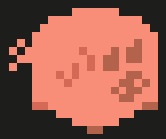
GLOBAL ORDNANCE

A PREQUEL TO MINE COMMAND

GAME MANUAL

FOR MSX 1 MEGAROM



BOXEDPIG

FRED RIQUE 2023 GITHUB.COM/FARIQUE1/8BITCODE

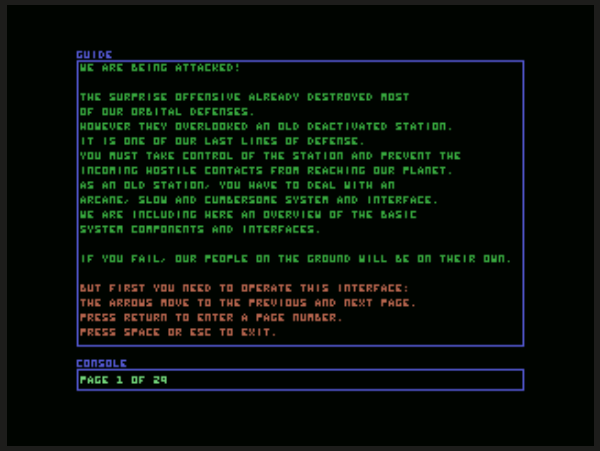
WE ARE BEING ATTACKED!

THE SURPRISE OFFENSIVE ALREADY DESTROYED MOST
OF OUR ORBITAL DEFENSES.
HOWEVER THEY OVERLOOKED AN OLD DEACTIVATED STATION.
IT IS ONE OF OUR LAST LINES OF DEFENSE.
YOU MUST TAKE CONTROL OF THE STATION AND PREVENT THE
INCOMING HOSTILE CONTACTS FROM REACHING OUR PLANET.
AS AN OLD STATION, YOU HAVE TO DEAL WITH AN
ARCANE, SLOW AND CUMBERSOME SYSTEM AND INTERFACE.
WE ARE INCLUDING HERE AN OVERVIEW OF THE BASIC
SYSTEM COMPONENTS AND INTERFACES.

IF YOU FAIL, OUR PEOPLE ON THE GROUND WILL BE ON THEIR OWN.

BUT FIRST YOU NEED TO OPERATE THIS INTERFACE:
THE ARROWS MOVE TO THE PREVIOUS AND NEXT PAGE.
PRESS RETURN TO ENTER A PAGE NUMBER.
PRESS SPACE OR ESC TO EXIT.

PAGE 1 OF 29



WELCOME.

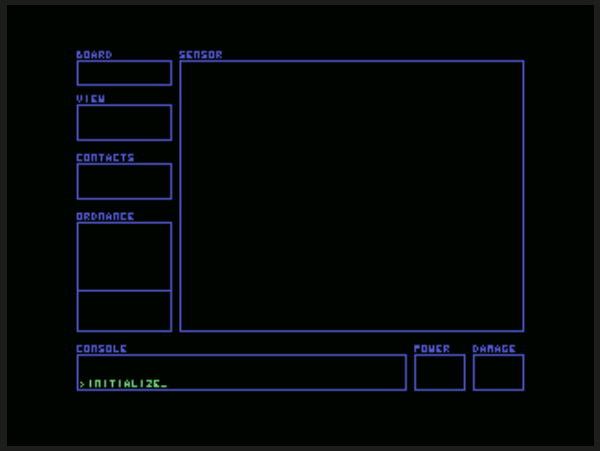
HERE YOU WILL FIND INFORMATION ON HOW TO
OPERATE THIS BATTLE STATION.

THE FIRST THING YOU MUST DO IS TO BOOT UP THE INTERFACE.
AT FIRST ONLY THE CONSOLE WILL BE ACTIVE, ON LOW ENERGY.
TYPE ON THE CONSOLE, FOLLOWED BY “RETURN”:
INITIALIZE
TO WAKE UP THE STATION AND BRING THE INTERFACE TO LIFE.

THE INTERFACE IS DIVIDED INTO SYSTEMS CONTAINING
INFORMATION ABOUT SPECIFIC ELEMENTS OF THE OPERATION
AND ALL ACTIONS ARE ISSUED THROUGH TEXT COMMANDS.

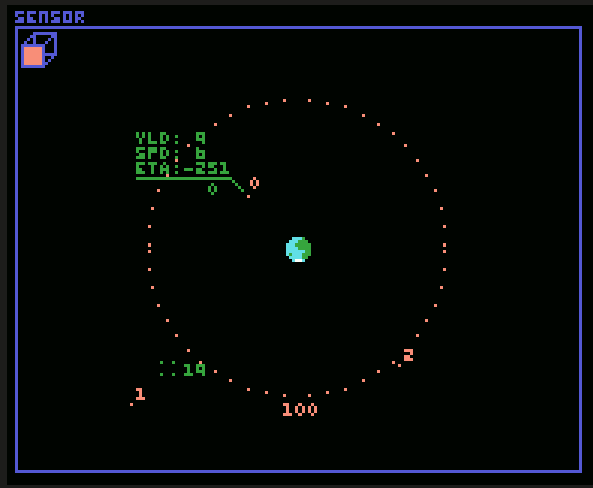
THE INTERFACE SECTIONS, OR WIDGETS, ARE:
BOARD SENSOR VIEW CONTACTS ORDNANCE POWER DAMAGE CONSOLE

FOLLOWING IS AN OVERVIEW OF EACH ONE.



SENSOR

THE SENSOR IS THE MOST IMPORTANT SYSTEM ON THE STATION, BEING YOUR PRINCIPAL VIEW ON THE SURROUNDING SPACE.
THE SENSOR IS COMPRISED OF A REPRESENTATION OF THE PLANET AT THE CENTER, A DIRECTION INDICATOR CUBE AT THE TOP LEFT AND DOTS REPRESENTING THE CONTACTS.
THE SENSOR MAGNIFICATION DEFAULTS TO 1 BUT CAN BE CHANGED FROM 0.5 TO 2.
A DISTANCE RULER OVERLAY, RANGING FROM 10 TO 250, CAN BE SHOW TO BETTER GAUGE CONTACTS LOCATIONS.
THE CONTACTS CAN BE IDENTIFIED BY UNIQUE NUMBERS AND SOME BASIC INFORMATION CAN BE SHOW ABOUT EACH ONE. CUSTOM INFORMATION CAN ALSO BE ASSIGNED TO EACH CONTACT.
THE SENSOR CAN DISPLAY THE VIEW FROM ANY OF THE SIX ORTHOGONAL POSITIONS WITH THE PLANET REPRESENTATION AND THE DIRECTION CUBE INDICATING THE PRESENT VIEW DIRECTION.
WHEN DEPLOYED, A WARHEAD TRAJECTORY IS SHOWN ON THE SENSOR. IT WILL ALSO INDICATE WARHEAD AND HOSTILE DETONATIONS AND SHOW A RETICLE ON THE CURRENT WARHEAD DEPLOYMENT LOCATION.



VIEW

THIS SYSTEM DISPLAYS INFORMATION ABOUT THE SENSOR SETTINGS.

IT DISPLAYS THE CURRENT:

DRCT:

VIEW DIRECTION.

MAGN:

MAGNIFICATION.

DIST:

DISTANCE RULER SETTING AND ON OR OFF STATUS.

CONTACTS

ALSO ADDS TO THE SENSOR INFORMATION, EXHIBITING DATA ON THE INCOMING HOSTILE CONTACTS.

INCG:

DISPLAYS THE AMOUNT OF INCOMING CONTACTS.

SELC:

THE CURRENTLY SELECTED CONTACT AND THE INFORMATION STATUS.

NBRS:

IF THE DISPLAY OF CONTACT NUMBERS IS ON OR OFF.

ORDNANCE

INFORMATION ABOUT YOUR COUNTEROFFENSIVE WARHEADS.

WARH:

THE WARHEAD NUMBER.

TRGT:

THE HOSTILE TARGET ASSIGNED AND THE LOCK STATUS.

YILD:

THE WARHEAD DESTRUCTIVE CAPACITY AND BLAST RADIUS.

ELEV:

THE ELEVATION SET FOR THE DEPLOYMENT.

AZIM:

THE AZIMUTH SET FOR THE DEPLOYMENT.

DLAY:

THE DELAY FOR THE DETONATION.

THE STORE GRAPH SHOWS THE AVAILABLE WARHEADS (DARK GREEN), THE WARHEADS WITH LOCKED TARGETS (LIGHT GREEN), THE YIELD IS REPRESENTED BY A BLACK DOT AND THE SELECTED ONE IS CONNECTED TO THE VERTICAL TAB.

BOARD

SHOW THE CURRENT PROGRESS OF YOUR EFFORTS.

POWER

THE ENERGY AVAILABLE TO THE MAIN SYSTEMS.

THE FOUR BARS ARE:

SHIELDS

DEPLOYMENT

INTERFACE

MAIN

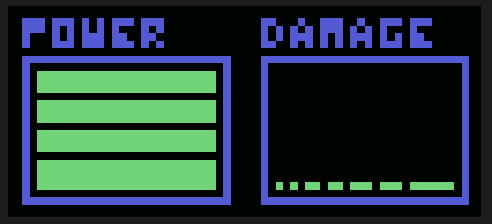
DAMAGE

THE DAMAGE TAKEN BY THE STATION.

CONSOLE

THIS IS WHERE YOU ENTER ALL THE COMMANDS THAT

OPERATES THIS COMBAT STATION AND RECEIVE FEEDBACK.



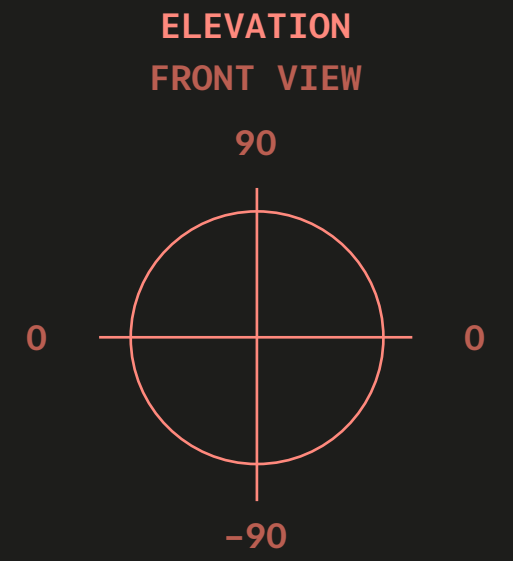
YOU HAVE AT YOUR DISPOSAL A NUMBER OF WARHEADS THAT YOU MUST LAUNCH TO INTERCEPT THE INCOMING CONTACTS. THIS STATION IS EQUIPPED WITH A MANUAL AIMING SYSTEM BASED ON POLAR COORDINATES, USING AZIMUTH AND ELEVATION.

AZIMUTH:

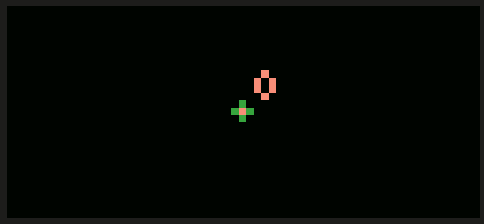
RANGES FROM 0 TO 360 DEGREES AROUND THE PLANET EQUATORIAL LINE. IF VIEWED FROM THE TOP, THE AZIMUTH STARTS AT 0 AT THE FRONT OF THE PLANET (THE DOWNWARD SIDE) AND INCREASES CLOCKWISE UNTIL IT REACHES BACK AT 360 DEGREES.

ELEVATION:

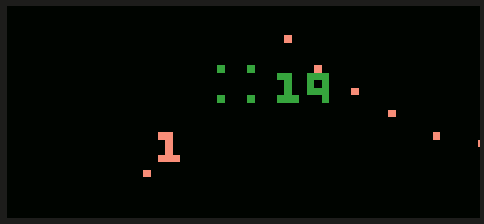
COUNT UPWARDS FROM 0 DEGREES ON THE EQUATOR TOWARDS A 90 DEGREES ANGLE ON THE DIRECTION OF THE NORTH POLE AND DOWNWARDS TO -90 DEGREES ON THE DIRECTION OF THE SOUTH POLE.



A RETICLE WILL APPEAR INDICATING THE TARGET LOCATION WHEN SETTING UP A WARHEAD WITH A DELAY HIGHER THAN 10. IF CLOSE ENOUGH, IT WILL SHOW THE DISTANCE TO THE TARGETED CONTACT. IF THE AIM IS EVEN CLOSER, THE CONTACT WILL BE LOCKED AND CAN BE CAPTURED, TURNING IT INTO A WARHEAD AT YOUR DISPOSAL. TRY TO CAPTURE AS MANY AS YOU CAN, YOU WILL NEED THEM LATER. TRY EVEN IF THIS MEANS LETTING SOME GO THROUGH, YOUr SHIELD CAN TAKE A LOT AND YOU CAN ALWAYS MANAGE THE ENERGY NEEDED.



WHEN DEPLOYING TO DESTROY, THE BLAST RADIUS IS TIED TO THE YIELD. A YIELD OF 50 DESTROYS ON A RADIUS OF ABOUT 10.



YOU CAN VIEW A WARHEAD CONFIGURATION BY TYPING THE WARHEAD COMMAND FOLLOWED BY THE DESIRED WARHEAD NUMBER, IE:

WARHEAD 2

YOU CAN VIEW THE NEXT OR PREVIOUS WARHEAD WITH:

WARHEAD PREVIOUS

WARHEAD NEXT

TO CONFIGURE A WARHEAD, YOU CHOOSE THE ONE YOU
WANT AND ASSIGN IT A COMMAND.
IF THE WARHEAD NUMBER IS OMITTED, THE CURRENTLY
SELECTED WARHEAD WILL BE USED.
THE WARHEAD NUMBERS STARTS AT 0.

TARGET
WARHEAD 3 TARGET 5
SETS THE WARHEAD 3 TO TARGET THE CONTACT 5.
WARHEAD 3 TARGET OFF
DISABLES THE TARGET FOR THIS WARHEAD.

ELEVATION
WARHEAD 3 ELEVATION 45
SETS THE WARHEAD 3 TO AN ELEVATION OF 45 DEGREES.

AZIMUTH
WARHEAD 3 AZIMUTH 130
SETS THE WARHEAD 3 TO AN AZIMUTH OF 130 DEGREES.

DELAY

WARHEAD 3 DELAY 110

SETS THE WARHEAD 3 TO DETONATE AT A DISTANCE OF 110.
DUE TO SAFETY ISSUES, A DELAY OF LESS THAN 10
CANNOT BE SET UP.

COPY

WARHEAD 3 TO 6

COPIES THE CONFIGURATION OF THE WARHEAD 3 TO THE WARHEAD 6.

DEPLOY

WARHEAD 3 DEPLOY

WILL DEPLOY THE WARHEAD CONFIGURED TO EXPLODE.

CAPTURE

WARHEAD 3 CAPTURE

WILL DEPLOY THE WARHEAD CONFIGURED TO CAPTURE. IF LOCKED TO
A CONTACT, THE DEPLOYED WARHEAD WILL CAPTURE AND BRING IT
BACK TO AN EMPTY SLOT TO BE REPURPOSED AS A NEW WARHEAD.

COPY LAST

WARHEAD 3 LAST

COPIES THE SETTINGS FROM THE LAST DEPLOYED WARHEAD.

RESET

WARHEAD 3 RESET

RESETS ALL WARHEAD SETTINGS TO ITS ORIGINAL CONFIGURATION.
YIELD POWER IS NOT AFFECTED.

THE YIELD ASSIGNMENT IS MANAGED BY THE POWER COMMAND.

YOUR SENSOR WILL TRACK AND DISPLAY THE TRAJECTORY OF THE WARHEAD AND ITS DETONATION. THE CONSOLE WILL TELL IF A CONTACT WAS DESTROYED OR CAPTURED.

YOU CAN REVIEW THE TRAJECTORY OF THE LAST WARHEAD FROM ANY ANGLE OR MAGNIFICATION BY ISSUING:

REVIEW DEPLOYMENT

THE SENSOR CAN BE MANIPULATED IN SEVERAL WAYS.

THE MAGNIFICATION CAN BE ADJUSTED FROM .5 TO 2.
SENSOR MAGNIFICATION .5

TO INFER A DISTANCE TO A CONTACT THE SENSOR DRAWS A GUIDE.
SENSOR DISTANCE
THE DEFAULT DISTANCE CAN BE CHANGED.
SENSOR DISTANCE 60
THE GUIDE WILL DISAPPEAR WHEN THE SENSOR IS REFRESHED BUT
ITS PERMANENCE CAN BE TOGGLED WITH:
SENSOR DISTANCE ON
SENSOR DISTANCE OFF

DUE TO SEVERAL REASONS, INCLUDING OLD SYSTEMS AND
INTERFERENCE, THIS STATION'S INTELLIGENCE CAPACITY
IS LIMITED REGARDING THE PRECISE POSITION OF THE CONTACTS.
YOU CAN MANUALLY GUESS THEIR POSITIONS BY TRIANGULATING
WHERE THEY APPEAR ON DIFFERENT VIEW ANGLES.

THE VIEW DIRECTION CAN BE CHANGED TO THE 6 ORTHOGONAL VIEWS.

SENSOR TOP

SHOWS THE ENVIRONMENT FROM UP TO DOWN. ALL VALID VIEWS ARE:

FRONT BACK LEFT RIGHT TOP BOTTOM

BY OBSERVING THE LOCATION OF A CONTACT ON DIFFERENT VIEWS
AND MEASURING ITS DISTANCE, YOU CAN INFER ITS LOCATION
AND SET A WARHEAD TO DESTROY OR CAPTURE.

THE SENSOR CAN ALSO BE REFRESHED WHEN IT IS TOO CLUTTERED.

SENSOR REFRESH

OR RESET TO ITS INITIAL CONFIGURATION.

SENSOR RESET

INFORMATION ABOUT THE SENSOR STATUS ARE DISPLAYED
ON THE VIEW WIDGET.

CONTACT NUMBERS

SHOWS THE CONTACT NUMBERS. THE NUMBERS WILL DISAPPEAR WHEN THE SENSOR REFRESHES BUT THEY CAN BE TOGGLED WITH:

CONTACT NUMBERS ON

CONTACT NUMBERS OFF

YOU SELECT A CONTACT BY PASSING ITS NUMBER.

CONTACT 2

SELECTS THE CONTACT 2.

CONTACT PREVIOUS

CONTACT NEXT

CYCLE THROUGH THE CONTACTS, SELECTING THEM.

CONTACT INFORMATION

SHOWS INFORMATION ABOUT THE SELECTED CONTACT ON THE SENSOR:

YIELD POWER / SPEED / ESTIMATED TIME OF ARRIVAL (IN SECONDS)

THIS INFORMATION PERSISTENCE CAN BE TOGGLED WITH:

CONTACT INFORMATION ON

CONTACT INFORMATION OFF

YOU CAN MAKE A CUSTOM ANNOTATION TO A CONTACT INFORMATION.
CONTACT 2 NOTE 0 PRIORITY
WILL REPLACE THE FIRST LINE OF CONTACT 2 INFORMATION
WITH THE WORD “PRIORITY”. THE OTHER LINES ARE 1 AND 2.
OMITTING THE CONTACT NUMBER WILL AFFECT THE SELECTED ONE.
AN ANNOTATION CAN HAVE UP TO 8 LETTERS AND NO SPACE.

YOU CAN RESTORE THE ORIGINAL INFORMATION ON A LINE.
CONTACT 2 NOTE 0 RESET
RESTORES THE YIELD. 1-2 RESETS THE OTHER INFORMATION.
CONTACT 2 NOTE RESET
RESTORES ALL THE INFORMATION OF THIS CONTACT.

ONLY ONE CONTACT AT A TIME CAN HAVE ITS INFORMATION SHOWN.

THE CONTACTS WIDGET WILL SHOW THE NUMBERS OF CONTACTS
FOUND, THE SELECTED ONE AND IF THEIR DISPLAY OF NUMBERS
AND INFORMATION ARE TOGGLED.

THE REPRESENTATION OF THE CONTACTS ON THE SENSOR IS NOT REAL TIME, YOU GET THEIR NEW POSITION EVERY TIME THE SENSOR IS REFRESHED.
YOU CAN REFRESH THE SENSOR AND MOST OTHER WIDGETS WITH:
REFRESH SENSOR
THE REFRESHABLE WIDGETS ARE:
VIEW CONTACTS ORDNANCE SENSOR POWER DAMAGE ALL

A REAL TIME TRACKING OF THE CONTACTS MOVEMENT CAN BE SEEN BY ISSUING THE COMMAND:
LIVE FEED
IF A CONTACT HAS ITS INFORMATION WIDGET TOGGLED ON, IT WILL BE DISPLAYED AND UPDATED IN REAL TIME, THE SAME IS TRUE FOR THE DISTANCE ON THE R\ETICLE OF A TARGETED WARHEAD.

PLEASE NOTE THAT THIS WILL TAKE MOST OF THE RESOURCES OF THE SYSTEM AND CANNOT BE MULTI-TASKED WITH OTHER ACTIONS, ESSENTIALLY LOCKING THE INTERFACE WHILE BEING USED.

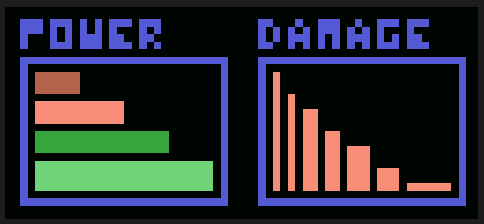
THIS STATION IS EQUIPPED WITH A POWER MANAGEMENT SYSTEM AND A DAMAGE INDICATOR. THE POWER WIDGET SHOWS ENERGY USAGE ON THE SYSTEMS AND THE DAMAGE WIDGET SHOWS THE DAMAGE TAKEN.

THE POWER SYSTEM IS TIED TO THE DAMAGE TAKEN FROM A CONTACT. EACH CONTACT HAS A PARTICULAR DESTRUCTIVE POWER, ITS YIELD, AND THE HIGHER THIS IS THE WORSE THE IMPACT IT CAUSES.

BEWARE OF THE CONTACTS WITH AN “EMP” YIELD, IT WILL NOT CAUSE DAMAGE BUT WILL SAP ALL ENERGY FROM ALL YOUR SYSTEMS.

THE FIRST BAR ON THE POWER WIDGET IS THE SHIELD. THE SHIELD WILL ABSORB ALL DAMAGE FROM A CONTACT UNTIL IT IS DEPLETED. IF THE DAMAGE TAKEN IS GREATER THAN THE SHIELD REMAINING, THE RESIDUAL DAMAGE WILL STILL AFFECT YOUR SYSTEMS.

ONCE THE SHIELD IS DEPLETED, THE STATION BEGINS TO TAKE DAMAGE. IF THE DAMAGE INDICATOR BECOMES COMPLETELY FILLED, THE STATION CEASES TO FUNCTION AND THIS WAR IS OVER.

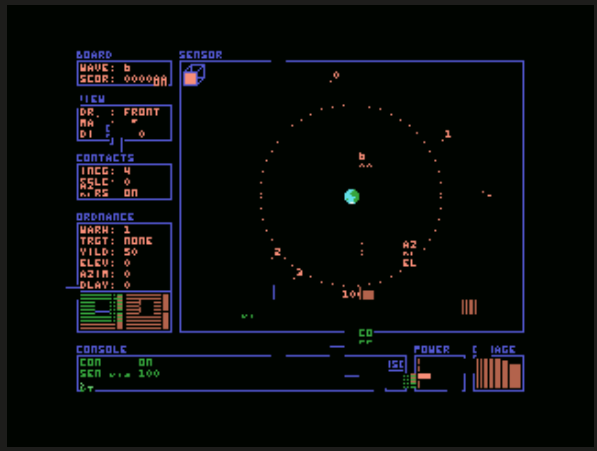


THE SECOND BAR ON THE POWER WIDGET IS THE DEPLOYMENT ENERGY. EVERY TIME YOU DEPLOY A WARHEAD, A SMALL AMOUNT OF ENERGY IS USED, IF THERE IS NOT ENOUGH ENERGY THERE, FURTHER WARHEADS CANNOT BE LAUNCHED. ALSO IF THIS ENERGY IS VERY LOW, THE SILO CONTAINING THE WARHEADS MAY BECOME UNPROTECTED AND A CONTACT IMPACT CAN DESTROY ONE OF THEM.

THE THIRD BAR IS THE INTERFACE ENERGY. IF THIS ENERGY IS LOW, SOME WIDGETS MIGHT HAVE PROBLEM REFRESHING. IF THIS HAPPENS TRY ISSUING THE REFRESH COMMAND ON THIS WIDGET UNTIL IT COMES BACK ONLINE AGAIN.
IF THIS ENERGY IS EVEN LOWER THE WHOLE INTERFACE WILL START TO DETERIORATE ON IMPACTS.

FINALLY THE LAST BAR IS THE MAIN ENERGY. THE MAIN ENERGY DO NOT DIRECTLY AFFECT ANY SYSTEM BUT IT IS ALWAYS BEING REPLENISHED AND CAN BE USED TO POWER OTHER SYSTEMS.

DIRECT HITS FROM CONTACTS WILL SAP SMALL AMOUNTS OF THESE.



YOU MUST MANAGE THE POWER OF THESE SYSTEMS TO MAINTAIN THE USE OF THIS STATION. YOU CAN DO THIS ON SEVERAL WAYS.

POWER SHIELDS

POWER DEPLOYMENT

POWER INTERFACE

WILL TAKE ALL ENERGY NEEDED FROM THE MAIN TO FILL THEM.

ENERGY CAN BE PARTIALLY TAKEN BY SPECIFYING THE AMOUNT.

POWER SHIELD 20

TAKES 20 ENERGY FROM THE MAIN TO POWER THE SHIELDS.

ENERGY CAN ALSO BE TAKEN AND GIVEN TO OTHER SYSTEMS.

POWER DEPLOYMENT > INTERFACE 20

WILL TAKE 20 ENERGY FROM THE INTERFACE AND GIVE IT TO THE DEPLOYMENT SYSTEM. “>” OR “<” SPECIFY THE FLOW OF ENERGY.

THE ONLY LIMITATION IS THAT THE MAIN SYSTEM CANNOT RECEIVE ENERGY FROM THE OTHER SYSTEMS.

IF THE VALUE IS OMITTED, ALL ENERGY NECESSARY WILL BE TAKEN.

POWER INTERFACE < SHIELD

REDIRECT ALL ENERGY NEEDED FROM THE SHIELD TO THE INTERFACE.

POWER DEPLOYMENT = INTERFACE
WILL EQUALIZE THE ENERGY BETWEEN THESE TWO SYSTEMS.

POWER =
WILL EQUALIZE THE ENERGY ACROSS ALL SYSTEMS EXCEPT THE MAIN.

POWER ==
WILL DO THE SAME PLUS THE MAIN WILL BE USED TO TRY TO
COMPLETELY FILL THE REMAINING ENERGY OF THE SYSTEMS.

THE MAIN ENERGY CAN BE USED TO FIX THE
INTERFACE IF IT IS BROKEN.
POWER MAIN > FIX
WILL USE ALL ENERGY NECESSARY TO FIX THE INTERFACE.
A VALUE CAN BE GIVEN TO LIMIT THE ENERGY TRANSFER.
POWER MAIN > FIX 30
SOME BROKEN PARTS MAY NOT BE ABLE TO BE FIXED.

IF THE MAIN ENERGY IS AT 100%, IT CAN BE TOTALLY USED TO REDUCE SOME DAMAGE TAKEN BY THE STATION.

POWER MAIN > DAMAGE

WILL FIX SOME DAMAGE, ALL THE MAIN ENERGY IS TAKEN, VALUES WILL BE IGNORED.

YOU CAN TRANSFER ENERGY TO AND FROM A WARHEAD, BE IT TO INCREASE ITS YIELD OR TO REPLENISH THE MAIN IN DESPAIR.

POWER 2 < MAIN 20

WILL SEND 20 ENERGY FROM THE MAIN TO THE WARHEAD 2.

BEWARE WHEN TAKING ENERGY FROM A WARHEAD. WARHEADS CANNOT HOLD LESS THAN 50 ENERGY. IF YOU TAKE MORE THAN THAT, THE WARHEAD WILL BE DISMANTLED AND ALL ITS ENERGY SENT TO THE MAIN.

POWER 5 > MAIN

WILL TAKE ALL ENERGY NECESSARY FROM THE WARHEAD 5 TO FILL THE MAIN AND MAY CAUSE IT TO BE SCRAPPED.

THERE ARE SOME AMENITIES WHEN USING THE COMMAND INTERFACE.

THE UP AND DOWN ARROWS BROWSE THROUGH THE LAST 5 COMMANDS.

ENDING A COMMAND WITH A ":" WILL IGNORE ITS ACTION AND MAKE
EVERY PROMPT FROM NOW ON BEGIN WITH THAT COMMAND.
WARHEAD 1 :
WILL MAKE ALL FOLLOWING PROMPTS BEGIN WITH:
>WARHEAD 1 (SPACE)

THIS WILL GREATLY SPEED UP THE TYPING OF CERTAIN
TYPES OF COMMANDS.

TO GET BACK TO THE PLAIN PROMPT, JUST ENTER A LONE ":"
TO THE COMPOSITE PROMPT AND PRESS RETURN.
AS A MATTER OF FACT YOU CAN ENTER A NEW COMPOSITE PROMPT
FROM A PREVIOUS ONE BY ENTERING THE NEW PROMPT
FOLLOWED BY ":" ON THE CURRENT COMPOSITE PROMPT.
THE CURRENT PROMPT WILL BE REPLACED BY THE ONE YOU ENTERED.

THE FUNCTION KEYS CAN HOLD UP TO 31 CHARACTERS
OF PROGRAMMED INSTRUCTIONS.
THEY ARE PRE-PROGRAMMED WITH:
(FROM 1 TO 5)
SENSOR REFRESH (RETURN)
SENSOR MAGNIFICATION (SPACE)
CONTACT INFORMATION (RETURN)
CONTACT NEXT (RETURN)
LIVE FEED (RETURN)

ALL OF THEM CAN BE REPROGRAMMED.
KEY 0 SENSOR_TOP#
WILL REPROGRAM THE FUNCTION KEY 1
(0 IS THE KEY 1 AND SO ON) TO OUTPUT:
SENSOR TOP (RETURN)

THEY CANNOT HAVE SPACES ON THE DEFINITIONS,
USE A “_” ON ITS PLACE AND IT WILL BE SUBSTITUTED.
ALSO A “#” (HASH) WILL BE REPLACED BY A “RETURN”.

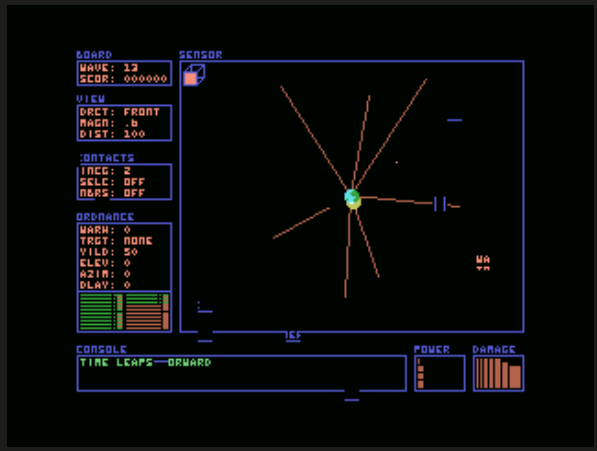
THE META BEHAVIOR OF THE SYSTEM CAN BE MANIPULATED
WITH THE “SYSTEM” COMMAND.

SYSTEM PAUSE
PAUSE THE SYSTEM UNTIL A KEY IS PRESSED.

SYSTEM ADVANCE 50
ADVANCE THE TIME THE AMOUNT OF SECONDS STIPULATED.
IF NO AMOUNT IS GIVEN, THE SYSTEM WILL ADVANCE 10 SECONDS.

SYSTEM SLEEP
FAST FORWARD THROUGH THE REMAINING OF THE CURRENT WAVE.
BE ADVISED THAT YOU CANNOT INTERRUPT THIS ACTION SO YOU
WILL TAKE ALL THE DAMAGE FROM THE REMAINING CONTACTS
WITHOUT BEING ABLE TO MANAGE YOUR ENERGY.

SYSTEM SHUT DOWN
END THE WAR AND EXIT THE SYSTEM.



THE START MENU IS COMPRISED OF 5 ENTRIES.
UP ARROW SELECTS UPPER ENTRIES, DOWN ARROW, LOWER ONES.
RETURN OR SPACE TO SELECT OR CHANGE.

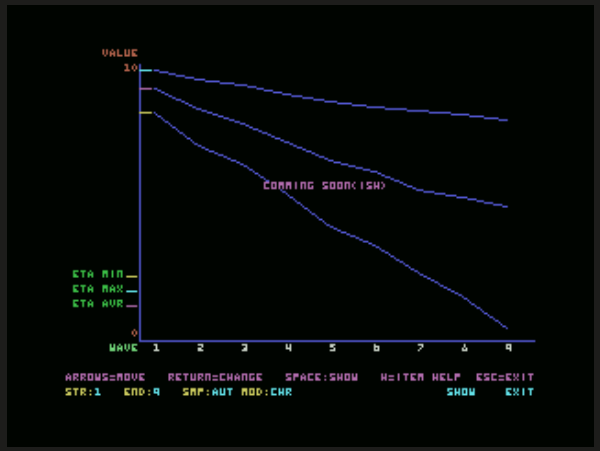
>GO -START
STARTS THE GAME.

>GO -GUIDE
THESE PAGES.

>GO -SANDBOX
CUSTOMIZATION AND VISUALIZATION OF MOST GAME SETTINGS.

>GO -3D
CHOOSES BETWEEN THE 3D AND THE 2D MODES.

>GO -LVL 1
STARTS THE GAME ON HIGHER WAVES.



GOOD LUCK!

THIS SOFTWARE WAS MADE USING

BASIC DIGNIFIED: MSX

MSXBAS2ROM

OPENMSX

SUBLIME TEXT 4

THANKS TO

AMAURY CARVALHO

EVERYONE AT

MSX-ALL

AND THE

MSX BASIC & MSXBAS2ROM

GROUP

THANKS FOR PLAYING GLOBAL ORDNANCE!
IT FINALLY FOUND ITS GAMEPLAY AFTER BEING BORN AS AN ITCH, AN ART EXPLORATION, A TECHNICAL EXPERIMENT ON SEVERAL THINGS LIKE MAKING THE PLANET SPRITE ROTATE IN ALL DIRECTIONS, IMPLEMENT RUN TIME ANNOTATIONS ON SPRITES, HOW TO SPAWN OBJECTS ON THE SURFACE OF A SPHERE AND MAKE THEM MOVE TO THE ORIGIN, HOW TO IMPLEMENT AN AZIMUTH AND ELEVATION COORDINATE SYSTEM, HOW TO DEVELOP A SIMPLE BUT FUNCTIONAL COMMAND LINE INTERFACE AND SO MUCH MORE, NOT MENTIONING STUFF THAT CAME ALONG THE WAY LIKE THE COHEN-SUTHERLAND LINE CLIPPING.
ALSO THERE WAS A WISH TO JUST SEE SOME STUFF WORKING, LIKE THE MINIMAL CHARACTERS AND THE LITTLE POINTS AS ENEMIES.
AT LAST THERE WAS AN URGE TO STRESS THE PRODUCTION TOOLS AND SEE WHAT THEY WERE MADE OF. THE MSXBAS2ROM AND THE MSX BASIC DIGNIFIED. INDEED, SEVERAL BUGS WERE FOUND ALONG THE WAY.

DID IT BECAME A FUN GAME AFTER ALL?
MAYBE.
ENJOY ANYWAY.