Your Enemies:

There are five different kinds of enemies you will have to fight. They include: The F-15, SR-71, Sparrow missile, M1A1 Tanks, and transport trucks. See Fig 3. The attack power of each, except the Sparrow, will increase as you progress through the levels. Because of the verticle position of the Tanks and Trucks you can fly over them, but not through the other three. BEWARE: The ground vehicles are armed with Anti-Air weapons and may shoot you as you pass over them. For the first several levels, only the ground vehicles can shoot at you, although the aircraft can still collide with you.

Later on the F-15 and SR-71 will come out with a missile equal to yours. As before, your advantage is maneuverability. The frequency of their shots will also increase as time goes on. See Fig 1.

Their Base:

At the end of each sector, 2500 miles long(5 levels), you will come to a sector base of the enemy. Your object is to bomb the five ground vehicles at the top of the screen. See Fig 2.

Reinforcements:

You will be awarded an extra craft after every 1000 miles(2 levels). You can only have a maximum of five ships.

Terrain:

At the top of the stat box is the name of the terrain you are traveling through. You will also be able to see which kind by the color of the ground.

The Stat Box:

From the top to bottom: Name of Game, Terrain Type, Your Current Score, #1 All Time High Score, Number of F-15s in Hanger, Level, Miles Traveled In Level(500 per level).

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War Zone

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You	SR-71	SPARROW
F-15	M1-A1 TANK	TRANSPORT

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WAR ZONE

Loading War Zone:

From Extended Basic:

1. Insert the Extended Basic module.
2. Insert the War Zone disk in drive #1.
3. Select Extended Basic from the main menu.
4. War Zone will auto-load.

From Editor/Assembler:

1. Insert the Editor/Assembler module.
2. Insert the War Zone disk in drive #1.
3. Select Editor/Assembler from the main menu.
4. Select option #5 from the E/A menu.
5. At prompt, enter filename of DSK1.WARZ1

From TI Writer:

1. Insert TI-Writer module.
2. Insert War Zone disk in drive #1.
3. Select TI-Writer from the main menu.
4. Select option 3 for Utility.
5. At prompt, enter filename of DSK1.WARZ1.

From Mini-Memory:

1. Insert Mini Memory module.
2. Insert War Zone disk in drive #1.
3. Select Mini Memory from the main menu.
4. Select option 3 for Re-Initialize.
5. Press FCTN 6 to Proceed.
6. Select option 1 for Load and Run.
7. At prompt, enter filename DSK1.WARZONE.

Once any of the above methods is completed, the program will display a message prompting you to **"INSERT DISK TO LOAD HIGH SCORES AND PRESS THE SPACE BAR."** Just leave the War Zone disk in drive #1 or insert a saved high score set and press the space bar. The high scores will be loaded and the title screen will appear. You are now free to play War Zone.

Fig. 1: Attack power:

Level--	Tank---	Truck--	F-15---	SR-71
1-5---	1 Bomb-	1 Bomb-	nothing	nothing
6-10--	2 Bombs	2 Bombs	nothing	nothing
11-15--	2 Bombs	2 Bombs	1 Mis.-	1 Mis.
16-20--	3 Bombs	3 Bombs	1 Mis.-	1 Mis.
21-up--	3 Bombs	3 Bombs	2 Mis.-	2 Mis.

Fig. 2: Scoring:

Name------------Points
Tank---------------100
Truck---------------75
F-15----------------50
SR-71---------------50
Sparrow------------25
Clearing a base--3000

Scenario:

The year is 2000 AD, when maneuverability has reached its peak. The enemy has taken over parts of your land, and it is your mission to get it back.

Select Option:

At the bottom of the window are four selections. They are CONTinue, BEGIN, SCORE, and QUIT. To select one of these move the joystick either left or right to move the highlighted box. Press <FIRE> when it is on what you want. If you don't move the joystick for a while, the computer will start a demo. To stop it, just press any key or the fire button.

Starting a New Game:

You may select either CONT. or BEGIN. Either of the two will lead you to the game itself. The only difference between the two is that CONTinue does not reset your level and miles traveled meter.

Seeing the High Score List:

Select the SCORE option from the menu and you will see both "All Time Top Ten" and the "Today's Top Five". The "All Time Top Ten" is the high score list that was loaded from the disk. The default list is blank except for my all time top score. I'm sure that with a little practice you should be able to beat this. If you get a score worthy of the All Time list you will be prompted for three initials. Use the joystick to cycle through the alphabet and press <FIRE> to select the letter shown. The "Today's Top Five" does not allow you to enter your initials and is reset every time you reload the game.

Quiting/Saving the High Scores:

Select the QUIT option and you will be prompted to insert the save disk into drive #1. Just leave the Game disk in drive #1 or insert a backup save disk. I suggest that you don't use "FCTN =" but rather the QUIT option because "FCTN =" will not save the scores to disk.

Pausing a Game:

Whether you are in the center of the action or in between battles, you can press the "P" key and the screen will freeze and display "PAUSED" in the center. You are safe here. To restart the game, press any key. **Caution:** Be prepared to restart!

Control:

Your jet, an F-15, will respond directly to the movement of either joystick 1 or 2. You are armed with unlimited missiles and bombs. To fire a missile, press the fire button. To fire a bomb, move the crosshairs over the item you want to bomb and press <FIRE>.