Force 7 ™

An Action-Strategy Game


BATCHELOR
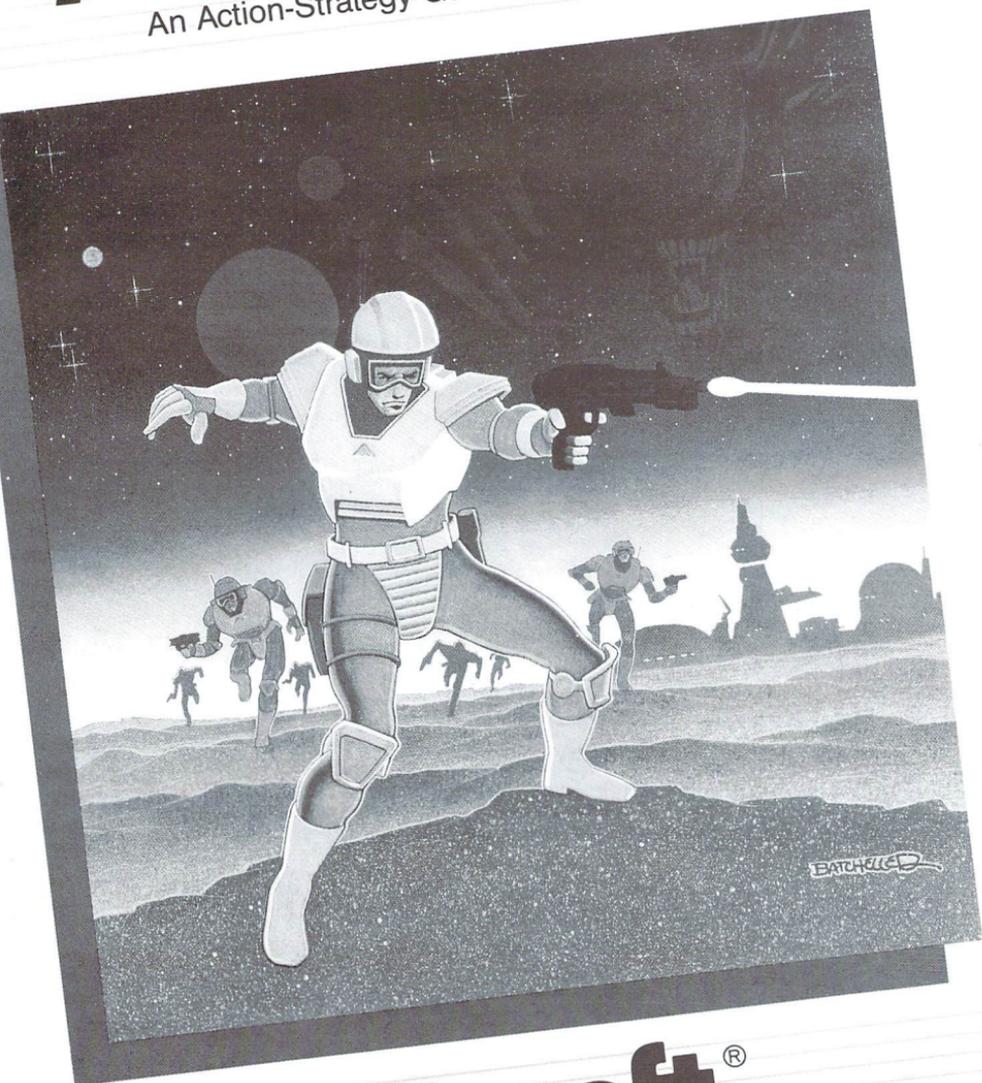
Datasoft ®

Force 7™

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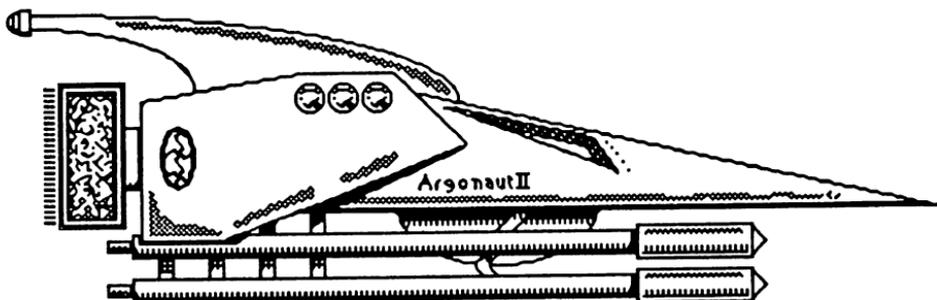
The Argonaut II, Troop Transport

Requirements

- Commodore 64/128™ computer
- 1541 or 1571 disk drive
- TV or video monitor
- Joystick
- FORCE 7 game disk

1. Turn off computer, remove all cartridges, and connect Joystick to Port Two.
2. Turn on power to TV or monitor, disk drive, and computer (with C-128, hold down Commodore key while turning on computer).
3. Insert FORCE 7 into drive and close the door.
4. When *READY* appears on the screen, type **LOAD"*",8,1** and press RETURN.

Once the game has loaded, you see this message:

YOU ARE THE COMMANDER OF A SPECIALLY TRAINED
SQUADRON CONSISTING OF SEVEN CREW MEMBERS.
YOU ARE ORDERED TO INFILTRATE THE ENERGY
PRODUCTION PLANT ON THE PLANET "KARIS." YOU
MUST THEN FREE ANY SURVIVORS AND DESTROY
ALL HOSTILE ALIEN FORMS.

USER'S NAME: . . . .

Type both your first and last names, then press RETURN.

Pause Game by pressing RUN/STOP key. Resume play by pressing RUN/STOP again.

Turn Music OFF⏴ON by pressing F7.

**Reset Game** by pressing F8 (hold down SHIFT while pressing F7).

Select a Crew Member by pressing F1.

Launch Grenades by pressing the SPACEBAR.

Fire Machine Gun & Flame Thrower by pressing Joystick Fire Button.

Weld Acid Holes by standing next to them and pressing Fire Button.

Move UP, DOWN, LEFT, and RIGHT by pushing Joystick Up, Down, Left, or Right.
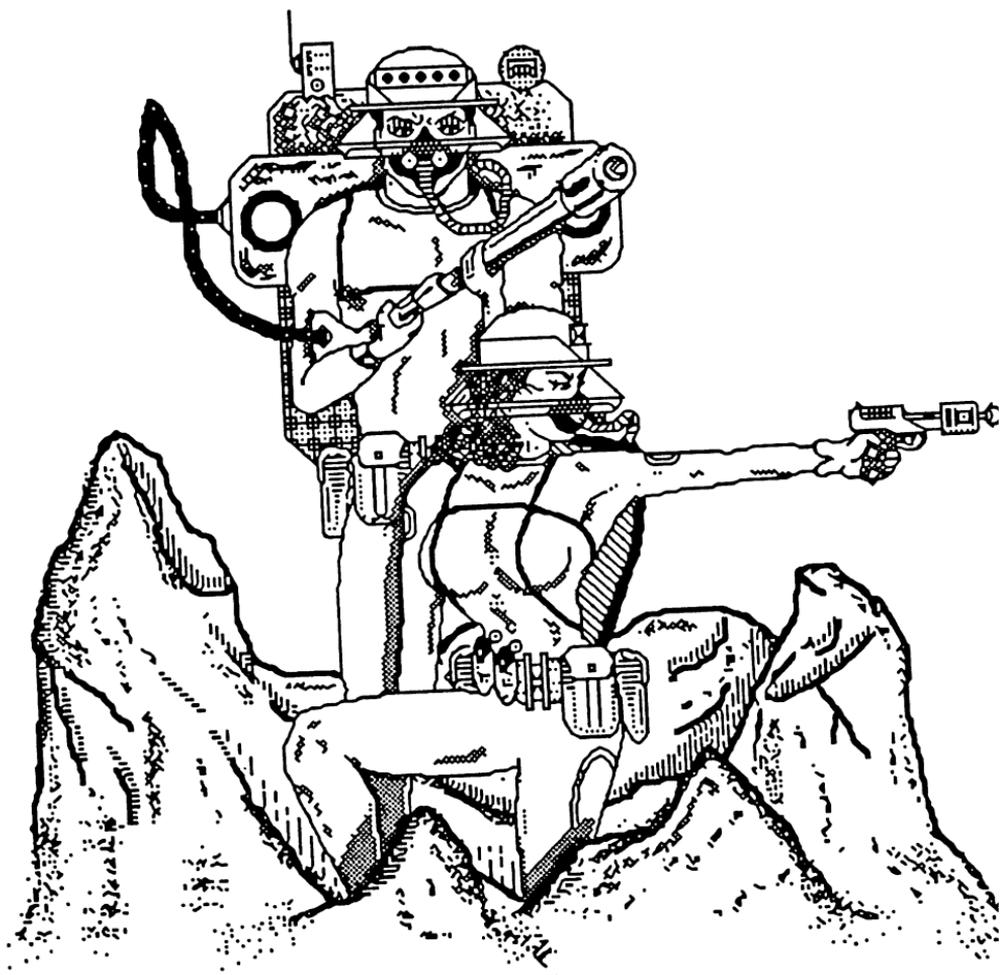
Arrival

You and your crew have just finished the de-hybernation process. As you stabilize your orbit around Karis, you make an alarming discovery: a meteorite had penetrated the force shields and hit the storage cabin during the trip. All but one life support suit has been destroyed! This means that only one crew member at a time can teleport down to the planet's surface.

As the Captain, you are the first crew member to land on Karis. To teleport another person, press **F1** and use the Joystick to select the crew member to be landed. Once you've made your selection, press the Joystick Fire Button.

Crew Members

There are seven people, including you, in your crew. Press **F1** and use the Joystick to cycle through the Personnel Identification Stats. Below are the names of the crewmen and their special qualifications.

1 Name: Captain (this is you)
Weapon: Flame Thrower
Expertise: Mission Commander; Blueprint Reader

2 Name: Lieutenant Paddy Smith
Weapon: Flame Thrower
Expertise: Computer Expert; Blueprint Reader

3 Name: Sergeant William Reese
Weapon: Sub-Machine Gun; Grenade Launcher
Expertise: Tactical Weapons;
Extremely Quick Combat-Reflexes

4 Name: Private Sly Johnson
Weapon: Sub-Machine Gun; Grenade Launcher
Expertise: Battle Unit Operator

5 Name: Private Kentucky Savage
Weapon: Sub-Machine Gun; Grenade Launcher
Expertise: Battle Unit Operator

6 Name: Private Sara O'Connor
Weapon: Automatic H_2O Dispenser Unit
Expertise: Squadron Scientist

7 Name: Private Marissa Brown
Weapon: None
Expertise: High-Intensity Welding Expert;
Blueprint Reader

Information Panel

As you cycle through the Personnel I.D. Stats, you'll notice an Information Panel at the bottom of the screen for each crewmen. At the top of the panel is the score for the whole crew, how many humans are still alive on the current level, and how many humans have been rescued.

The Information Panel shows the name of the crew member currently on Karis and that member's level of Health and Fatigue.

When the crewman is injured by touching Aliens or stepping too close to acid holes, the Health level falls. When the Health level is down to nothing, the next injury is fatal (stepping directly into an acid hole is *always* fatal)! Health also falls as a result of becoming Fatigued. Once Health goes down, there's no way to restore it.

As the crew member travels around, fighting Aliens and rescuing humans, Fatigue level rises and the crewman becomes slower and less efficient. To reduce Fatigue, the crewman must rest and gather food. Resting is done by simply standing still (the safest spot is inside the Ammunition Storage Area, since the Alien Leaders can't travel over the ammunition). Food stores are scattered throughout the Plant.

The bottom of the Information Panel shows how many Grenades and how many rounds of Machine Gun and Flame Thrower ammunition each crewman has. Ammo can be replenished when a crewman walks over an Ammunition Storage Area.

Attached to the right of the Information Panel is a Motion Detector. This radar-like device warns you when an Alien Leader is about to attack (yes, we said "*an* Alien Leader" because there's more than one!).

Aliens

There are several varieties of Aliens on Karis. All Aliens except the Lava Monsters can be killed by Grenades, fire from Machine Guns or Flame Throwers, or by being run down by a Battle Unit.

- **Alien Leaders** are large monsters that rise up out of the floor at the most inopportune times. It takes more than one direct hit to kill them.

- **Alien Soldiers** are crab-like creatures that advance relentlessly whenever you enter a room they inhabit. When a crew member faces these Soldiers head-on, he or she can walk right through them (but will lose Health rapidly in the process!). Touching them from any other angle means instant death.

- **Beating Hearts** generate Alien Soldiers by the dozens. Wipe out this Alien production-plant and there'll be nothing left but an acid hole in the floor. These acid holes are deadly, but can be welded over by Private Brown.

- **Lava Monsters** are bubbling balls of heat that cannot be killed. They can be disabled, temporarily, by a squirt of water from Private O'Connor's Automatic H_2O Dispenser Unit.

Energy Production Plant

There are 6 levels to the Energy Production Plant on Karis. Humans are imprisoned on every level. When there are no humans left on a level, that level turns blue.

Teleportation

Each level has a Teleportation Computer and a number of Teleportation Boxes. When any crewman walks into a Teleportation Box, he or she is immediately teleported to the Computer.

Only the Captain, Lieutenant Smith, and Private Brown are able to operate the Computer. The crewman activates the Computer by entering it at the bottom.

When the Computer is activated, a screen showing all 6 levels of the Energy Production Plant appears. Use the Joystick to select the level you need to teleport to, then press the Fire Button. You then see a "blueprint" of that level, with a small white square that represents your position. Use the Joystick to move the square to the spot you want to teleport to, then press the Fire Button.

Caution: You have no way of knowing whether you're teleporting into an acid hole or right next to an Alien, so be prepared to run, fall to your death, or be eaten (try and opt for "run")!

Battle Units

Battle Units, marked **BU**, are found in various locations around the Energy Manufacturing Plant. Private Johnson or Private Savage (the only crewmen able to operate Battle Units) can activate a Battle Unit by walking into it. Once inside, the crewman mows down all Aliens in his path. As long as the Battle Unit is operational (about 12 seconds) the crewman can't be harmed.

Strategy

It's crucial to keep as many members of your crew alive as possible. If you lose Private O'Connor, there's no way to stop the Lava Monsters; if Private Brown dies, there's no one to weld the acid holes; lose Privates Johnson and Savage and you can't use the Battle Units. If the Captain, Lieutenant Smith, and Private Brown all three meet their demise, your crew is stuck forever on one level (these are the only crewmen who can operate the Teleportation Computer)!

The best way to keep your crew alive is to use the **F1** key often. For example, you can teleport to a new level using Private Brown (she can use the teleporter, but has no weapons). You know you're probably going to encounter a few Alien Soldiers right away, so you press **F1** and switch to Sergeant Reese, who has a Machine Gun and quick reflexes (thus saving Private Brown for future teleporting and welding services).

When battling Alien Soldiers, keep as much distance as possible between them and you. They march in formation, so you can usually wipe out huge numbers of them by just standing in one spot and shooting as they approach. The best strategy here is to stand in an open doorway and shoot into the room.

If you enter a room where a Beating Heart is producing Alien Soldiers, fight your way to the Heart and destroy it as quickly as possible. As long as the Heart beats, you'll never clear the room of Aliens.

Watch your Motion Detector to keep track of where the Alien Leaders are. If one attacks, kill him immediately...or run! The most efficient escape is to jump into a Teleportation Box.

Game Over

When you've lost all your crew – or, if you've been skillful enough to clear all levels of the Energy Manufacturing Plant and still have some crewmen left – a panel appears on the screen showing you how well you did.

Squadron Statistics shows how many crewmen are still alive.

Score shows how many points you received for destroying Aliens.

Completed Levels shows how many Plant levels you cleared.

Total Humans shows how many humans needed rescuing.

Humans Saved shows how many humans you rescued.