

TRS-80 MODEL 1 - 32K  
1 5.25" DISK DRIVE REQUIRED  
DOS 2.0 REQUIRED

by Bob Schilling

# COMMBAT

REQUIRES TWO COMPLETE COMPUTER SYSTEMS (SEE BACK)

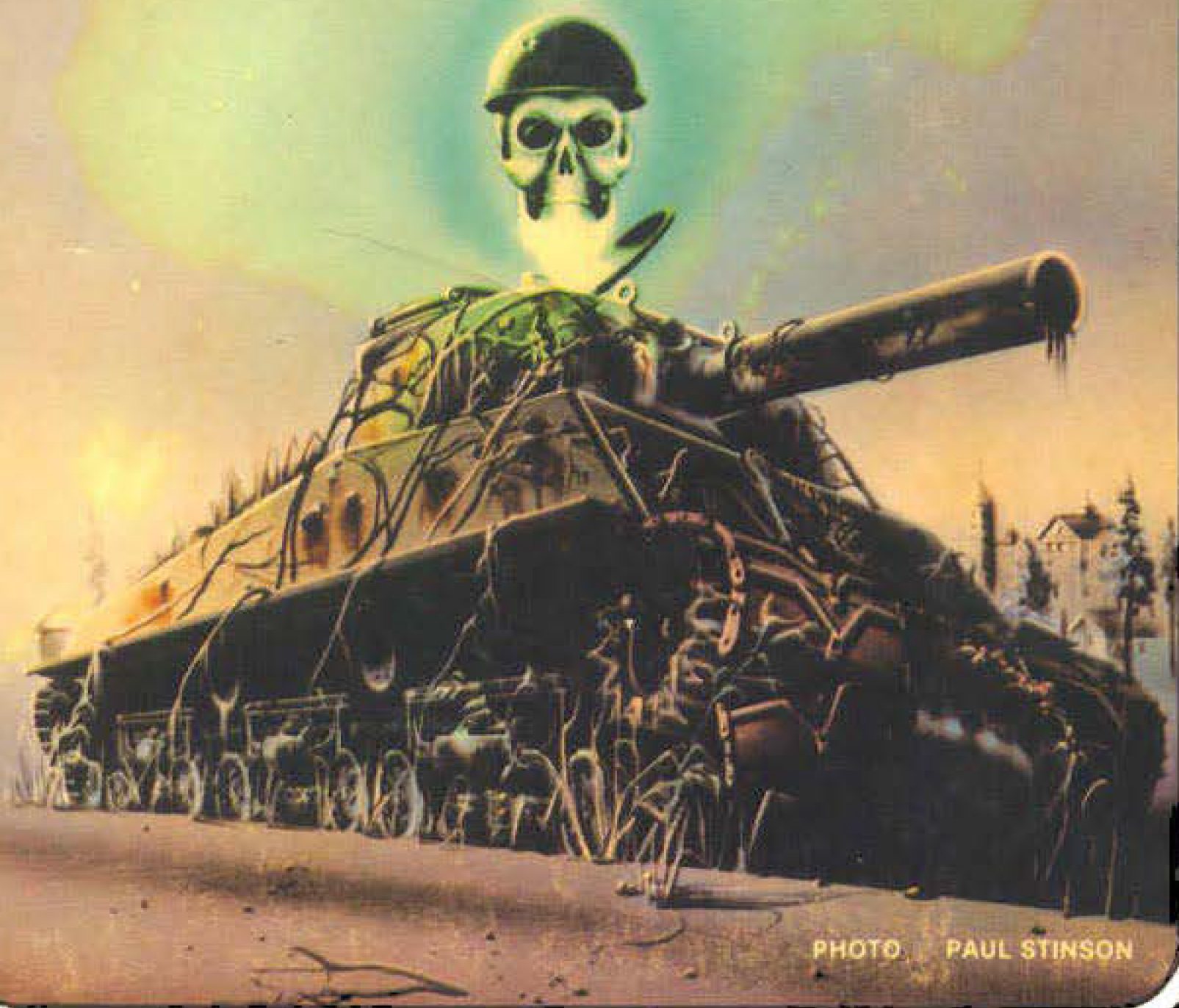


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# COMMBAT INSTRUCTIONS

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04/05/81

**TOP SECRET**

**From: Cmdr, Squadron 6, Galactic Peace Force**

**To: Heads of Government, Warring Planets**

**Subj: SINGLE COMBAT**

**Encl: (1) Summary of Resources Capabilities  
(2) Summary of Combat Console Commands  
(3) Summary of Combat Console Messages**

1. War has been declared between your respective planets over mining rights to the Uranium deposits found on the third planet of the star DENEb. In accordance with Galactic Law this issue shall be settled by SINGLE COMBAT to the DEATH between the supreme champions of the two governments in dispute. The survivor's government will hold title to the disputed territory as guaranteed by Galactic Law and the combined might of the Galactic Peace Force.

2. You will be taken to a totally unfamiliar combat reservation and given exactly the same resources at the start. The trial begins as soon as each of you locates his base within the reservation and may only end with the death or resignation of one of the combatants.

3. The reservation is 4096 square kilometers, arranged in a 64km by 64km square. The reservation is surrounded by a barrier, impenetrable to any weapons in your possession and lethal to any of your combat vehicles. The combat console will display one eighth of the reservation at any time (one sector), however, this display is not necessarily up-to-date as it represents only the computer memory of the items seen in this sector the last time a vehicle's sensors passed through the area. This sector MAP display is located to the left side of your console, formatted as 32km wide by 16km high. The sectors are numbered within the reservation as follows:

1	2
3	4
5	6
7	8

With sector 1 adjacent  
to sector 2 and 3 etc.

The command HELP will display a summary of all command information in the sector display, replacing the current MAP. The right side of your display will present the current status of selected resources.

4. You will be asked to establish communications with your enemy and both will be asked to locate their respective bases before the combat can begin. The base locations are specified by Sector, X-coord, Y-coord. Location 1,1,1 is in the upper left corner of the reservation and 8,32,16 is in the lower right corner of the reservation. As an alternative, you and your opponent may load and resume a previously unfinished session.

5. Each base is equipped with the following resources:

- A. One nuclear tipped ballistic missile (ICBM).
- B. Eight remote controlled tanks.
- C. Three Decoy bases.
- D. Four one way Drone reconassaince aircraft.
- E. 200 Mines.
- F. 200 Anti-tank Rockets.
- G. 250 Artillery Shells.
- H. 255 Charged Laser batteries.
- I. 100 Units of shielding power.
- J. Repair facilities for combat damaged tanks.
- K. Combat Command Console.

The capabilities of the above resources are fully explained in Enclosures (1), (2) and (3).

6. The object of this trial is to locate and destroy your enemy and his base, utilizing all of the resources allocated to you, before he can do the same to you. There are no rules other than the limitations imposed by your equipment and any treaties struck with your enemy that you feel morally bound to honor.

### **Command and Display Summary**

The left side of the combat console (see separate COMBAT console card) will display any one of the eight sectors within the reservation selected by the use of the MAP command, or it will display a summary of the commands available and weapons firing and aiming information with the execution of the HELP command.

The right side of the Combat Console will display immediate status of the current active selected Base, Decoy and Tank as well as a 5X5 window display of close-in threats around them regardless of which sector is currently in the MAP display.

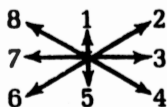


The MAP display is a representation of the best information the Combat Computer has about the sector in the display, and as such only reflects the items seen by your various sensors the last time they passed through the area. ie: an enemy tank seen at a particular location may have long since moved.

#### Fire Control:

All directed weapons (Shell, ICBM, Drone) are fired at a particular square denoted by **Sector, X-coord, Y-coord**.

All straight line weapons (Laser, Rocket) are fired in a particular direction according to the following:



#### Combat Console Command Summary

**SELECT TANK n** - Select tank # n for video display update and command / fire control active unit.

**SELECT DECOY n** - Select decoy n for video display update.

**SELECT BASE n** - Select base as active fire control unit, active tank is dropped as fire control unit and must be reselected before it may again fire weapons. Base always updates video display.

**DROP (MINE, DECOY, ROCKET, SHELL, LASER) n** - Drop quantity n of the designated item at the present location of the current active fire control unit. This command is only valid for tanks. **WARNING** - offensive weapons may be dropped at any location within the reservation, but they may only be loaded at your own base, decoy or a dead tank.

**LOAD (MINE, DECOY, ROCKET, SHELL, LASER) n** - Load quantity of the designated item onto the current active tank from its present location. Offensive weapons may only be loaded at a base, decoy or dead tank. If a decoy containing a store of weapons is loaded back onto a tank, the weapons store is lost to you.

**FIRE (ROCKET, LASER) n** - Fire the designated weapon in the direction n from the current active fire control unit, if it is onboard. If the active fire control unit is a tank with others linked to it, all linked tanks with the particular weapon on board will also fire that weapon. Be especially carefull with linked tanks in close proximity, they can shoot each other.

**Video characteristics - Own base displays as the character "B" on own display. Enemy base displays as a 3X3 area filled with the character "B", the outer eight are actually decoys and harmless. This symbol masks all other items located within the same square.**

**Your base continuously updates a 7X7 square area centered about it's location on the map of the sector in which it is located, in addition, it continuously updates a 5X5 window display on the status side of your combat console regardless of which sector is currently being displayed.**

**The base can be selected as Fire Control Active and fire weapons from it's inventory. Only the base can fire ICBM's and Drones. Contact with your base is instantly lethal to enemy tanks.**

**The base has an initial shield value of 100 units. It can be destroyed by a direct hit from an ICBM, or by 100 units of cumulative weapons fire after it's stock of mines is depleted.**

**The base will automatically repair any damaged tank that returns to it.**

**TANK - Quantity eight. Located at the base initially.**

**Video characteristics - Own tank displays it's identity number to the map of the sector in which it is located. Enemy tank when sighted by a sensor is displayed as the character "\*\*\*". A disabled tank, own or enemy, displays the character "X". Own tank symbol is masked by the following symbols: Base, Decoy, and a lower numbered tank.**

**The current selected active tank will continuously update a 5X5 square area on the map of the sector in which it is located centered about it's location, in addition, the current active tank continuously updates a 5X5 window display on the status side of the combat console regardless of which sector is displayed. Any tanks linked to the current active tank also update a 5X5 area of the sector's map in which they are located. Any tank not selected or linked has no communications with the combat console, with the one exception that damage sustained from enemy fire will immediately cause it to flash an identifying message 'ATTACK REPORTED - UNIT # N' on the combat console.**

**Destroyed tanks will answer only the command to drop any mines on board and update the visual display if selected as Fire Control Active. In addition, your own dead tanks' weapon supply can be salvaged**



**FIRE (SHELL, ICBM, AIR RC DRONE) s,x,y** - Fire the selected weapon from the current active fire control unit at the square identified by the coordinates s,x,y. The base must be selected as fire control active in order to fire an ICBM or a Drone. If the active fire control unit is a tank with other tanks linked to it, all linked units having the weapon aboard will fire at the same square.

**PATCH a,b,c. . etc.** - Set a patch link the tanks numbered a,b,c. . etc to the current active tank for all Move commands and Fire commands. Note a dead tank linked to an active tank will not obey or fire commands. Patch 0 breaks all active links.

**MAP n** - Display the current map of sector n on the left side of the Combat Console. An invalid n will cause the HELP display to be displayed. The MAP command also updates the status of your own mines within the requested sector.

**HELP** - Display a summary of all commands and firing information on the left side of the Combat Console, replacing the current Map.

**(:). . . etc.** - Send the contents of your command line to your enemy's Battle message display. This is very handy for proposing treaties, sending snide messages and other useless distracting information to your enemy.

**QUIT** - This command allows you to resign from a hopeless situation. It also immediately destroys you - this IS a battle to the death.

**Move commands** - The following four keys control tank motion: less than ( < ), greater than ( > ). The current active tank, and all tanks Patched to it, will move one square in the appropriate direction for each keypress. Dead tanks will of course not respond to move commands. Move commands are executed immediately and do not disrupt or modify a partially typed command line. Left arrow functions as a backspace for command line typing.

All commands may be abbreviated to their respective first letter, and will be understood by the Combat Console.

### **Resource Capabilities, Summary**

**BASE** - Quantity one. Initially placed within the reservation by each combatant (Sector, X-coord, Y-coord), all other resources are contained within the base at the start.

The current selected active decoy will continuously update a 5X5 square area on the map of the sector in which it is located. It will also update a 5X5 window display on the status side of the combat console regardless of which sector is currently being displayed.

Decoys may be carried and dropped by tanks at any location within the reservation and may be relocated at any time by any friendly tank with sufficient excess load carrying capability.

Decoys are not inherently dangerous to enemy forces, however they may be protected from enemy infiltration by laying mines around or within them. They may also be utilized as forward ammunition dumps and will hold any number of weapons dropped by friendly tanks. In this application it would be prudent to protect them with a few mines, since a few enemy mines would prevent access to your own weapons supply. **WARNING** - If a decoy containing weapons is loaded onto a tank, the weapons are left behind and, except for any mines, are lost.

**ROCKET** - Quantity 200, located initially at the base. Weight 600 kilos, range 3 km, strength 4.

Rockets are straight line weapons, fired in any of the eight cardinal directions, that continue to the limit of their range or until they hit a target. They are dangerous to any mine, tank or your enemy's base. They may be loaded, dropped or fired by your tanks. Your base, when selected as fire control active, may also fire rockets from its remaining supply. They may also be stockpiled in your decoy as a forward ammo dump.

**LASER** - Quantity 255, located initially at the base. Weight 100 kilos, range 4 km, strength 1.

Lasers are straight line weapons similar to rockets.

**SHELL** - Quantity 250, located initially at the base. Weight 200 kilos, range 5 km, strength 2.

Shells are directed weapons, controlled by providing target coordinates (Sector, X-coord, Y-coord). Their range includes any square within an 11km by 11km block centered about the firing vehicle. Shells fired at targets beyond their range are simply lost. Their main advantage over straight line weapons is that they may be fired at targets hiding behind mine fields or other obstacles.



by your active unit and your own dead unit will shield the active unit from inbound weapons fire. This is a mixed blessing as it also prevents the active unit from firing back.

All tanks have an initial shield value of eight units. This value is decreased by each weapon hit in the same amount as the weapon's power. As long as the shield value remains higher than 4 your own mines are harmless to it. If the shield falls to 4 or less, your own mines are also lethal. The shield is automatically restored to full value whenever the tank returns to it's base. If the shield falls to zero the tank is dead and nothing can be done to restore it to active service. Opposing tanks cannot occupy the same square, contact is instantly fatal to both regardless of the relative shield strengths. Dead tanks are harmless to both sides.

Tank motion is controlled by the keys: ↑, ↓, <, >, on the combat console. The tank will move one square for each key press and any linked tanks will move with it in the same direction. The movement keys have immediate priority and will not disrupt any command line that is partially typed. Any tank that attempts to leave the reservation will be immediately destroyed.

Active tanks can load, drop and fire any objects within the base, except ICBM's and Drones, within their load carrying capacity of 8,000 kilos. Mines and Decoys can be retrieved from any location within the reservation. Other weapons may be dropped at any location, however they may be retrieved only from a depot (Base or Decoy) or a dead tank.

The PATCH command will 'link' any or all of the remaining tanks to the current active tank so that all move or fire commands will be performed in unison provided the patched tanks have the called for weapons on board and are not dead. The PATCH 0 command breaks all active links at once.

**DECOY** - Quantity three, located at the base initially.

Weight 3000 kilos, shield strength 0, decoys are immune to any weapons fire and harmless to own or enemy forces.

**Video characteristics** - Displays the character "D" to own battle display and a 3X3 area of the character "B" to the enemy (the same as your base). This symbol masks all other items located on the same square except a base.

**DRONE** - Quantity 4, located at base. Drones are directed weapons that can only be fired by the base, and cannot be carried by tanks. They will when fired go to the designated square within the reservation (**Sector, X-coord, Y-coord**), and update the appropriate sector map in an 7 km by 7 km square centered about the target coordinates. Drones are one trip, expandible weapons used to verify enemy force disposition in remote sectors.

**ICBM** - Quantity one located at and fired by the base.

ICBMs are directed weapons that may be fired at any square within the reservation (**Sector, X-coord, Y-coord**). They hit the central target coordinate with 112 units, the next ring outward (8 squares) with 48 units and the outermost ring (16 squares) with 16 units of force. ICBMs are weapons of mass destruction and as such their force cannot be shielded, they hit all items within a particular square with the same force, destroying all that cannot withstand that force. Only a direct hit will kill a base outright, however a near miss will strip it of all mines and any tanks hidden within.

**MINES** - Quantity 200, located initially at the base. Weight 400 kilos, range zero, strength 4.

Own mines show as the character "+" on own combat console displays, enemy mines cannot be seen. This symbol is masked by any other item located on the same square.

Mines may be loaded onto and dropped from any tank having sufficient excess load carrying capability at any square within the reservation. Multiple mines may be dropped at any location. Your own mines are harmless to your own tanks unless their shield is below 5 units, in which case the mines are lethal. Mines may be dropped by a damaged tank with safety and the tank may leave the mined location, but it may not safely return until its shield is repaired by a visit to its base.

Mines absorb inbound weapons fire on a one for one basis, and will therefore shield a tank sitting on a pile from damage until they are depleted.

### **Battle Message Summary**

The following is a summary of the battle messages which you will see during the course of the combat, as well as the circumstances that cause them to occur. All messages will remain on the display until the next character is typed into the command line.



#### **COMMAND ERROR - CANNOT COMPLY**

Indicates that an illegal or mistyped command has been entered. No action will be taken.

#### **ATTACK REPORTED - UNIT # n**

Tank number n is under enemy attack and has sustained some damage. No report will be made in the event an enemy mine is struck.

#### **EXPLOSION REPORTED BY F/C UNIT**

Unit firing weapons has obtained a hit on a target. This messages will be displayed in the event that you hit your own forces.

#### **ACTIVE F/C UNIT CANNOT DO THAT**

Displayed in the event that a command is issued that is legal but cannot be executed by the current active fire control unit. ie. FIRE AIR RC DRONE with a tank as F/C unit.

#### **CANNOT COMPLY - UNIT DISABLED**

Results when a move command is issued to a disabled tank. If a dead tank is patched to one or more live tanks this message will be displayed although the live tanks will respond to the move command.

#### **CANNOT COMPLY - MAX LOAD REACHED**

Results from attempting to load additional items onto a tank in excess of its load carrying capability. No action taken.

#### **CANNOT COMPLY - NONE HERE**

Results from attempting to load items onto a tank which are not at its present location.

#### **CANNOT COMPLY - SUPPLY EXPANDED**

Results from attempting to drop items off of a tank that does not have them on board. Attempting to fire weapons that are not available does not result in a warning message.

#### **YOU ARE DESTROYED - TRY AGAIN**

#### **ENEMY DESTROYED - TRY AGAIN**

Results from the victory or resignation of one of the two combatants. If answered by a 'N' the program reboots the operating system. If answered 'Y' the program reinitializes for another game.

#### **GAME OR PRACTICE SESSION (G/P)**

INPUT BAUD RATE 110 - 9600

INPUT PASSWORD - HIT (ENTER)

HIT ENTER TO CHECK COMMLINK

WANT TO LOAD SAVED GAME? (Y/N)

INPUT BASE COORDS S X Y(ENTER)

Used to start the game, setup the communications link and locate the combatants bases prior to combat.

PSWD ERR - RETRY - HIT ENTER

CKSM ERR - RETRY - HIT ENTER

ANOTHER COPY? (Y/N)

READY CASSETTE - HIT (ENTER)

Used when saving and loading games in progress to or from the cassette recorder. Games saved with a particular password may only be reloaded if both parties use the same passwords EXACTLY.

## **Combat Operating Instructions**

- 1. Load COMBAT using the SYSTEM command (low baud for Model III owners) and execute it with a / (ENTER) when the prompt returns.**
- 2. The video will display the Combat Console with the Help frame in the MAP section. The Battle message line (upper right) will ask if this is a practice session or a game situation. Answer with a 'G' or 'P'. Since the practice session merely allows you to move your resources around to get the 'feel' of the game and no opponent is required, this discussion will assume a game situation.**
- 3. You will then be asked to select a baud rate. Both opponents must use the same one, 300 baud is the most commonly used one for telephone communications, but any rate may be selected from the following: 110, 150, 300, 600, 1200, 2400 or 9600. Simply type in the desired value followed by (ENTER).**
- 4. The Combat Console will then ask for a password of up to 8 characters maximum. Caution - if a previous saved game or practice session is to be loaded and played out, the passwords must be EXACTLY the same as the ones used when the game was saved or neither party will be able to reload the saved game tape. You will then see a request for you to hit ENTER to check the communications link.**
- 5. At this point, establish serial communications with your opponent. If modems are in use one must be set to 'originate' and the other set to 'answer', both must be set for 'full duplex' communications. Wait until both modems are on line before going on to the next step. The Radio Shack Modem I is only a half duplex modem and will not work properly when use through the cassette port on the TRS-80 Model I. It must be connected via a RS232 port to function correctly.**
- 6. Hit ENTER for the commlink check. You then will be asked if you desire to load a previously saved game. If you reply 'Y' you will be prompted to ready the cassette. When the game is loaded, you will be returned to the game as you saved it automatically.**
- 7. If you elect to start a new game, you will then be asked to input the location of your base. As soon as both parties have placed their respective bases the game will start automatically. Either opponent may the issue commands at will.**
- 8. When the combat has resulted in a victory for either combatant you will be asked if you wish another game. Answer 'Y' or 'N' to return to the operating system or re-initialize the field for another game. If another game is selected go to step 6 above.**

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*****
**COMMBAT Quick Reference Card (C) 1981 Adventure Int'l. **
*****
**      Directional Weapons:      *****      **
**      Laser      (F L 8)      * 8 1 2 *      **
**      Rocket      (F R 3)      * 7 + 3 *      **
**                               * 6 5 4 *      **
**      Firing Directions  --> *****      **
**-----**
**      Target weapons:      Air Recon.      **
**      Shell      (F S 1 22 10)      (F A 5 18 9)      **
**      ICBM      (F I 5 15 11)      **
**-----**
**      Range Strength      Range Strength**
**      ICBMs:      Unlim 8x8 sq.      Drones: Unlim 7x7 sq. **
**      Lasers:      4 KM 1 Unit      Shells: 5 KM 2 Units **
**      Rockets:      3 KM 4 Units      Mines: Contact 4 Units **
**-----**
**      Symbols Table:      **
**-----**
**      +      Own Mine.      X      Dead Tank      **
**      #      Boundary Marker      *      Enemy Tank      **
**      B      Your Base      1 TO 8      Your Tank      **
**      D      Your Decoy      BBB      Enemy Base/Decoy      **
**-----**
**      Command Table:      **
**-----**
**      Commands:      Params:      Example:      Objects:      **
**      (D)ROP      D,L,M,R,S      D M 5      (A)IR RECON.      **
**      (F)IRE      A,I,L,R;S      F L 3      (B)ASE      **
**      (H)ELP      -----      H      (D)ECOY      **
**      (L)OAD      D,L,M,R,S      L M 7      (I)CBM      **
**      (M)AP      Sector #      M 6      (L)ASEK      **
**      (P)ATCH      TANK #'S      P 1 2 3      (M)INE      **
**      (Q)UIT      -----      Q      (R)OCKET      **
**      (S)ELECT      B,D,TANK#      S D 2      (S)HELL      **
**      (:) MESSAGE      Messages      :Got you now (T)ANK      **
**-----**
**      Map Layouts:      **
**-----**
**      1 ..... S,X,Y .....      **
**      ! .      . S-Sector . 1 . 2 .      S L      **
**      ! .      . X-Horizontal.....      E A      **
**      ! .      32 X 16 KM . Y-Verticle . 3 . 4 .      C Y      **
**      Y .      Sector . ..... T O      **
**      ! .      Display . . 5 . 6 .      O U      **
**      ! .      . . ..... R T      **
**      ! .      . . 7 . 8 .      **
**      16.....      **
**      1----- X ----- 32      **
**-----**
**      Resources:      **
**-----**
**      Tanks:      8      Mines: 200      Bases: 1      **
**      Drones:      4      Shells: 250      ICBMs: 1      **
**      Decoys:      3      Laser: 255      Rockets: 200      **
*****

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## COMMBAT PROGRAM PARAMETERS

LANGUAGE ..... Machine  
NUMBER OF PLAYERS (min/max) ..... 2/2  
AVG. COMPLETION TIME ..... 30 min. - 4 hrs.  
SUGGESTED AGE GROUP ..... 14 to Adult  
RECOMMENDED FOR NOVICE? ..... Yes  
CLASSIFICATION: ..... War Game  
SOUND? ..... No  
GAME SAVE FEATURE? ..... Yes  
MULTIPLE SKILL LEVELS? ..... No  
GRAPHICS ORIENTED? ..... Yes  
REAL TIME? ..... Yes  
SPECIAL EQUIPMENT: Two computers  
connected via the RS232 connection with  
full duplex modems or LYNXTM modem or  
CONNECTIONTM modem. Will not work  
with half duplex modem. One modem  
must be originate the other answer. If  
both computers are in same room then the  
two RS232 cables may be connected with  
no modems or phone line required.

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## COMMBAT

A strategic and tactical battle game that allows you, with your TRS-80's assistance, to pit your skill and dexterity against another player in a real time battle to the death!

You and your opponent are located in a 4096 square kilometer combat reservation with exactly the same resources available to each, the outcome will be governed by the skills of each player and a little luck. As soon as you have established serial communications with your enemy (110 to 9600 baud modem or direct connection), the battle is joined. You decide which weapons to carry, load them onto and maneuver up to eight remote controlled tanks with the primary goal of finding and destroying your enemy's base before he can do the same to you. Each enemy tank that you can defeat in combat lessens his chances of finding you.

Offensive and defensive weapons available to you include: Rockets, Lasers, Shells, Mines, Decoys, Drone Reconnaissance Aircraft and one Nuclear ICBM. All but the last two items may be loaded onto, carried by and fired or dropped by your tanks, up to their maximum load-carrying capacity.

Your computer displays current resource status, a map of the combat reservation updated by tank, base and decoy sensors and handles all communication chores, freeing you to make the strategic decisions and prosecute the tactical battle situations that arise.

COMMBAT requires as a minimum a computer system with RS-232 port and a 300 baud full duplex modem, or if the combatants are to be located within 300 feet of each other, a modem eliminator cable in lieu of the modems.