

README file for Ack-Ack Attack game ... by PLBM Games

~~~~~  
File Updated: July 13, 1996

Registration information located at the bottom of this file.

System Requirements:

~~~~~  
This program requires an IBM PC or compatible with at least VGA.

In general, faster systems will run the program more efficiently.

Sound Blaster Notes:

~~~~~  
This program contains routines to play digital sound on a Sound Blaster or compatible card. However, this program does NOT contain autodetection routines. This program relies upon the BLASTER= variable being set appropriately in your environment. If the BLASTER= variable is set incorrectly, the program may crash. If the BLASTER= variable is absent the program will NOT attempt to use Sound Blaster sound.

Additionally you will need to have free EMS memory to hear all digital sounds (they're too big to fit in conventional memory). The sounds deemed "most important" to game play will be loaded into conventional memory on a first-come, first-served basis. To hear ALL sounds you will need enough EMS free to fit the file ACKSFX.DBO. Check free EMS with the MEM command under DOS.

Controls:

~~~~~  
Arrow Keys: rotate your gun turret left and right.  
Ctrl: increase the rate of gun turret rotation (sweep more quickly)  
1/Space: fire regular shots  
2/S: fire "steerable" shots  
3/H: spray normal shots (Hose 'Em Down)  
4/G: fire gravity-bound shells

Additional Keys:

~~~~~  
[P] - pause the game ([P] or enter to restart)  
[J] - toggle joystick on/off  
[Ctrl-J] - calibrate joystick  
[F1] - Review this file (HELP)  
[F2] - Display high score chart  
[F5] - Toggle sound on/off  
[F10] - Quit game, go to menu (Game Over)  
[ESC] - Quit game, go to DOS

## Game Notes:

~~~~~  
The object of the game is to destroy as many helicopters and paratroopers as possible. If a paratrooper lands on the ground he may still be hit by flying debris, another paratrooper free-falling on top of him or by your gravity-bound shells.

There are three levels of play: Easy, Hard, and Insane. You may select the level of play before the game starts.

The game also keeps track of your statistics, how many shots fired, how many hits, how many choppers and troops hit, etc.

Keep in mind that you have until the START of the next sortie to try and kill the troops on the ground, using the [G]ravity-bound shells, or dropping burning wreckage on them. When the next sortie starts, if there are more than four (4) troops landed on either side of your base, the game will end.

Ack-Ack Attack is written in C and assembly language, and has been optimized as much as possible. However on some older systems performance may deteriorate when there are a lot of shapes moving on the screen.

## Scoring

~~~~~  
Every shot you fire costs points, according to the table below:

| Type of shot         | Cost to fire |
|----------------------|--------------|
| ~~~~~                | ~~~~~        |
| regular shells       | 1            |
| steerable shells     | 2            |
| gravity-bound shells | 5            |

  

| Item Destroyed                | Points Awarded |
|-------------------------------|----------------|
| ~~~~~                         | ~~~~~          |
| Parachutist (the little dude) | 2              |
| Parachute (the dude's chute)  | 4              |
| Helicopter                    | 25             |

If you have zero points you can continue to fire without your score total going negative.

## Internet Support:

~~~~~  
Contact [support@plbm.com](mailto:support@plbm.com) for support via email. You may also check the following site(s) for upgrades:

<http://www.plbm.com>  
<ftp://ftp.netcom.com/pub/kw/kwd/games>

## Registration Information

~~~~~

To order the full version of this game, send your \$14.95 registration fee (plus \$4.95 per order for shipping and handling) to:

PLBM Games <sales@plbm.com>  
PO Box 10342  
Costa Mesa, CA 92627

You may also call 1-800-909-5701 to order using your credit card.

International orders call 1-714-752-8848 to order via credit card.

Include your name, address, phone number and email to ensure rapid delivery.

<EOF>

□