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NUKE the Love Boat!

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NUKE the Love Boat!

INTRODUCTION:

Computerware is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. **NOT TRUE!!**

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware

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If this product should fail to load within 90 days of purchase, simply return the ORIGINAL disk along with a copy of the receipt for a free replacement. After 90 days, please include \$8.00 to cover shipping and handling.

Master terrorist Abdual Mullah has sent a suicide squad of fanatics to destroy the last symbol of the American way. Their mission:

NUKE THE LOVE BOAT!
(by Steve Hartford)

They are bent on detonating their stolen nuclear device onboard but you stumbled upon it first. Captain Stubing was injured fighting the terrorists. You are now acting captain. With the help of Doc, Julie, Gopher, the rest of the crew, and an assortment of guest stars, you must form a commando army to keep the bomb, and the ship, out of terrorist hands.

You discovered the terrorists planting the bomb in the communication room. Surprised, they dropped the suitcase containing the bomb and fled. Gopher grabbed a flare gun and fired it at the fleeing terrorists. The flare exploded in the communications room, destroying it. You are now all but stranded in the middle of the ocean with terrorists aboard. Hopefully, all of the passengers are safe, as they are watching "Sink the Titanic!" in the showroom. Or are they all accounted for?

The terrorists have automatic weapons which could be hazardous to your health. Your only weapons are the ones your ingenuity can create. This strategy simulation is much more than a sitcom. It's a race against time and all the odds. The fate of prime time America rests in your hands. Can you stop Abdul Mullah before he 'Nukes the Love Boat!'

SYSTEM REQUIRED

To play Nuke the Love Boat!, you will need a Tandy Color Computer 3 with at least 128K of memory. A mouse is recommended, but a joystick will also work. Just plug either into the RIGHT JOYSTICK port on the back of the computer.

GETTING STARTED

Before ever playing the game, please make a copy of the PICTURE side of your diskette. (Format a diskette using BASIC's DSKINI command, and then copy it using the BACKUP command). See your BASIC manual for more information on this process. Note that you can only copy the PICTURE side, the BOOT side is copy protected. DO NOT attempt to copy the BOOT side of the disk.

To load the simulation, place the diskette into Drive 0, and close the drive door. Type LOADM"NUKE" and press ENTER. The game will now load and automatically execute. After several title screens, the credits will be displayed. Note that at this point, with the disk drive light off, you may click (press) the mouse button to bypass watching the credits.

SELECTING MONITOR TYPE

After the credits, you are asked to choose the monitor type you are using. Throughout this game, you will select various options by moving the pointer (an arrow) to the option you wish to choose, and pressing the button. Do this now by clicking on what type are monitor you are using. After selecting the correct type, click on the word "OK" to continue.

THE PICTURE DISK

A system request will pop up at this time asking you to insert the picture disk into drive zero. Remove the BOOT disk, and insert the PICTURE disk you made earlier. Click on the word "Retry" to continue. If you have a 512K CoCo 3, the program will load the entire PICTURE disk at this point into memory. If you have a 128K CoCo 3, the program will only load the current picture into memory. Note that you do not have to tell the game which you have, it can figure it out by itself.

After awhile (quite a spell with 512K), the game screen will be displayed. At the top of the screen are the pop-down menu titles. To select one of these menus, just move the pointer over the menu title, and that menu will "fall down". Now to select an item in that menu, move the pointer over the item, and click the button. The item will then flash to let you know you have selected it.

PLAYING THE GAME

Just below the menu titles is the text area. ALWAYS read the text here, as it is only displayed once. This is a pseudo-real-time game, and if you miss any information you won't do very well.

FILE - This menu allows you to start a new game, quit playing the game, or save and load games in progress. When you want to save or load (view) a game, select the item in the file menu. You will then be instructed to select a filename. These names are arbitrary, and just make it easier to remember which game is which. Note that games are saved on the PICTURE disk. If you want to save games on another diskette, first make another copy of the PICTURE disk as described above. Do not switch diskettes while playing the game.

OBJECTS - Use this menu to GET, DROP, EXAMINE, and USE all objects in the game. After selecting the item, a list of appropriate objects will appear. Select the item you wish, or click on CANCEL to cancel that action. Special items you may USE are your watch (to tell time), and the intercom (to talk to the terrorists).

NUKE the Love Boat!

PEOPLE - You may ASK or TELL people various things. First select ASK or TELL, then who you wish to speak to, and finally what you want to say. The response, if any, will be shown in the text area described above.

GROUP - Using this menu, you CREATE a group of one or more members of your crew. You may LIST the group to verify who is in it, then DEPLOY the group on a mission. Once you send the group on a mission, you may do other things while they are on the mission. When they return, they will report what they found or did in the text area. To create a new group, you must first DISBAND the current group. Different crew members in the group may influence the group's ability to complete the mission.

SOLO - To move around the ship, choose EXPLORE from this menu. The layout of your ship will be displayed. Select the area you wish to go to and click. Note that if you intrude upon the terrorists, they may open fire. Also, if it is not possible to get to a particular area, clicking on that area will have no effect. When you are away, you are still able to communicate with your group and receive messages via your walkie talkie. The WAIT option is a way of not doing anything on a turn. Since this is a psuedo-real-time game, this option often comes in handy.

Psuedo-real-time

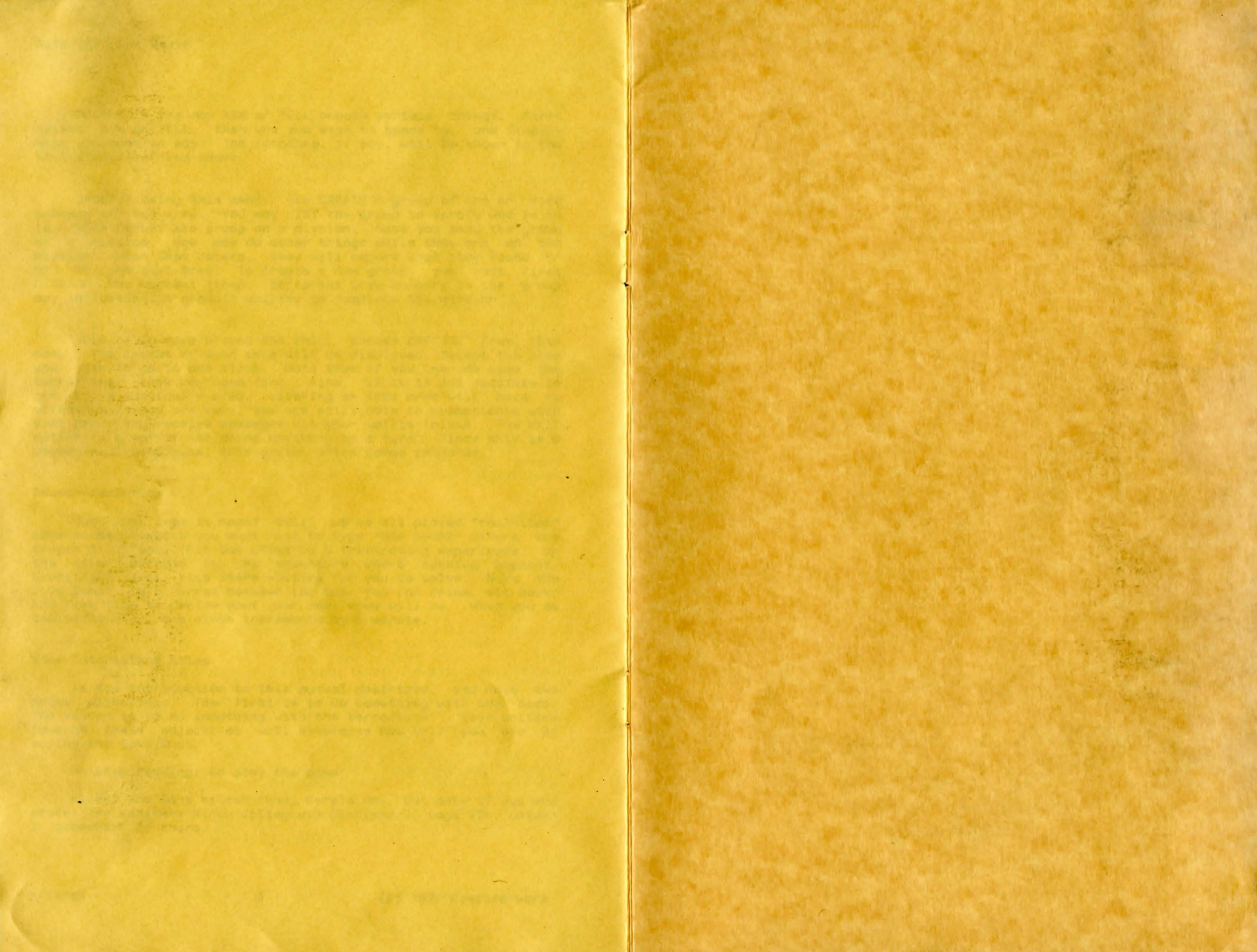
Just what does it mean? Well, we've all played "real-time" adventures in which you must rush to type "USE SWORD" before the dragon kills us. This can often be a frustrating experience. On the other extreme is the adventure where nothing happens. Everything just sits there waiting for you to solve. Nuke the Love Boat! is a cross between the two. You can relax, sit back, and take time to decide what your next move will be. When you do decide however, the clock increments by a minute.

Some Interesting Notes

As the introduction to this manual describes, you have two prime objectives. The first is to do something with the bomb. The second is to do something with the terrorists. Your actions towards these objectives will determine how well you are at saving the Love Boat.

So stop reading! Go play the game!

Hints? You want hints? Okay, here's one. But only if you are stuck! Try Webster's Ninth Collegiate Dictionary, page 764, column 2. Somewhere in there.





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