

Arctic Fox

Amstrad

Diskette

Getting started

If you are using a 464 or 664, then insert side **B** of your Arcticfox disk into the drive.

6128 owners should insert side **A** into their drives. Type **RUN "AFOX"** and press **RETURN**.

The program loads automatically. The title screen appears and the credits scroll by. You can skip the credit sequence by pressing the **SPACEBAR** or one of the skill level keys (see below).

CTRL-R restarts the game at any time. **ESC** pauses/restarts play; **CTRL-K** selects keyboard control (the default). **CTRL-J** selects joystick control.

Skill Levels

To select your desired skill level, press the appropriate function key. See the enclosed manual for more information about the various skill levels.

A. Preliminary Levels

Enemy Preview: F1*
Training Mode: F3 (F7 on 464 & 664)

B. Advanced Levels

Beginner Mode: F7*
Tournament Mode: F9

When you select Tournament Mode (**F9**), you will be given the opportunity to choose the enemy configuration and your starting location or you can let the computer make the selection randomly if playing the 6128 version. Just follow the onscreen prompts to make your selection.

* Only available on the 6128 version.

Controlling the Arcticfox

Movement: Your joystick can be used to control the movement of the Arcticfox (**CTRL-J** to activate). Alternately, you can use keyboard control (**CTRL-K** to activate).

The nine keys centred on the **S** key control movement.

	Forward motion			
	Q	W	E	
Left Turn	A	S	D	Right Turn
	Z	X	C	
	Reverse motion			

To fire the Arcticfox's cannon, press the joystick's fire button or the **SPACEBAR**.

Keyboard controls: You access the Arcticfox's other functions through the keyboard. The keys are laid out on the keyboard in the same pattern as the buttons on the control panel. The table below summarizes these extra functions. See your manual for more information.

Extra Function Controls

Function	Control key
Cannon Inclination	F7
Aft/Map view	F8*
Mine	F9
Relative Reverse	F4
Guided Missile	F5
Dig in	F6
Big screen missile	Small ENTER key

* Only available in the 6128 version.

Amendments to Arcticfox manual:

Damage indicator: (Page 3) is black when Arcticfox is undamaged and slowly turns green and finally yellow as Arcticfox sustains damage.

Snow Fields should read Tundra on page 5. The Arcticfox travels at 50% speed on Tundra fields which are coloured green on the radar view.

There is no option to have Control keys on the left side of the keyboard (Page 4).

Programmers: Damon Slye, Richard Hicks, Jeff Tunnell, Kevin Ryan
Amstrad version by: The Zen Room/Comtec
Artwork: John Burton
World Creation: Paul Bowman
Producer: Joe Ybarra
EuroPackage Design: Grapplegroup Ltd.
Package Illustrations: John Mattos
Screen Shots: Frank Wing
Artist's Photo: Randy Dersham

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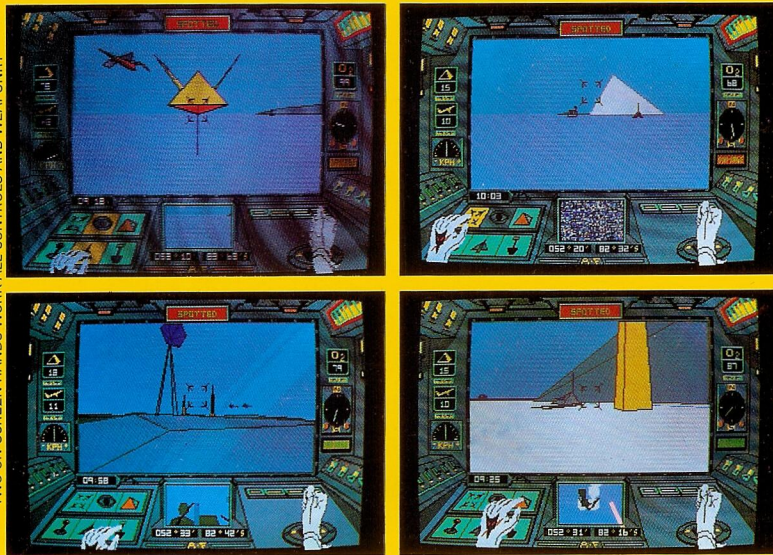
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HAVE TANK. WILL TRAVEL.
THE ARCTICFOX Deadly tank of the near future. You command its bone-crunching power on a rescue mission to the Arctic wastelands. The odds? Lousy. **THE REALITY CHECK** You get it all. A three-dimensional battlefield. Accurate simulation of tank movement. Gut-wrenching stereo sound effects. Arcticfox feels so real you'll want to park it in your garage.

TWO ON-SCREEN HANDS WORK ALL CONTROLS AND WEAPONRY



INCLUDING CANNON, GUIDED MISSILES AND MINES

These screen shots represent Amiga version. Other versions may differ.

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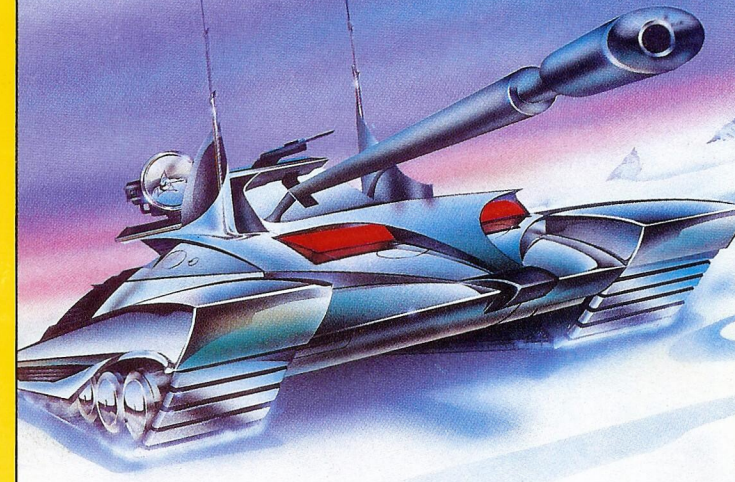
ARCTICFOX

Jeff Tunnell *Richard Hicks* *Kevin Ryan* *Damon Slye*
 BY DYNAMIX

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ARCTICFOX



AMSTRAD
64 K

**WHERE DO YOU SLEEP WHEN YOU OWN A 37-TON TANK?
 ANYWHERE YOU WANT TO.**

From 0 to 100mph in seconds! Just imagine a 37-ton Corvette in a hurry. Your 150mm cannon cuts through pudding. Go ahead... lose your restraint!

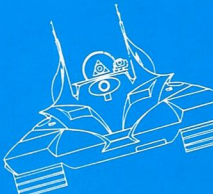
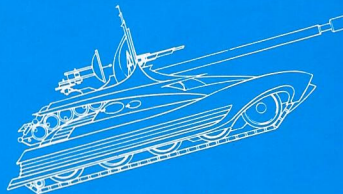
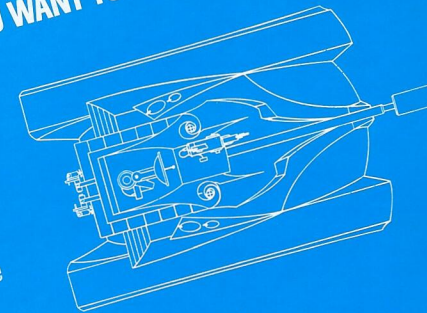
Two mine dispensers in back. A not-so-subtle shock for enemies on your tail. Devastating line-of-sight guided missiles. Once launched, they can't be stopped. Don't get mad. Get even.

Have tank. Will travel. They say Antarctica is nice this time of year.

**THE ARCTICFOX (U.S.A.)
 PROTOTYPE**

Weight: 37 tons
 Length: 9.3 m
 Width: 3.0 m
 Height: 2.0 m
 Engine: Slye-Hicks MX-100
 Reciprocating multi-fuel
 turbine: 100-600 h.p.
 Cryogenic cooling.
 Speed: 100 m.p.h.
 Crew: 1

Number: 1
 Armament: 150mm cannon
 2 mine dispensers
 Tunnel series missile
 launcher.
 Line-of-sight missiles.
 Suspension: 2 forty-ton
 hydraulic lifts.
 Independent computer
 controlled.



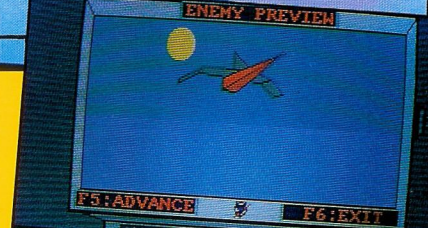
"We build Worlds," is the motto of Dynamix, the designers of **Arcticfox**. Taking a break from world-building are (left to right) Kevin Ryan, Jeff Tunnell, Damon Slye and Richard Hicks.

They created the three-dimensional world of **Arcticfox** with a proprietary graphics package called 3-Space. It's responsible for the stunning projections and rotations in this program.

There is a Frisbee Golf course next to their office in Eugene, Oregon. It's responsible for keeping them sane during the fast-paced development of this program. "May the course be with you."



ARCTICFOX



FIGHTER: Unquestionably the most lethal unit of the alien attack force. Its great speed allows it to swoop down unexpectedly on its target, and its evasive maneuvers make it difficult to hit with a guided missile.



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