

Preparing the Game Disk

Before playing Aggressor, the game disk needs to be prepared for use. This takes just a few moments and only needs to be done once. Firstly, make sure that the 'write protect/write enable' tab on the disk is in the 'write enable' position. Insert the disk into drive 0. Click on the floppy disk icon to open the directory viewer. Now double click on the !Copy icon. The computer will display instructions on how to get the disk ready for play. Follow the instructions carefully and in a few moments the game disk will be ready for normal use.

Loading the Game

Insert the Aggressor game disk into drive 0. Click on the floppy disk icon to open the directory viewer. Now double click on the !Aggressor icon. The game will load and after the introductory sequence you will be presented with a panel of icons which can be selected with the mouse.

If you have difficulty loading Aggressor please try the following procedure:-

- i)Quit all applications.
- ii)Reset the machine with CTRL&RESET
- iii)Double click on the !Max application.
- iv)Now double click on the !Aggressor application.

Playing the Game

To complete each mission you are equipped with a standard range armament. Once you are in the thick of the action, a large array of weaponry and sheilding is parachuted down in crates.

You must battle your way, on foot, through hostile territory. Before your objective can be accomplished the final territorial guardians in each mission must be overcome.

Once you have completed a mission an assessment of your performance is given. If you have performed well you will be awarded a medal. Also an overall campaign progress report is displayed and the next mission plan is drawn up.

Only completion of all 8 missions will allow the Earth War Offensive to be a success.

GOOD LUCK - Earth is depending on you!

Hints & Tips

Supply drops can only be made in the outdoor missions and provide vital firepower and supplies. So make the best of them.

Try not to spray opponents with bullets as ammunition is limited.

Target selection is vital. Ammunition is awarded with respect to score. Some aliens, when killed, give no score!

You are up against a seemingly infinite enemy onslaught. So at all times keep pushing forward.

Co-operation in two player mode is vital.

Controls

KOSH	HECKLER
T	TURN
H	UP
B	DOWN
Z	LEFT
X	RIGHT
J	FIRE
A	LOAD
Q	NUKE
	Page down
	Keypad 6
	Keypad 3
	Left cursor key
	Right cursor key
	Keypad +
	Up cursor key
	Keypad 0

All the above keys are redefinable via the option screen.

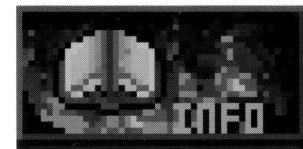
P Pause game (fire restarts).
F5 & F8 Quit present game.

Pressing F5 & F8 on option screen will return you to the desktop.

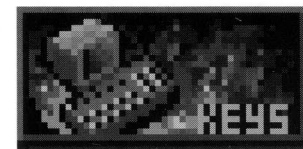
Panel Icons



Character selection panel



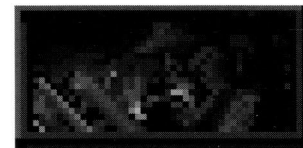
Display game scenario and information



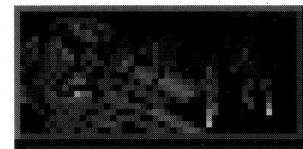
Display the currently defined control keys



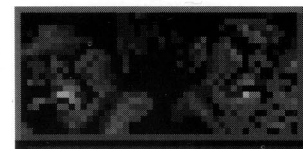
Toggles sound on or off



Single player controlling Kosh



Single player controlling Heckler



Two players controlling Heckler & Kosh

Credits

Aggressor coding by Frederick Akinlawon, graphics by Jensen Akinlawon. Thanks go to John Kortink for the use of his LZWD compression module. Inlay design and origination by Arch Images of 6c Belgic Square, Peterborough, PE1 5XF