HELP

MOUSE
MOVE: Move the mouse to aim
SHOOT: Click the left button to shoot
RAPID FIRE: Click and hold down the left button for automatic fire
SHOOT 2: Click the right button to shoot secondary weapon

KEYBOARD
Top-Down arrow keys: To change vehicles (up or down the convoy)
Left-Right arrow keys: To change weapon (left or right when available)
'W-S' keys: Same up and down
'A-D' keys: Same left and right
Spacebar: Zoom in view (closer view)
'P' key: Pause
'control-P': Screenshot
'esc' key: Quit

CHEATS
'M' key: Lock-on Missiles anytime
Control 'N': Pass the level (mission)
Control 'X' : Unlimited shield (health)

HELP

GAME OVERVIEW

Protect your convoy and survive patrol missions while scoring the maximum amount of points. Use your firepower to repel insurgent attacks but lookout for IED's and car bombs. Those shoulder-held RPG's are lethal at short distances so don't let them get close... and watch out for old left over insurgent-resuscitated soviet army relics like T62 tanks, BMP's (armored fighting vehicles), nasty Hind gun-ships and the occasional old Mig fighter roaming around looking for you... The weapons may be old and perhaps not as effective but they still hold a knockout punch specially against light skinned vehicle like your Humvee.

As a designated gunner you are assigned a startup gunner-position but may access any weapon and/or gun-position on the convoy any time during the mission (arrow keys). Each mission has a different convoy assignment (bottom row display). Each vehicle has its own level or armored protection (shield or heath), the damage to each vehicle is also displayed (in red) on the same bottom row display.

Although any weapon can be used against any target, each weapon is "more" or is "less" effective against each type of target. Getting kills more effectively and moving on to other threats not only will score you more points but help you to protect yourself and the convoy more effectively. You can play the entire game from just one position (if not destroyed by the enemy) but moving from vehicle to vehicle and/or from weapon to weapon (once you get the hang of it) is the most effective and enjoyable way to play and win the game.

CONTROLS OVERVIEW INTERFACE

HELP


Health
SCORE: 295
LEVEL: MISSION 1
Enemy
overall health/strech
score and mission indicators
enemy health/strech
missile seek/lock
aiming crosshairs
enemy indicator
health pack
enemy off screen
primare weapon
alternative weapon
convoy vehicles and damage indicator

CREDITS

A DIGITAL FUSION INC. PRODUCTION

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Executive Producer & Game Designer
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Programmer

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Programmer

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Music

This game powered by the Torque Game Engine



DIGITAL FUSION

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