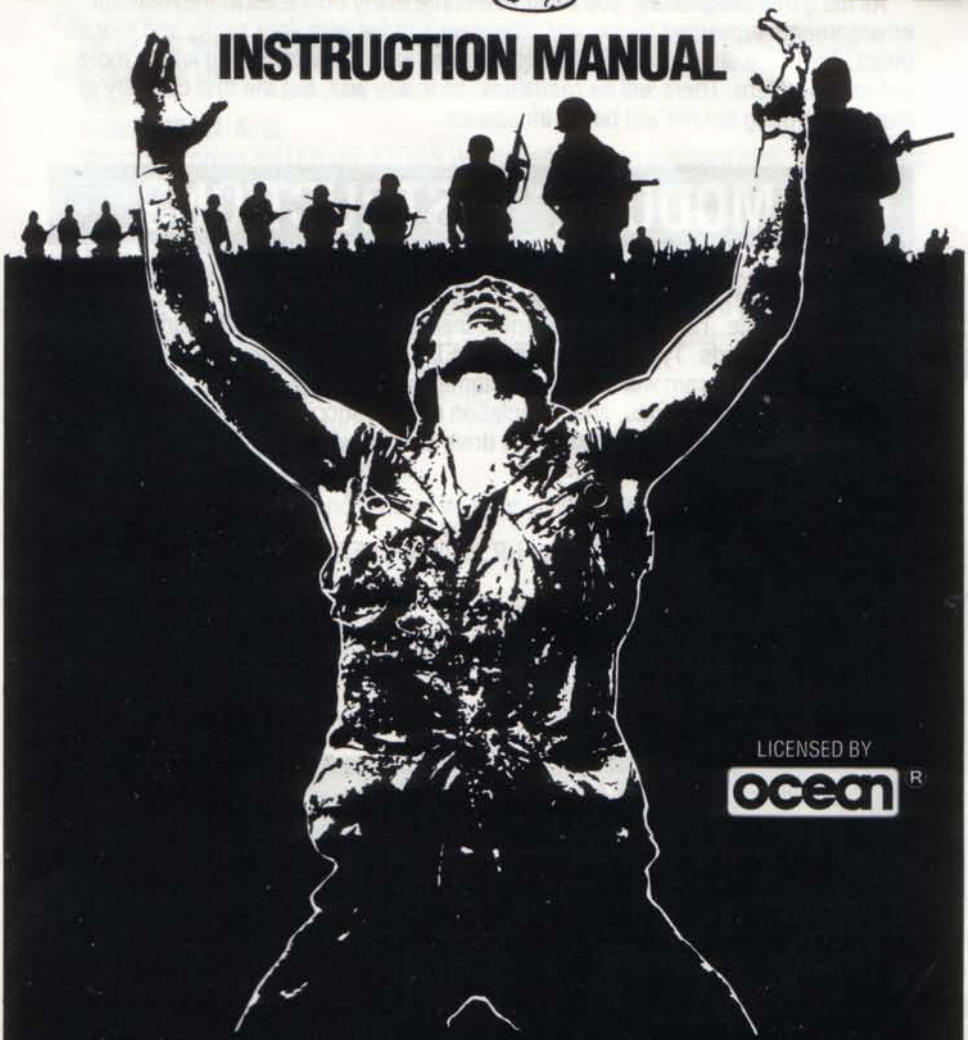
PLATOON™

INSTRUCTION MANUAL



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OBJECTIVE

You are a raw young recruit in a platoon of five, deep in enemy territory. Unprepared for the challenges that lie ahead, realization dawns that you must not only survive the physical ordeals but retain your sanity amidst the horrors and injustices of war.

As the game progresses, you must overcome many obstacles in the different environments presented to you and ultimately survive with your sanity and morale intact. There are six sections in this experience, each presenting you with a more arduous problem. There will be casualties, as in any war, but the first casualty of that naive young soldier will be his innocence.

COMMODORE* INSTRUCTIONS

GETTING STARTED

Select 64 mode. Turn on the disk drive. Insert the program into the drive with the label facing upwards. Type LOAD"*",8,1 (RETURN). The introductory screen will appear and the program will then load automatically.

The game loads in stages, and completion of each successive part is necessary to proceed to the next. Leave disk in the drive and follow on-screen instructions for prompts.

GENERAL CONTROLS

Usual joystick options in Port 2 for UP, DOWN, LEFT, RIGHT and FIRE. SPACE BAR is used to throw grenades.

M – MUSIC ON FUNCTION
O – MUSIC OFF FUNCTION (SOUND EFFECTS ONLY)
RUN/STOP – ABORT GAME

*COMMODORE IS A REGISTERED TRADEMARK OF COMMODORE ELECTRONICS LTD.

IBM* INSTRUCTIONS

SYSTEM REQUIREMENTS

For playing on an IBM PC/XT/AT or 100% compatible, PLATOON requires:

- 512K RAM or 640K Tandy 1000
- Single 5.25" or 3.5" floppy disk drive
- Enhanced Graphics Adapter (EGA) with 256K RAM, CGA Hercules Monochrome or Tandy 16-color Graphics Mode
- Monitor (RGB or monochrome graphics)
- Joystick (optional, but strongly recommended)

GETTING STARTED

There are two ways to load the program into your computer from a floppy drive. You can install PLATOON on a hard disk drive, if you have one, or you can use DOS to load the game each time you want to use it.

To run the game from the enclosed floppy disk, boot your computer using MS-DOS or PC-DOS. Insert the PLATOON disk into drive A of your machine. Be sure to insert the program disk into the drive with the label facing upward.

Type **A:**

Type **PLATOON**

The introductory screen will appear and the program will then load automatically.

To install PLATOON on a hard disk drive, do the following:

Turn on your computer and boot with MS-DOS or PC-DOS (this assumes that you usually boot from your hard disk.)

When you see the C: prompt, insert PLATOON disk, label side up, into drive A and close the latch.

Type **A:**

Type **INSTALL A: C:**

When you press ENTER, PLATOON will install itself on the hard disk. The program will now run from your hard disk. The system must be rebooted after this install.

To run PLATOON off of the hard disk after booting:

Type **CD \DATA EAST**

Type **PLATOON**

Caution: You can install your PLATOON game on only one hard disk. If you plan to re-format your hard drive you MUST un-install PLATOON first.

To remove PLATOON from your hard disk:

Insert original PLATOON game disk into drive A.

Type **A: INSTALL/U** [Return]

GENERAL CONTROLS

The option button (second button) on your joystick is used to throw grenades.

Keyboard controls:

ESC – QUIT GAME
M – MUSIC ON
O – MUSIC OFF, INCLUDING SOUND EFFECTS
Z – MOVE LEFT
X ~ MOVE RIGHT
' ~ MOVE UP
/ ~ MOVE DOWN
SPACE BAR ~ FIRE
ENTER ~ THROW GRENADES

*IBM IS A REGISTERED TRADEMARK OF IBM CORP.

APPLE* INSTRUCTIONS

SYSTEM REQUIREMENTS

An Apple IIe or IIc with 128K RAM is required. A joystick is required.

GETTING STARTED

Insert the program into the disk drive with the label facing upward. Turn your computer on. The introductory screen will appear and the program will then load automatically.

The game loads in stages, and completion of each successive part is necessary to proceed to the next. Leave disk in the drive and follow on-screen instructions for prompts.

7 - EXPLOSIVES & 0 HIGH GREEN BUSHES
8 - VILLAGE
9 - BRIDGE

GENERAL CONTROLS

Use joystick for UP, DOWN, LEFT, RIGHT and FIRE.

CTRL-S – TOGGLES SOUND
CTRL-R – RESTARTS GAME

References to grenade action throughout this manual apply only to IBM PC and compatibles and Commodore versions.

*APPLE IS A REGISTERED TRADEMARK OF APPLE COMPUTERS, INC.

SECTION 1 & 2: JUNGLE & VILLAGE

You must lead your platoon deep into the Vietnamese jungle, and ultimately the village. Once there, you will search the huts for useful objects and ultimately find a trap door in one of the huts that will lead you to an underground network of tunnels.

The jungle contains many perils, such as armed patrols, booby trapped trip wires, assassins in trees and concealed "hides" where deadly snipers lie in wait. During your trek, stay vigilant for a box of explosives left by a previous platoon, as this must be collected before reaching the bridge, which must be blown up to prevent a large patrol following your platoon (and effectively wiping you all out).

To destroy the bridge you must have the aforementioned TNT. When you cross it the explosive will be automatically planted.

Food, ammunition and medical supplies left by enemy guerrillas can be picked up and used. For best results, spread supplies equally between the soldiers in your platoon. (Applies to IBM and Commodore versions only.)

List of objectives in this section:

1. Find explosives.
2. Find bridge.
3. Place explosives on bridge.
4. Find village.
5. Search huts for a torch and map.
6. Find trap door.

CONTROLS

You control one man at a time using your joystick.

UP – JUMP/WALK UP/ENTER HUT/ EXAMINE OBJECT
DOWN – DUCK/WALK DOWN/ LEAVE HUT
LEFT – WALK LEFT
RIGHT – WALK RIGHT
FIRE – SHOOT
SPACE BAR – THROW GRENADE

NOTE: Whether you jump or walk up when pressing UP on the joystick is determined by whether there is an exit above you or not. The same rule applies for pressing down. The EXAMINE OBJECT facility is only available when inside a hut and in front of the object.

Keys F1 to F7 call up the STATUS PANEL, which allows you to examine the state of your platoon, and to transfer control to another soldier. This is done by pressing UP, DOWN and FIRE on the joystick. (Applies to IBM and Commodore versions only.)

STATUS AND SCORING

MORALE: A collective indication of the state of your platoon. Morale decreases every time one of your platoon is wounded and when an unarmed Vietnamese villager is shot. When the morale is at zero then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS: Every time one of the platoon is wounded, he will collect a HIT. When he has collected four HITS then he will die, signified on the status panel as "retired in action". When all five members of the platoon are dead, the game is over.

STATUS AND SCORING

MORALE: This is a collective indication as to the state of your platoon. Morale decreases every time you are wounded. When the morale is at zero, then your platoon is considered inactive and the game is over. Morale can be increased by collecting food and medical supplies.

HITS: Every time you are wounded, you will collect a HIT. When you have collected five HITS then you will die, and the game is over.

AMMUNITION: Rounds of ammunition left.

SCORE: This is increased with every successful encounter with Viet Cong, upon finding useful objects, and finding the exit.

HINTS AND TIPS

- There are no villagers in this section, so everyone is assumed to be an enemy.
- Search all rooms, and remember where booby-trapped boxes are.

SECTION 4: THE BUNKER

Upon finding the exit in the tunnel system, you find yourself in a foxhole. Night has fallen, you are tired and doubtful of the terrain and position of the enemy, so you decide to rest in the foxhole until confirmation comes through from base camp. Unfortunately, a group of guerrillas suspect your location and will have no hesitation in attacking. You have your machine gun and a supply of flares to light up the night sky in order to see the enemy silhouetted against the horizon, but be prudent: supplies are limited, as is the time of illumination. You must ensure that you do shoot each man you see, as your own muzzle flash will give away your position, and anyone who is left standing will find it easy to locate and kill you.

CONTROLS

The joystick moves the gunsight. A flare is released by placing the gun sight over the flare gun (bottom right) and pressing FIRE.

UP – MOVE CROSSHAIR UP
DOWN – MOVE CROSSHAIR DOWN
LEFT – MOVE CROSSHAIR LEFT
RIGHT – MOVE CROSSHAIR RIGHT
FIRE – SHOOT

STATUS AND SCORING

MORALE: This is a collective indication as to the state of your platoon. Morale decreases every time you are wounded. When the morale is at zero, then your platoon is considered inactive and the game is over.

HITS: Every time you are wounded, you will collect a HIT. When you have collected four HITS then you will die, and the game is over.

AMMUNITION: Rounds of ammunition left, and number of flares left.

SCORE: Your score is increased by shooting attackers.

HINTS AND TIPS

- Shoot attackers immediately.
- Conserve ammunition and flares by sending flares up regularly, and removing each attacker with a short, well placed burst of gun fire – not a long, inaccurate barrage.

AMMUNITION: Number of grenades left, and rounds of ammunition left. These can be increased by collecting ammunition left around.

SCORE: This is increased by removing enemy soldiers, collecting useful objects, and destroying the bridge as well as any traps. A large bonus is obtained when this section is completed, depending on the number of active platoon members left.

HINTS AND TIPS

- Watch out for the enemy jumping out of the trees above you, or appearing out of trapped doors near your feet – a well placed grenade will destroy the latter.
- When a member of your platoon is seriously injured (i.e., two or more hits), transfer control to another soldier to ensure as many as possible of your platoon survive. (Applies to IBM and Commodore versions only.)
- When you are about to pick up food or medical supplies, transfer to the platoon member most in need of them. (Applies to IBM and Commodore versions only.)
- It is recommended that you map out this section in order to complete it.

SECTION 3: TUNNEL NETWORK

Leaving the rest of the platoon in the village, you volunteer to go down the trap door, whereupon you find yourself in an underground tunnel system. You already have a torch and a map to enable you to find your way around, as shown on the right hand side of the screen, and your position is indicated by an arrow pointing in the direction you are facing.

Beware – The tunnels are densely populated with guerrillas who must be shot on sight. They usually appear from around the corners, but some of them have a sneaky habit of swimming through the waters of the tunnel and springing up in front of you . . . and that knife isn't for decoration! The tunnel also contains a number of rooms in which you may find valuable items, such as Red Cross boxes (to heal one of your "HITS") and ammunition. It is also essential that you find two boxes of flares and a compass for the next section (when you enter a room you may be confronted by a guerrilla, or one of the boxes may be booby-trapped).

CONTROLS

You control your movements and that of the crosshair (gunsight) with your joystick. There are three control modes:

UP – (A) WALK FORWARD/(B&C) MOVE CROSSHAIR UP
LEFT – (A) ROTATE LEFT/(B&C) MOVE CROSSHAIR LEFT
RIGHT – (A) ROTATE RIGHT/(B&C) MOVE CROSSHAIR RIGHT
DOWN – (B&C) MOVE CROSSHAIR DOWN
FIRE – (A&B) SHOOT/(C) EXAMINE OBJECT

CONTROL MODE A
Moving through the tunnels. When an enemy soldier appears, control changes to Mode B.

CONTROL MODE B
Moving the crosshair in the tunnels. Move it over your target and press FIRE. If you score a hit, control will revert back to Mode A.

CONTROL MODE C
When you enter a room, move the crosshair and press FIRE to examine objects. If needed they are automatically taken. To leave the room, press FIRE with the crosshair over the exit icon (bottom right).

SECTION 5: THE JUNGLE

Having survived a harrowing and sleepless night, you go in search of Sergeant Elias – your platoon leader. However, you meet Sergeant Barnes who informs you that Elias is dead, killed in combat. Shortly after however, you see from a distance that Elias is in fact alive and being relentlessly pursued by guerrillas. In front of your very eyes you see your Sergeant mowed down in a hail of gun fire and at that moment a little bit more of your innocence and sanity is eroded. Pondering on the information given to you by Sergeant Barnes you realise that in fact he is indirectly responsible for the death of Elias by not aiding him.

Before you can collect your thoughts more thoroughly you hear a crackle come over the radio – a transmission from the General. An air strike is planned for precisely 10:00 hours. That means that that section of the jungle you are in is to be napalmed in two minutes, as it is crawling with guerrillas. That just about gives you time to reach a safe area, and take cover from the airborne onslaught. You have been given the compass bearings of a particular safe area and you must make your way there immediately.

GAME PLAY

The compass (top right) indicates the direction you are facing. Always head in a northerly direction. Each screen depicts a view of a portion of the jungle you are in. Run to the top of each area, avoiding the Viet Cong fire, snipers, and any other hazards, such as barbed wire and half buried mines. There are several routes through the jungle; some will enable you to make your destination in time, while others will not.

CONTROLS

Using the joystick, move your man around the obstacles, avoiding enemy fire. Take a left or right turn at the top of each area.

LEFT – MOVE LEFT
RIGHT – MOVE RIGHT
UP – MOVE UP THE SCREEN
DOWN – MOVE BACK DOWN THE SCREEN
FIRE – SHOOT

HINTS AND TIPS

- Find out which is the quickest route and use it every time. Keep moving, as enemy fire is directed straight at you.
- In order to make good time, certain screens will have to be rushed. Other, more difficult screens, may be negotiated after you have cleared the way of all visible attackers.

SECTION 6: THE FOXHOLE

Having reached the area you were told was safe, you find Sergeant Barnes in a foxhole. He realised your suspicions about him and Sergeant Elias, and sees this as an ideal opportunity to eliminate you without witnesses or any other evidence. Ensconsed in his foxhole, he fires his machine gun and throws grenades at you.

With the air strike imminent and vengeance for the unfortunate Sergeant Elias playing on your mind, you realise there is only one sensible course of action. You must remove Barnes from the bunker in order to avoid the napalm. The cover that is afforded Barnes makes machine gun fire rather ineffective leaving you with the only option of a frontal assault with your grenades. You must, in fact, score five direct hits with your grenades into the foxhole. You will find the box of grenades at the start of the screen and these must be picked up immediately.

CONTROLS

LEFT – MOVE LEFT
RIGHT – MOVE RIGHT
UP – MOVE UP SCREEN
DOWN – MOVE BACK DOWN THE SCREEN
FIRE – THROWS GRENADE

STATUS AND SCORING

Your score is increased with each successful hit on Barnes's foxhole, and with his final destruction should you last that long!

HINTS AND TIPS

Keep moving for reasons already discussed. Pick up your grenades immediately.

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