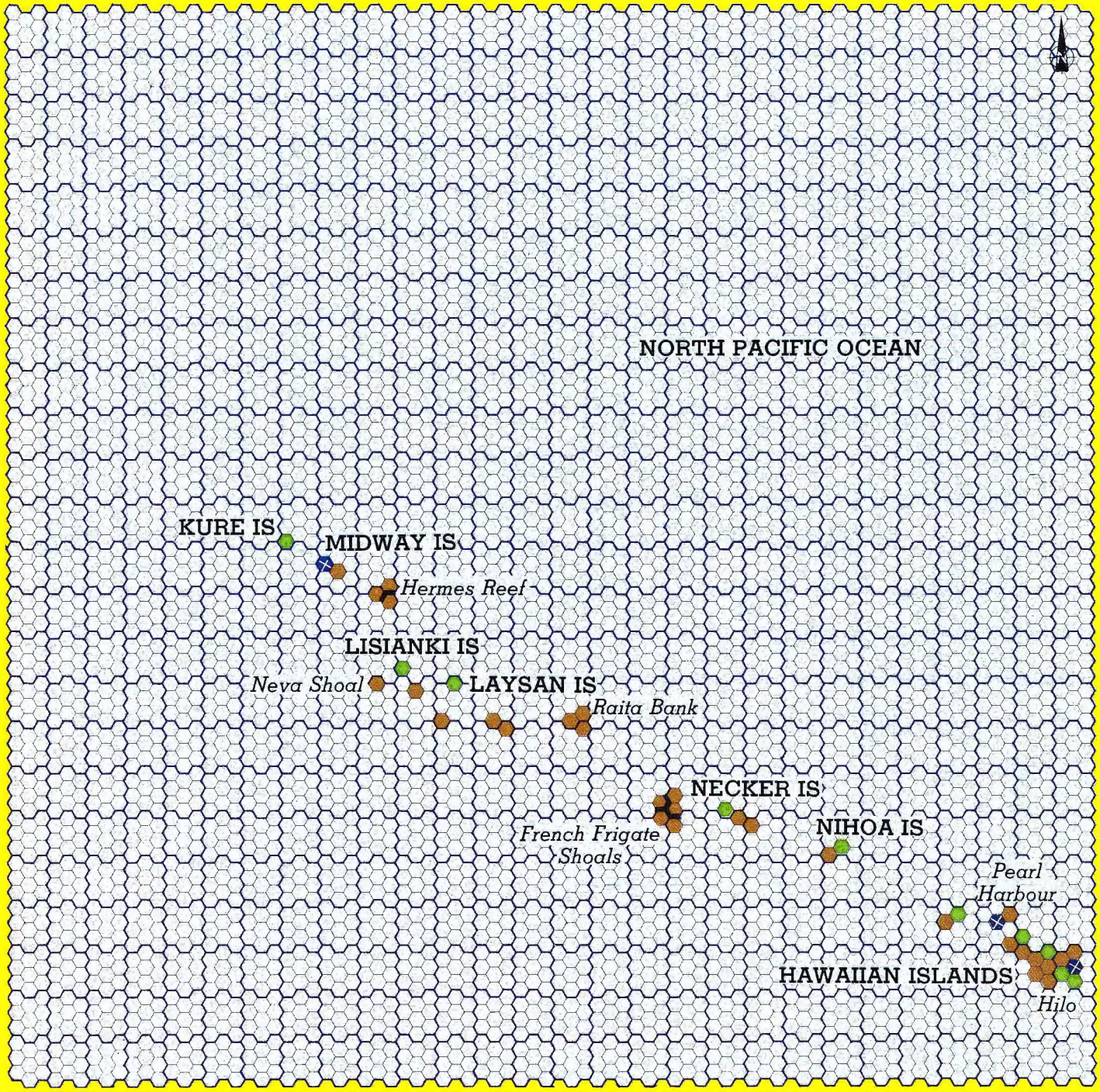
(a) Saving a Game. Select Menu H then Menu 4. Place a blank disk in the correct disk drive. Select the ‹INIT› line and type (Y)(RET) to initiallize it if you have not previously done so. Select the ‹EDIT› line and type (Y)(RET). Your save game disk is formatted to hold 4 saved games. Type (RET) until the cursor is positioned on the ‹SAVE› line in the top save location then type (Y)(RET). You may enter a comment of up to 17 letters then type (RET). Note that the scenario from which the game is saved will appear below the comment line. Type (ESC) to continue playing the game.

(b) Restarting a Saved Game. Select Menu C from Menu A. Select ‹EDIT› then position the cursor on the ‹LOAD› line of the chosen saved game. Type (Y)(RET) then (ESC) to restart the game.

Once these instructions have been completed, please proceed to the Introductory Tutorial in the Player's Manual

Carriers At War

BATTLE MAP A



SCENARIO 1 *Pearl Harbour* *6-8 December, 1941*	**US BASES**	– Pearl Harbour, Hilo, Midway
	IJN BASES	– none
SCENARIO 3 *Battle of Midway* *3-6 June, 1942*	**US BASES**	– Midway, Pearl Harbour, Hilo
	IJN BASES	– none

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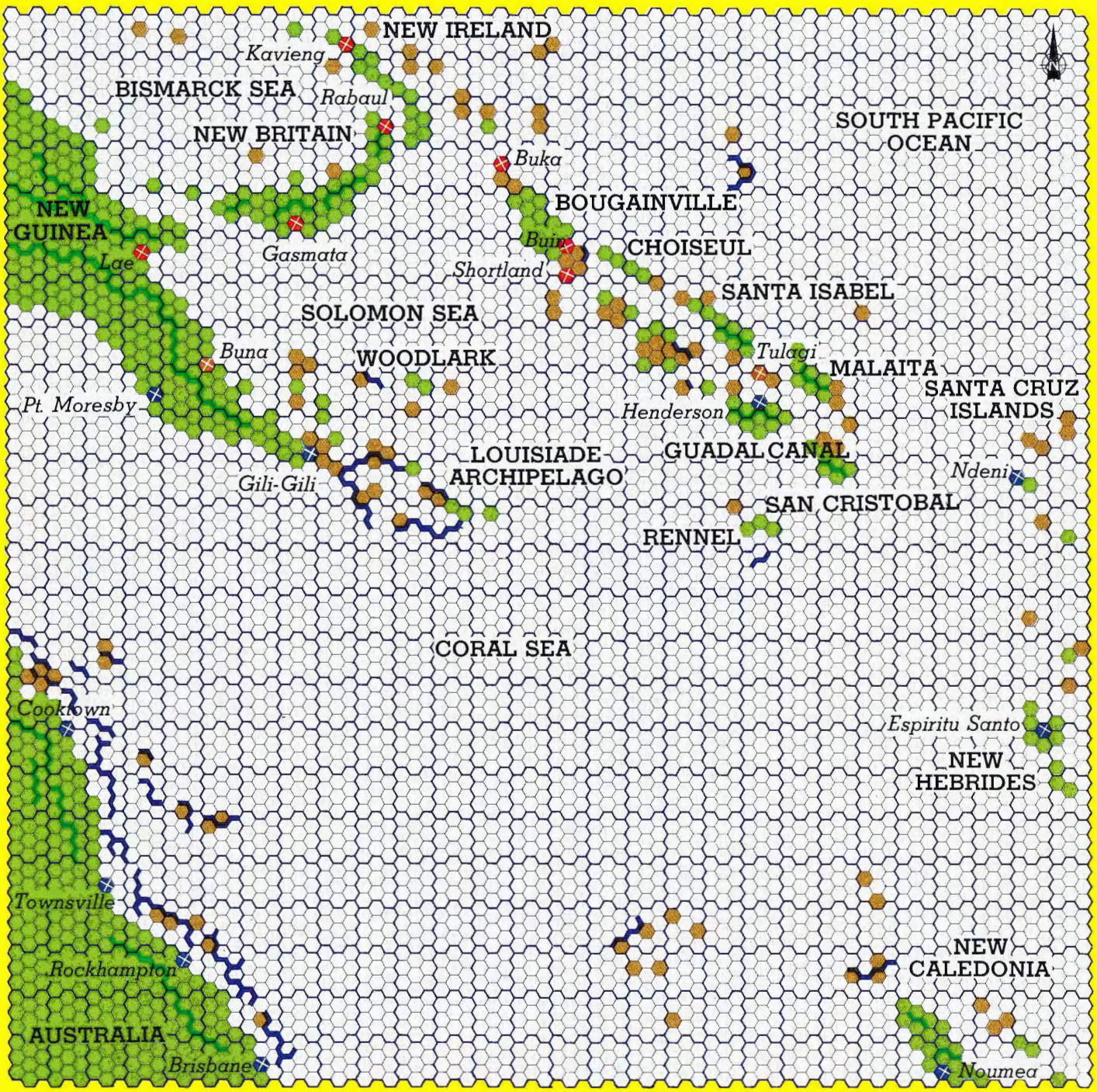
Carriers At War

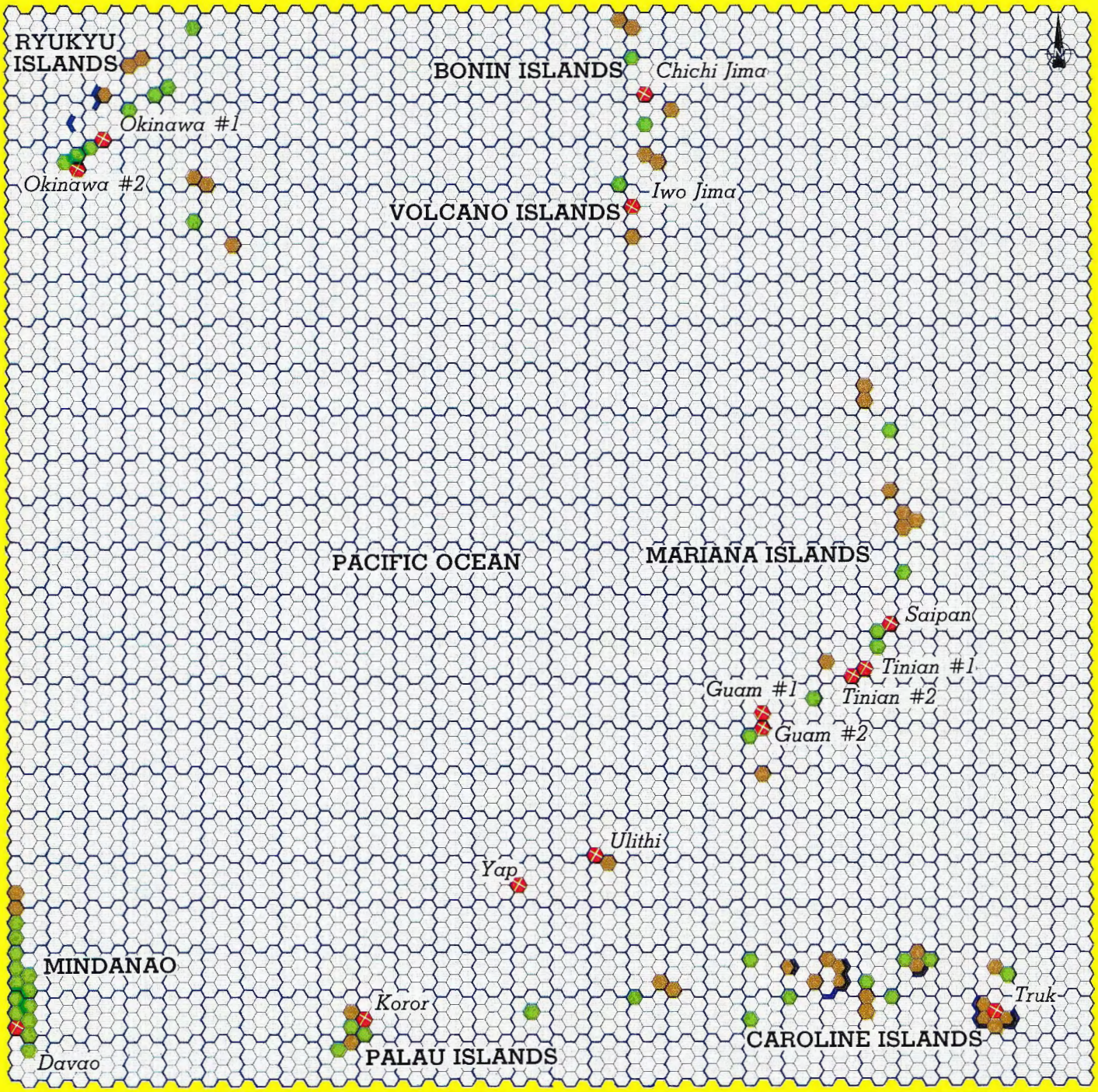
BATTLE MAP B



SCENARIO 2 *Battle of the Coral Sea* *3-10 May, 1942*	**US BASES**	– Noumea, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby
	IJN BASES	– Rabaul, Lae, Kavieng, Shortland, Buin, Tulagi
SCENARIO 4 *Battle of the Eastern Solomons* *22-27 August, 1942*	**US BASES**	– Noumea, Espiritu Santo, Ndeni, Henderson, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby, Gili-Gili
	IJN BASES	– Kavieng, Rabaul, Gasmata, Lae, Buna, Buka, Buin, Shortland
SCENARIO 5 *Battle of the Santa Cruz Islands* *24-29 October, 1942*	**US BASES**	– Noumea, Espiritu Santo, Ndeni, Henderson, Brisbane, Rockhampton, Townsville, Cooktown, Pt Moresby, Gili-Gili
	IJN BASES	– Kavieng, Rabaul, Gasmata, Lae, Buna, Buka, Buin, Shortland

Carriers At War

BATTLE MAP C



SCENARIO 6
Battle of the Philippine Sea
16-21 June, 1944

US BASES – none
IJN BASES – Okinawa No 1 & No 2, Chichi Jima, Iwo Jima, Davao, Koror, Yap, Ulithi, Saipan, Tinian No 1 & No 2, Guam No 1 & No 2, Truk

KEY TO MAP FEATURES

OCEAN
LAND
MOUNTAIN RIDGE
ATTOL/SHOAL
AIRBASE
IMPASSABLE REEF

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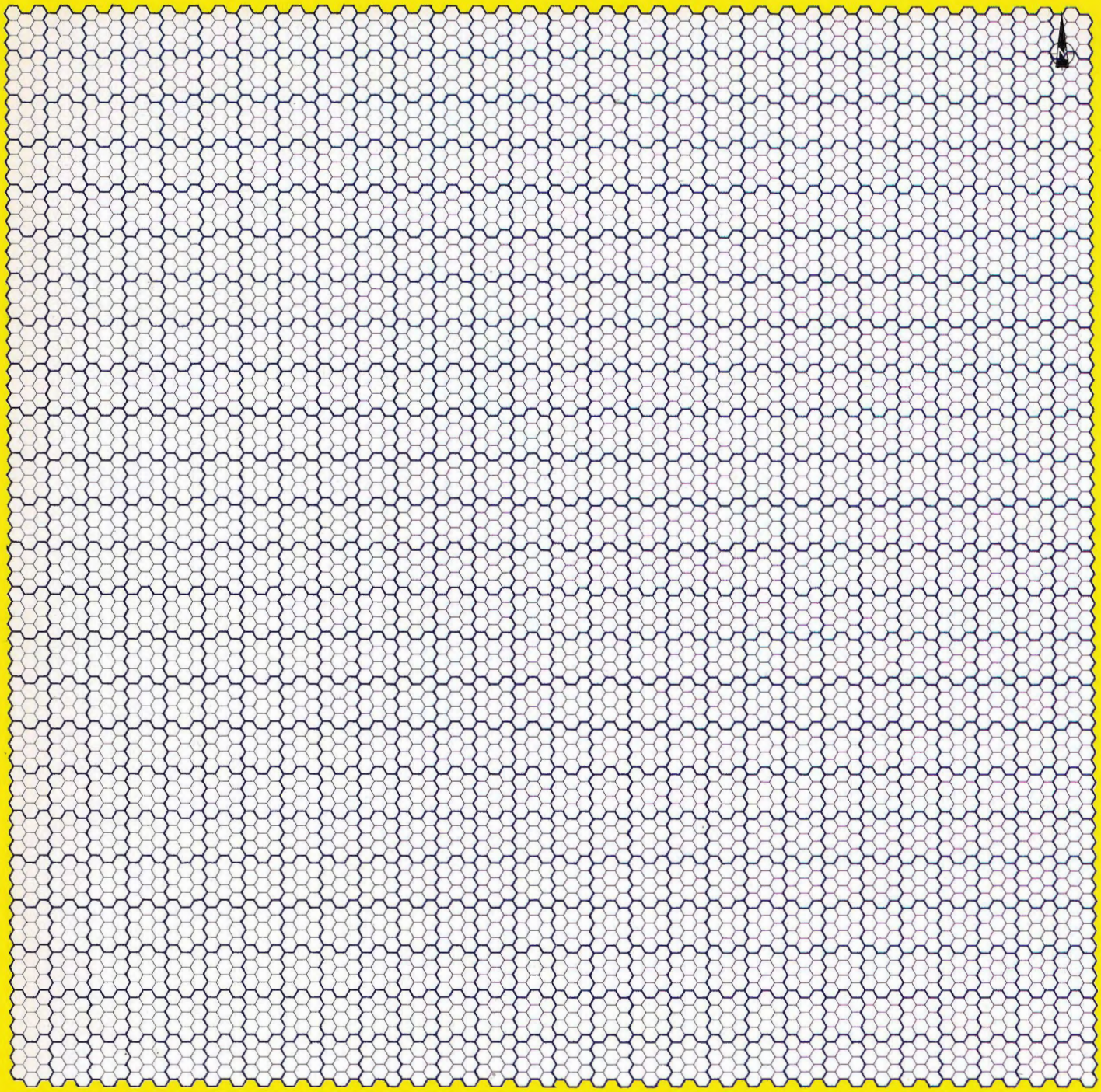
DESIGN MAP



SCENARIO

SCENARIO

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