

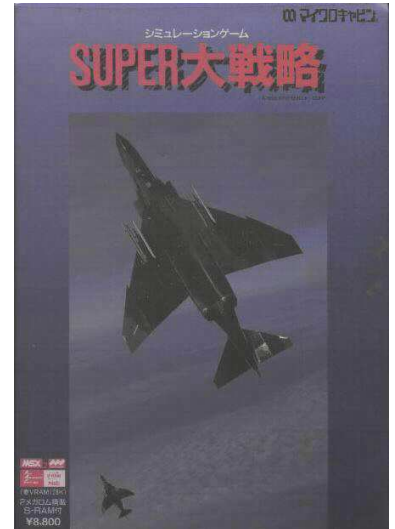
SUPER GREAT STRATEGY

SYSTEMSOFT – 1988 - msx2

(SIMULATION GAME)

(insert Game Disk in drive A: and Data Disk in drive B:)

Return key to select



GAME START:

- F1: LOAD MAP or GAME from DISK 'USER DATA'
- F2: TAXE RATE - Internal Duty
- F3: INPUT PLAYER NAME
- F4: SELECT ARMY
- F5: SELECT PLAYER (COMPUTER-PLAYER-NOT)
- F6: MAIN MENU
- F10: START GAME

In each menu, ESC key to exit.

IN GAME:

- CURSOR KEYS : Move. + shift : move quickly
- END : Select Next Unit
- HOME : Select next capital
- F1: MOVE UNIT (or RETURN KEY)
- F2: ATTACK (or SPACE KEY). In combat mode, shift key to do quickly
- F3: SUPPLY ONE UNIT
- TAB : SUPPLY ALL UNITS
- F4: DISEMBARK unit from truck or helicopter
- F5: PRODUCTION
- F6: UNITS CHART
- F7: MAP (RETURN key for different view)
- F8: CHARTS INDEX
 - _ UNITS INDEX
 - _ ENEMY DAMAGE
 - _ MOVE VALUE (Road-Plain-Forest-River-Sea-Sand-Wild-Mountain-Bridge-Marsh-Fort-City-Airport-Capital)
- F9: USER MENU
 - 1) COMBAT MODE
 - 2) SAVE (DISK 'USER')
 - 3) RETURN MENU
 - 4) PLAYER CHANGE
 - 5) SOUND ON/OFF
 - 6) BEEP NUMBER for End Turn

7) EXIT GAME
 8) SURRENDER
 9) SET ADJUST SCREEN
 F10: COMPLETE , end turn

F6 :

UNITS CHART

Nb] NAME UNIT] TYPE] L] NB] X] Y] GAS] GUN 1] GUN 2] TR] MOV

 1 2 3 4 5 6 7 8 9 10 11 12

- 1) UNIT NUMBER
- 2) NAME UNIT
- 3) UNIT TYPE: AIR (AVIATION)- VBD1,VBD2,VBD3 (Heavy VEHICLES)- TIR1, TIR2 (VEHICLES with Tires)- INF. (INFANTRY)
- 4) LEVEL: e, d, c, b, a, A
- 5) NUMBER of ELEMENTS IN EACH UNIT
- 6) POSITION X
- 7) POSITION Y
- 8) FUEL
- 9) GUN 1
- 10) GUN 2
- 11) TRANSPORT INFANTRY
- 12) MOVE

AAM (air-air missile) against Planes
 CANNON and BOMB against all on surface
 ATM (anti tank missile) against all VEHICLES
 M-GUN (machine Gun) and ROCKET against INFANTRY
 A-GUN (air Gun) against all Planes and INFANTRY
 SAM (surface-air missile) against Planes and Helicopters.
 GUN against INFANTRY

MAP EDITOR

- F1: LOAD MAP or GAME
 F2: SAVE MAP with ref. CHART view
 F3: INSPECTION. Number of CITIES and AIRPORTS
 F4: MEMORIZE 1
 F5: MEMORIZE 2
 F6: TO FILL MAP with SELECTED ICON (HEX)
 F8: MOVE MAP:
 - F1: down
 - F2: up

- F3: left
- F4: right
- F10: Exit MOVE MAP.

F10: EXIT MAP-EDITOR

INS : select icon (LEFT)
SUP : select icon (RIGHT)
BACKSPACE: select MOVE or DRAW

DISK UTILITY:

- 1] DATA COPY
- 2] DATA DELETE
- 3] DATA DISK COPY
- 4] CREATE DATA DISK
- 5] CREATE ARMY (16 MAX.)
 - _F1 Next ARMY
 - _F2 SAVE
 - _F5 INPUT NAME OF THE ARMY (15 Characters max)
 - _F10 EXIT MODE CREATE ARMY
 - KEYS [INS] & [SUP] to SELECT
- 6] MAIN MENU

