



CRYSTAL MICROSOFT, LTD.

FIRST STRIKE



FIRST STRIKE

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PLAYING INSTRUCTIONS

FIRST STRIKE is an involved game of political and strategic warfare. The player acts as the President of the United States and has complete control over military decisions, as well as any domestic and international affairs. Ultimately, the acting President must choose between the difficult path of stabilizing a nuclear arms race, or winning a full-scale nuclear war.

1.0 THE PRESIDENCY

The game begins with the election of the (player) President in a year specified at the opening screen. The player will serve a 4 (four) year term in office, followed by another campaign with possible re-election.

1.1 QUARTER

Each year is divided into four quarters. During each quarter, the player may spend as much game time as necessary in 1 (one) of the three command categories listed in sections 2, 3, and 4.

1.2 THE ELECTION

Elections take place at the end of each term, and the outcome is dependent upon the factors shown below.

CAMPAIGN FUNDS - The player is supplied with a base amount of \$10,000,000 in personal campaign funds which campaign costs are drawn from. Upon re-election this amount is increased and/or decreased accordingly. If the player lacks the needed funds to be re-elected, a different candidate becomes President and the game is over.

NATIONAL SUPPORT - Depending upon actions taken by the President in either the Domestic or International category, the nation will promote the next campaign effort with political contributions.

2.0 DOMESTIC

This category deals with any and all affairs concerning the nation. The President is given a selection of matters to be dealt with as the game progresses, as well as options which provide monetary status. These are described below.

2.1 MOBILIZATION

This section allows the President to manipulate the current state of mobilization in the nation. During war-time conditions, a higher level of mobilization will provide a better efficiency of weapon deployment and manufacture. NOTE: A prolonged state of national mobilization during peace-time conditions may produce undesirable public opinion, and may result in an impeachment if not corrected when warned.

2.2 INCOME TAX

This sections enables the increase or decrease of the current rate of annual income tax. The annual revenue for the federal budget is modified by this rate accordingly. NOTE: A low (10%) rate of income tax for a period of time may generate extra dollars in national support, whereas higher rates may initiate an opposite effect.

2.3 CAMPAIGN FUNDS

Displays the current amount of personal campaign funds. If funds are in excess of ten million, the President will be given the choice to divert a percentage of his funds to the federal budget (at a 1 to 100 conversion).

2.4 FEDERAL BUDGET

Displays the amount of money available for military defense spending. This amount is increased at the end of each year according to the income tax rate in the fourth quarter of the previous year.

2.5 PRESS CONFERENCE

Upon request of the nation's media, a press conference may be called to bring certain issues and/or pressing matters to the attention of the President.

2.6 MARTIAL LAW

This option will toggle the state of national law from peace-time to war-time. Re-selecting this option will reverse this selection. It is recommended that this option be used only when the initiation of war is considered.

3.0 INTERNATIONAL

This category is concerned with the international relations between the United States and other countries.

3.1 ALLIED COUNTRIES

This option enables the player to review the present number of allied nations, and form new alliances at his or her discretion.

3.2 FOREIGN TRADE

Allows the increase or decrease of foreign trade among allied nations with the United States.

3.3 HOT-LINE

Provides direct communication with the Soviet Union.

4.0 MILITARY

This category represents the 'war-room' at N.O.R.A.D. From this location the President may opt to manufacture or deploy a wide variety of weaponry, as well as view tactical maps, charts, and displays on the United States and the Soviet Union.

4.1 DEFCON

Represents the level of the nation's present defense condition. Composed of 16 separate levels, the 16th meaning war-time status.

4.2 SPY

The 'SPY' option represents the implementation of military satellites to uncover information on Soviet military operations in order to improve the accuracy and efficiency of American wartime operations.

4.3 BUILD

Refers to the manufacture of fightercraft, bombers, submarines, and ships. This option includes base creation when manufactured items are not added to existing bases.

4.4 U.S. MAP DISPLAY

Shows a detailed map of the United States, including a graphic display of all major cities and military bases.

4.5 U.S.S.R. MAP DISPLAY

Shows a detailed map of the Soviet Union, including major cities and target classification.

4.6 REVIEW

Displays the current status for airbases, radarbases and missile bases.

4.7 WAR

The command to go to war-time status, followed by a nuclear "first-strike" with the U.S.S.R.

4.8 DEPLOY

Command to deploy nuclear submarines or ships.

4.9 ACTIVATE

Command to activate an airbase or missile base. Airbases are comprised of fightercraft and bombers. The fighters defend American air-space from enemy bombers, while bombers make raids on Russia. NOTE: Some airbases are equipped with cruise missiles and/or special biological warfare bombs to be sent with any deployed bombers. Their use will double the bombers potency.

5.0 GAME CONCLUSION

The game is ended when one of the following events occurs:

- A. The President loses an election or is impeached.
- B. A specified number of years passes without war.
- C. Either the U.S. or the U.S.S.R. wins a war.

"FIRST STRIKE" LOADING INSTRUCTIONS - COMMODORE 64

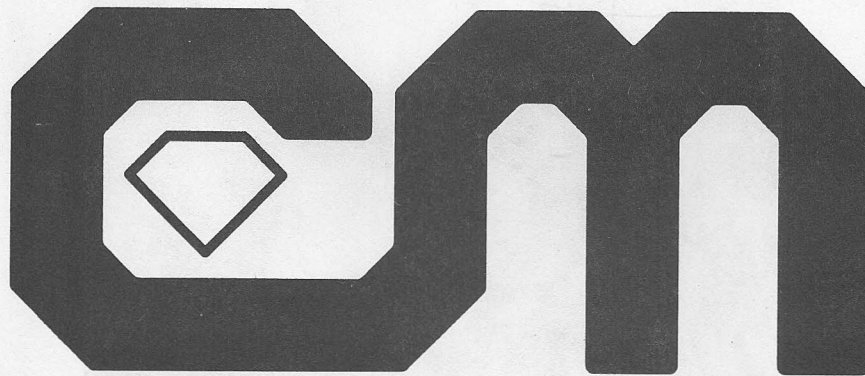
1. Turn on computer and disk drive.
2. Type: LOAD "STRIKEBOOT",8
3. Hit RETURN key.
4. Type: RUN
5. Hit RETURN key.
6. Wait approximately 60 seconds.
Game will start automatically.



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