

PROWLER

WAR IN 2150

Pilot the most advanced fighter aircraft in service, to defend the out-post planet of Ferantoo, against the evil might of the alien Peradusians!

Prowler – the Northall Q15-C assault craft – is a combination of helicopter and jet. It is equipped with the very best in military hardware, missiles, computers and shields.

Use your skill and the superior technology of your craft to drive off alien tanks, aircraft, hoverships and mothercraft.

From your set in the cockpit, you must use all your skill to succeed. Choice of ten scenarios at six different skill levels to challenge everyone from the rawest recruit to the most awesome of air-aces.

A great air-combat simulation.

CONVERSION BY ICON DESIGN.

PROWLER

The people of Earth have been at war with the evil Peradusins since 2080. The conflict has been bitter, hard-fought, and at times, very bloody indeed. Mean, vicious and callous, the Peradusins have single-mindedly expanded their empire, conquering planet after planet.

Like the human race, the Peradusins are Oxy-Carbon lifeforms; the number of planets which can support human or Peradusin life is severely limited and the struggle for colonisable planets has led to stalemate between the two races.

Initially, in the early stages of the conflict, deep space was the main theatre of war, but in the vastness of space it is very easy to avoid an enemy. The real war turned out to be fought on the surface of planets, with space fleets reduced to the role of convoy escorts.

In the war against the Peradusins the planetary troops are engaging the enemy. Expeditions are mounted to take and hold planets under Peradusin control, and operations are fought to hold territories against attack – from full scale invasion forces, from suicide strikes and even from single Peradusin spacecraft which often wreak major havoc.

The war continues, with no end in sight. As a member of Earth's Planetary Expedition Force it has fallen upon you to defend the planet of Ursa Minor Delta-V. (Natives of the planet, small mouse-like animals which have not evolved beyond their Bronze Age, know Ursa Minor Delta-V as Ferantoo and go about their business blissfully unaware of the causes of the intergalactic battle that rages around them.) intelligence reports suggest that this planet is next to be attacked by the Peradusins, and you have been ordered to pilot a Northall Q15-C assault helicopter in the battle for Ursa Minor Delta-V.

The Northall Q15-C is the latest model in Northall's continually-developing range of battle helicopters. Chimera, the Q15-C is an awsomey powerful fighting machine. Nevertheless, the odds are stacked firmly against you...

The default weapon fitted to the Q15-C is the Stinger, a single-target cannon that fires a heavy-duty shell from a magazine containing 999 rounds. Four missile systems complement the Stinger cannon, making the helicopter a front line attack craft:

Hornet's Nest – Toggle on with key Z

A medium range, air-to-air missile that is capable of destroying up to five closely-grouped targets with a single shot.

Dragon – Toggle on with key X

A short-range air-to-air missile. A high yield device designed to destroy large, highly-armoured aircraft at short range. Ideal for taking out Peradusin Motherships. Inaccurate at long ranges.

Wolf-Pack – Toggle on with key C

An air-to-ground missile with separately targetable warheads. Capable of destroying up to five closely-grouped ground targets with a single shot.

Hammer – Toggle on with key V

A short-range air-to-ground armour-piercing missile, designed for a single, large target. Bad news for Peradusin Hoverships...

INSTRUMENTATION

Missile Bank

The radar screen occupies the centre of this display. Immediately below the screen is the scale bar which indicates the range of the scan displayed.

On either side of the radar screen are square indicator lights which show which missile, if any, is armed and ready to fire. Digital readouts next to each indicator show the stocks of each missile currently remaining in the helicopter's armoury.

A horizontal readout to the left of the radar screen shows how many Stinger shells you have left.

Lights below the radar screen, to either side, indicate when the Stinger cannon is toggled on.

Dials

Four dials are located on the main cockpit console, below the screen:

Top left is the altimeter.

Top right is the vertical velocity readout which shows lift being applied in digital and analogue readouts.

Bottom left is a dial which gives your rate of climb.

Bottom right is the ground speed indicator which shows your true ground speed in kilometers per hour.

Left Bank

A group of four numeric readouts give you heading, position and the power being applied:

Top left, X co-ordinate, bottom left Y co-ordinate, top right your heading, in degrees, and bottom right the power applied to the rear jets (shown as a percentage of the total thrust available). Below these displays, a real-time clock records the time expended since the current mission began.

Right Bank – Power Indicators

The top readout, Fusion Power Indicator, shows the power in use for flight while the lower readout, the Reserve Power Indicator, reveals the power available to repair shields.

Playing the game

Select your pilot ranking and the type of mission you want to attempt from the menu screen – the higher your rank and the more advanced the mission, the harder life gets... Climb into the cockpit and do battle.

First locate the enemy!

SPACE and CAPS SHIFT zoom the radar scan in and out. Each keypress doubles or halves the range, and at maximum range the whole planet is scanned.

Pressing F accesses your on-board tactical computer which gives a scan of 32 sectors of the planet, presented in a four by eight grid. You are at the centre of the grid. Moving the highlight cursor around the grid allows you to discover what is lurking in each of the sectors on display – and a readout gives you the course to set to travel from your current position to the highlighted sector. Press fire to leave the computer display and return to the game. If you need a breather from the hectic action, remember that the game pauses while the tactical computer is accessed...

Using the radar screen and tactical computer, hunt the enemy down, destroying tanks and aircraft as you cross the planet's surface. Look out for the alien motherships – they fly high in the stratosphere and generate the aircraft that cause you so much trouble. Seek the Hoverbases that travel across the planet's surface, manufacturing tanks that fire up at you from the ground.

To fire a missile

Activate the TADS automatic targetting system by toggling the T key – sights appear in the helicopter's windscreen. Select a missile and arm it by toggling the appropriate key (Z, X, C or V). Manoeuvre the helicopter until the enemy is in the TADS sights, and press fire to launch the missile.

Controls

Toggle between missiles and Stinger cannon: Z, X, C, V

Alter range of radar scan: CAPS SHIFT and SPACE

Toggle TADS targetting system: T

Fire Stinger or missile when TADS locked onto a target: M or SYMBOL SHIFT

Activate tactical computer display: F – press FIRE to return to combat

Flying

0 to 9 sets the level of forward thrust

W/S increases/decreases lift

Q/A raises/lowers nose of helicopter so you fly up or down

O/P bank the helicopter to the left/right and execute turns

LOADING INSTRUCTIONS

Type LOAD "" and press ENTER.

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Made in Great Britain

Design: Words & Pictures Ltd., London.

