| Icon | Description |
|---|---|
| | Mouse |
| | Joystick |
| | Keyboard |
| | Bombers |
| | Mortars |

| Icon | Description |
|---|---|
| | The Team's Next Report Time |
| | Sychronise Watches |
| | Surrender |
| | Save Game |
| | Load Game |

| Icon | Description |
|---|---|
| | Selects The Main Map |
| | Selects The Decisions Display |
| | Selects The Team Display |
| | Triggers Emergency Rescue |
| | Selects Personality Display |

| Icon | Description |
|---|---|
| | Selects Skiing |
| | Selects Snow-Buggy |
| | Selects Cable-Car |
| | Selects Hang-Glider |
| | Selects Sniping |

| Icon | Description |
|---|---|
| | Enter Building |
| | Recruiting |
| | Companions |
| | Sabotage |
| | Eat |

| Icon | Description |
|---|---|
| | Sleep |
| | First Aid |
| | Repair Vehicle |
| | Refuel Vehicle |
| | Re-arm Vehicle |

| Icon | Description |
|---|---|
| | Supplies |
| | Radio Messages |
| | The Compass |
| | The Individual's Muscle Power Indicator |
| | Return to Last Action Mode |

| Icon | Description |
|---|---|
| | Bunkers |
| | Cable Car Stations |
| | Church |
| | Factories |
| | Garages |

| Icon | Description |
|---|---|
| NO DATA | Head Quarters |
| | Heat Mines |
| | House |
| | Mountain Huts |
| | Magazines |

| Icon | Description |
|---|---|
| | Police Stations |
| | Radio Stations |
| | Stores |
| | Synthesis Plants |
| | Warehouses |
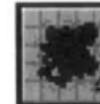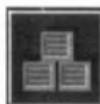
MIDWINTER ICONS
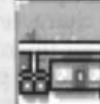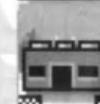
# LOADING INSTRUCTIONS

## ATARI ST

Ensure that your machine is switched off. Insert Master Disk into Drive A, and switch on computer. "Midwinter" will auto-load. When you receive the appropriate message, insert your Graphics Disk, and press any key. Leave the Graphics Disk in Drive A whilst you are playing, except when saving or loading games from another disk.

## COMMODORE AMIGA

If your computer has KickStart in ROM, insert the Master Disk at the Workbench prompt, and the program will auto-load. If your computer does not have KickStart in ROM, load the KickStart as normal, insert the Master Disk at the Workbench prompt, and the program will auto-load. Please follow any on screen prompts.

## SECURITY CLEARANCE

Before playing "Midwinter" you must be security-cleared. You will be asked to identify two members of the F.V.P.F. The portraits and names of these characters can be found throughout the manual on the Personality Profile pages.

When you have identified the first portrait (with the question mark displayed beneath it) by reference to the manual, click on the correct name. Then repeat the process for the second portrait.

## CONTROL METHOD

### Mouse

You are strongly recommend to use a mouse to play "Midwinter". This should be plugged into port 0 (Atari ST) or port 1 (Commodore Amiga). Controls when using a mouse are fully explained in the main manual accompanying "Midwinter". Please refer to the "Common Controls" section below for further information.

### Joystick

A joystick may be used to play "Midwinter". It should be plugged into port 1 (Atari ST) or port 2 (Commodore Amiga). Controls are as explained for mouse control throughout the manual. (e.g. to move left, move the joystick to the left). The fire button on the joystick replaces the function of the left mouse button, and the ">" key on the keyboard replaces the function of the right mouse button. Please refer to the "Common Controls" section below for further information.

### Keyboard

"Midwinter" may be played using keyboard controls alone. Direction is controlled by using the numerical key-pad. The following keys are used;

'8'- Forwards or Up     '4'- Left
'2'- Backwards or Down    '6'- Right
'<'- The function of the left mouse button
'>'- The function of the right mouse button

## COMMON CONTROLS

'P'- Toggles Pause function on and off.
'X'- Exits any Action Mode
'H'- Activates Help sequence
'M'- Accesses Main Map from any action mode
'S'- Toggles between skiing and sniping whilst in one of these Action Modes
'A'- Ahead view when in cable-car
'B'- Behind view when in cable-car
'R'- Right view when in cable-car
'L'- Left view when in cable-car

All of the 'Common Controls' are fully explained in the manual.

## ADDITIONAL FEATURES

Please note that indicators have been added to the Action Mode Displays. These green lights, found on either side of the display at the bottom of the screen, flash to indicate the direction in which enemy vehicles may be found.

Enemy-held buildings *may* be entered by some civilians.

# QUICK-START

"Midwinter" is a highly complex strategy game. It is easy to learn, but difficult to master. Many of the screens are driven by easily identifiable icons, the function of which are shown in the Icon Guide. When the game has loaded, select your method of control and 'Training' mode from the 'Game Options' screen. Deselect "Mortars" and "Bombers", and click on the "Play" box.

You are in control of Captain John Stark, leader of the Free Village Peace Force, the law enforcement agency on the island of "Midwinter". Enemy forces under the control of the evil General Masters have set up their base in the south-east and are attempting to capture your Heat Mines which are distributed throughout the island. Your objective is to recruit fellow members of the F.V.P.F. (there are 32 in total) and ultimately to defeat General Masters by destroying his Headquarters in Shining Hollow.

Click on Captain Stark's portrait from the 'Team Display' to access his 'Personality Display'. Please refer to the Icon Guide for quick identification of each icon. Each of the team's Personality Displays give vital information as to their abilities and characteristics. The successful interaction of the 32 members of the F.V.P.F. is the key to winning. You must move Stark around the island to meet up with other people and hopefully recruit them.

Select the 'Main Map' icon to ascertain Stark's whereabouts. The map of the island shows locations of strategic importance as green dots which may be highlighted by selecting the buttons on the indicator board. Names of places are shown when the on screen pointer is moved over them. Stark's location is shown by a green arrow. The location of team members and enemy units are highlighted by selecting "People". They are shown as brown men and black crosses respectively. If a settlement is shown as a green dot with a white border, the enemy have captured it. The map magnification may be increased by clicking on the left mouse button, and decreased by clicking on the right. When you have found Stark and his nearest colleague, select 'Close Map'.

Select the 'Decisions Display' icon from the Personality Display. The Decisions Display shows all options which are open to you. Please refer to the Icon Guide for identification.

Select the 'Skiing' icon. This accesses the Skiing 3-D action mode, where you view the landscape through Stark's goggles. Please note that action modes can be paused at any time by pressing 'P' on the keyboard.

Clicking on the left mouse button sets you walking. Your walking speed may be increased by pushing forward on the mouse. When you meet a downwards slope you may start skiing properly, and your speed will increase quickly. Move the mouse left and right to steer, and click on the right mouse button to stop. The mini-map displayed shows your surrounding area, showing buildings and settlements as white dots. You should ski in the direction of your nearest colleague. You may refer to the Main Map at any time by pressing "M" on the keyboard.

If at any time you hear a low-pitched drone, it signifies that the enemy are nearby. It is the sound of a vehicle engine. The green lights below the goggles will flash to indicate the vehicle's direction relative to you. If you spot a vehicle, stop skiing by clicking the right mouse button and press the "S" key to toggle to Sniping mode. Here you view the landscape through Stark's rifle-sights. Line up the enemy vehicle on the cross-hairs and press the "Space Bar" to fire bullets.

Pressing the "S" key will return you to skiing. Pressing the "Space Bar" whilst skiing will throw a grenade directly ahead of you. Once you are close to a building or settlement, press "X" on the keyboard to return to the Decisions Display. You will have the option to enter any buildings which are nearby

Every building in "Midwinter" has a specific function, full details of which may be found in the manual. If you are in a settlement, once you have selected the 'enter buildings' icon you will have a choice of building to enter. If a building icon has a red person next to it on the choice screen, it contains a recruit or potential recruit. If you enter this building, by clicking on it, you will have the option to 'join' forces with this person. To find your colleagues reply, click on his portrait. If he agrees to join, you will have two characters available to control, and further options will be open to you.

Characters are controlled independantly whilst performing most functions, and the brown watches you will have seen throughout the game shows each characters' personal time. The blue watch shows the time at which watches must next be synchronised, at which point a Situation Report will be received, telling you how well you are doing. Once a character's personal time exceeds the Report Time, he will be unable to perform in any action mode until watches have been synchronised. This is effected by clicking on the Synchronise Watches' icon on the Team Display.

If you manage to find a garage, you will have the opportunity to drive a snow-buggy. Enter the garage and select the appropriate icon. You will view the landscape through the buggy's windscreen. The speed of the buggy is controlled by pushing the mouse forwards (accelerate) or backwards (decelerate), and its direction by moving the mouse left or right. The buggies are armed with a variety of missiles, fired by clicking on right or left mouse buttons or the space bar on the keyboard. Full details of missile specifications are found in the manual. You will encounter enemy vehicles in the same way as when you were skiing. The buggy can be exited by pressing "X" on the keyboard.

On entering a cable-car station, selecting the cable-car icon allows you to travel up mountainsides quickly and safely. The cable-car will automatically leave the station and travel to its destination. On arriving at the top station, you will be able to hang-glide back down the mountain by selecting the appropriate icon. The view seen whilst hang-gliding is that of the pilot, with the canopy filling the top of the screen. The launch sequence is effected by clicking the left mouse button. Take-off is achieved at speeds in excess of 24 m.p.h. The hang-glider controls are similar to that of an aircraft. Pushing forwards on the mouse lowers the nose, causing the glider to lose height and accelerate. Pulling back on the mouse lifts the nose, gaining height but losing speed. The direction of the glider is controlled by moving the mouse left or right. Holding down the space bar on the keyboard allows you to view the ground at an angle of 45°. Missiles are fired by clicking on the left mouse button. Hang-gliding is tricky, and you will need to spend some time getting used to the controls. Read the manual for hints and tips. If your speed falls below 15 m.p.h. the glider will stall - with dire consequences ! Landing the glider requires you to steer close to the ground at a narrow angle, gently descending as you keep the wing-tips level. Once you have landed, you may return to the Decisions Display by pressing "X" on the keyboard.

Every character will need to rest, eat and sleep from time to time. Keep an eye on your Muscle Power indicator. If this drops to zero you will faint. Characters may become injured, but can receive First Aid from friends. Extra supplies of weapons and fuel can be found at various buildings, and some provide shelter and a good vantage point for sniping.

"Midwinter" is a game with endless strategic possibilities. You will find it nearly impossible to win unless you recruit help. Your ultimate objective is to destroy Masters' HQ by blowing it up. You will need to learn the techniques of sabotaging buildings to aid you in your progress to your goal, and to finally destroy the enemy.

It is only possible to scratch the surface of such a complex and challenging game as 'Midwinter' in this Quick-Start guide. Remember that it only describes the game in "Training" mode. For the ultimate challenge, allow the enemy full fire-power by selecting "Bombers" and "Mortars". But you'll need the manual to help you this time ! Good Luck