SHELL SHOCK

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SHELL*SHOCK

Copyright © 1985, Alan Burkle Et Al.
For the 64K Apple II+,//e, //c, //c+, IIgs

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About Shell*Shock

Shell*Shock is a two-player, head-to-head action tank battle game which can be run on the Apple][computer as a stand-alone game or in full two-player mode over a modem.

The program currently supports a number of mainstream modems (see Supported Hardware Section for modem list), allowing you to battle your friends whether they are across town or on the other side of the globe.

Shell*Shock also supports fully individual play in a player versus the computer mode. Due to the fact that the screen is centered on the player, the computer appears to move much faster than the player is able to, however, both are relatively similar in limitations.

The game itself is based on the strategy that you need to gather funds to purchase more supplies as you go about eliminating your enemy's tank.

As you move about the maps, you will run into the dollar ($) sign. Crossing that dollar sign takes the funds from that location adding them to your pot. Although your tank comes pre-loaded with a fair amount of supplies, you will need to periodically re-stock bullets and

gas. Around the map are bullet locations and gas can locations. This is where you can purchase more supplies to continue your battle.

The funds also allow the player to service their tank at the wrench mark, reversing any damages that have been done. Be sure to keep an eye on things as once your run out of bullets, the computer will be more attuned to chasing you down and eliminating you. Once you run out of gas, you will no longer be able to move about the map and will eventually be annihilated by the computer.

System Requirements

The Shell*Shock package includes 1 master disk, 1 map disk with 16 maps, and this user guide.

To play the Shell*Shock game, you will need an Apple // series computer which meets the following minimum system requirements:

      64K Apple // Series Computer
      1 Floppy Disk Drive

Although not necessary to fully enjoy the game, the following items will allow you to play Shell*Shock with the least amount of hassle. For this, we recommend using an Apple // series computer with the following configuration:

      Dual Floppy Drives
      Joystick
      300 /1200 Baud Modem
      Mockingboard Sound Card

Supported Hardware

The Systems supported by Shell*Shock include:

     Apple II+
     Apple //e
     Apple //c
     Apple //c+
     Apple IIgs

Modems supported by Shell*Shock communications protocols include:

     Novation Applecat
     Hayes Smartmodem
     Hayes Smartmodem Compatibles
     Apple Modem 300/1200
     Hayes Micromodem //e
     Apple Super Serial Card
     Apple //c Modem Port
        (Prometheus ProModem)
     California Computer Systems 7710 Serial Card

Most any printer can be used because the output from Shell*Shock is only text. Currently, the following printers are supported:

     Epson MX-80 Series
     Apple DMP
     Other 15" Carriage Printers

Sound within the Shell*Shock game supports the Mockingboard Sound Card in addition to the standard Apple // series speaker.

1 -- Introduction

SHELL*SHOCK is head-to-bead action over your modem. Driving a tank on a large battlefield, your goal is to destroy the enemy. But the enemy is not limited to a simpleminded computer opponent. Instead, you play another person! SHELL*SHOCK and your modem work together to provide a new kind of game. SHELL*SHOCK features real time, fast action. and animated graphics that introduce a new genre of game to your computer.

1.1 Using the manual

The manual is broken into several chapters. It is organized to get one started using the program quickly. In later chapters, it goes into depth on individual features. If you are an experienced computer user who likes to use a program without reading entire manuals, we suggest you read "**2 - How to use this program**" and "**3 - Playing SHELL*SHOCK**" before starting. Beginners may wish to read the later chapters, which detail the specific areas of the program.

2 – How to use this program

Menus (A)

Throughout SHELL*SHOCK menus are used to choose from the various options in the game. Each menu contains several different items that list available options. A selection bar moves to highlight each option. Press the arrow keys or push the joystick up and down to move the bar. The <RETURN> key or Button 0 selects the highlighted menu option, and the <ESC> key or Button 1 returns you to the previous menu. To enable the joystick while in a menu, press <J>. For keyboard only, press <K>

Indicator buttons (B)

To the left of some of the menu selections are circular indicators. They indicate whether the option in the menu is enabled or not. If an indicator is a solid circle, it is enabled, while a hollow circle indicates disabled. To toggle the indicator, simply press <RETURN> or joystick BUTTON 0.

Message Center(C)

The box at the bottom of the screen is the Message Center. It displays instructions and other relevant information on what to do at most parts of SHELL*SHOCK. It also displays messages such as a challenge, to playa game, request to chat or an alert to an error that has occurred.

Special controls (D)

In most cases, use <RETURN> or joystick button 0 to continue to the next step and <ESC> or joystick button 1 to cancel an operation and back up to the previous menu. For volume control, press <CONTROL-Q > to select between loud, soft, and off. While in menus, press <CONTROL-S> to toggle music on and off

3 -- Playing SHELL*SHOCK

3.1 Your Objective

The goal of SHELL*SHOCK is to destroy your opponent's tank while preventing your own demise. Your tank carries limited fuel and ammunition, and can only receive a certain amount of damage before it is destroyed. You suffer damage from enemy fire, running into landmines or colliding with your opponent's tank. Play occurs on one or many possible large battlefield maps complete with trees, mountains, water, buildings and other terrain.

To help your cause, you have a gun turret that can fire shells at your enemy and anything else you like. Your tank also has land mines, which you can drop. To keep your supplies or fuel and ammo up and your damage low, there are depots to service you. As with any business, depots require payment for their services. Money can be found at various places on the map to help pay for services rendered

at depots. Each player has a base with radar that detects both the positions of you and your opponent but it can be damaged by shellfire.

3.2 Your Tank

Your tank is equipped with one turret and the ability to drop mines. The turret can be fired once a second, but mines can only be dropped every four seconds. Its armor is very thick, and therefore it takes a lot of damage before the tank is destroyed. With such strong armor, your tank can drive at a maximum speed of 30 mph, even in reverse. It will be slowed by grass and trees and it will be stopped by direct collisions with barriers, mines, and the opponent's tank. It can hold enough fuel to last about 8 minutes of play, ammunition to fire at least 60 shells, and hold up to $99.

3.3 Movement, firing, and dropping mines

Using the keyboard:
Moving the tank, firing the turret, and dropping a mine is accomplished by keys selected in the **Options Menu** of **Configuration.**

The Default keys are:
<pre>
    <I>   Accelerate
    <,>   Decelerate or backup
    <J>   Rotate Left
    <L>   Rotate Right
    <K>   Stop Tank
    <SPACE>   Fire Turret
</pre>

Using the joystick:
The operation of the joystick is similar to the use of the game keys. Moving the joystick left will rotate left. Moving right will rotate right. Pushing the joystick forward will accelerate, and pulling back will decelerate. To stop, pull the joystick all the way back in a fast action, then release. Press Button 0 to fire a shell and Button 1 to drop a mine.

3.4 Fuel, Ammo, and Damage

Your tank has limits on its fuel, ammunition and damage. As long as your engines are on, your fuel supply will slowly drop about 1% every 5 seconds. Your ammunition supply drops about 2& with each shell you fire and 5% for each land mine you drop.   Your tank takes from 0 to 15 % damage each time it is hit by shellfire, collides with the enemy or runs over a mine.

3.5 Terrain on Maps

All play occurs on maps. A map is a large battlefield containing any number of obstacles created from a variety or terrain.   The SHELL*SHOCK package includes 16 different maps. Each has its own design. Plus, you can customize your own maps with the map editor. Each type of terrain has its own features.

Bases
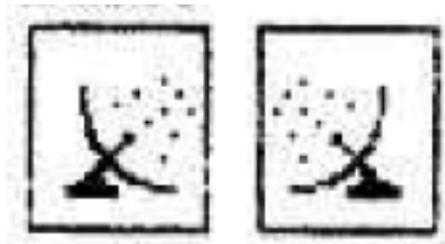
Both players start the lame at there own base positioned on opposite sides or the battlefield. Bases have radar built in that gives the positions of both players in the long-range scanner. But a few hits from enemy shells - or one shell from your own tank - can disable your radar knocking out the long-range scanner. The radar can be repaired from such damage by driving: to it and paying $50.

Money

As you play, you will find money scattered around the battlefield. Drive over money to pick it up. Each unit of money is worth anywhere between $0 and S99. Your tank can hold up to $99 II one lime. As the lime pr08resses, ' money will be randomly placed throughout the map.

Fuel, Ammo, and Repair Depots
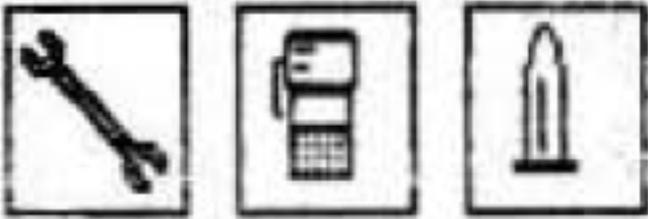
As fuel and ammunition supplies drop, or damage increases, you will find the need to receive aid for these problem" The gauges will warn you with blinking indicators of extremely low supplies or high damage. On the map, there are different depots for fuel, ammo, and repair service. Drive to a depot to let service. IC you hive money and are in need, your tank will stop and slowly refill or let repairs. AI you let service, your money supply will drop as payment. Press a movement key to leave the depot at any time.

Land mines and exploded land mines

Land mine, are hazards of any battlefield. Collisions with a mine will add to your damage and stop your tank. You can receive up to 20' damage from a mine, All mines on the map at the start of the game

are visible as are any that you drop, but your opponent cannot see any mines that you drop, nor can you see his! If you drive over a hidden mine dropped by your opponent, you will receive as much damage as you would by colliding with a visible mine. Any mine can be destroyed by a single shell. Mines can be placed only on empty terrain. An exploded land mine is completely safe to drive over.

Empty terrain, grass, and trees
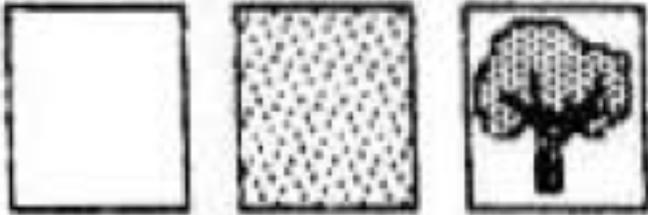
Driving on empty terrain is like driving on open road. With the exception or hidden mines, there are no hazards while in open terrain and you can drive at maximum speed or 30 MPH. Grass and trees limit the speed or the tank. In grass the tank may only travel at 20 MPH. Trees limit its speed to 10 MPH. Leaving trees or grass will return the lank to the most recently selected speed.

Structures, Water, and Mountains
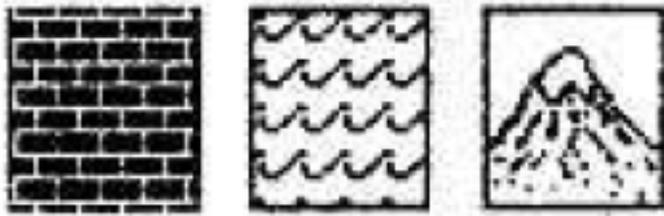
These are all impassible barriers. A direct collision with any barrier will stop your tank. Any shells fired across structures will be limited in the distance they travel. Mountains and water do not limit the distance of shells.

Force Fields

Force fields can be driven through, but damage is taken constantly while the tank is inside the force field. A shell fired at a force field will be destroyed as it enters the force field.

3.6 Screen display during the game

Short range top view (A)
The large view-screen on the left is a top view picture of your tank and its immediate surroundings.

Long range scanner (B)
The long-range radar in the center of the screen shows the general position on the map of both your tank, indicated by the X and the

opponents tank indicated by the O. If your base has been damaged, this scanner will remain inoperative until you repair your base.

Condition indicators (C)
The three bars toward the right side of the screen, called condition indicators, display the amount of fuel, ammunition, and damage that your tank has. The orange zones indicate when your tank is, in critical condition, and a warning light above the condition indicator will blink and beep.

Speed and money indicators (D)
The speed and money indicators are located above and below the long-range scanner, respectively. The speed indicator shows your present speed. The money indicator shows how much money your tank is carrying.

Score and high score (E)
Your current score and high score are located in the upper corners of the screen. Only two-player games will affect the high score.

 3.7 Special Keys

Turn the engines Off:
Pressing <CONTROL-P> will conserve fuel by turning off the tank 's engines. They may be restarted by pressing <RETURN>. While your engines are off, you cannot move, drop mines, or fire shells.

Surrender:
Press <ESC) and then <Y> to surrender and end the game. Surrendering to your opponent will count as a loss, and will return both parties to the same menu. [future addition] If you have not scored before pressing <ESC>, you will not receive a loss. 'This feature is for when you discover that the area you start in is unplayable such as your base is surrounded entirely by water with no way or reached your opponent.

Chat (two player game only):
Press <CONTROL-C) to chat while playing the game. Chat will

temporarily suspend the action of the game to allow the two players to type messages to each other. Press <ESC> to exit chat. Normal play or the game will resume once Chat is stopped. For additional information on chat, see the discussion on Chat Mode that follows.

3.8 Wins and losses

A win can only be accomplished by destroying the opponent or forcing him to surrender. If a player surrenders or is destroyed, it counts as a loss on his record. Wins and losses are only recorded in the log after two player games. Wins and losses of the current player can be viewed on the Logon Menu selection in the Game Menu or in Player Records.

3.9 Scoring

Your performance within each game can be seen directly reflected in the score from that game. Points in SHELL*SHOCK are scored as follows:

+10	Shell hits enemy
+8	Repair your radar
+6	Shell hits enemy mine (hidden)
+5	Shell hits enemy base
+2	Pick up money
+1	Shell hits visible mine
-1	Shell Fired
-30	Shell hit your own base

3.10 one-player game

To start a one-player game, you must not be connected to another person with your modem. Your modem should be hung up. Select Start a Battle from the Game Menu. High scores, wins, and losses will not be recorded in a single player game and Chat Mode is not available. When playing alone, the computer tank, named METALHEAD [subject to change] will be your opponent. The one-player game plays much like a two-player game without the ability to chat. You will find METALHEAD, programmed using artificial intelligence techniques, to be a worthy opponent. METALHEAD can

also be used as an opponent when practicing better fighting techniques and strategies.

3.11 Two-player game

To start a two-player game, your modem must be picked up and connected to the person you plan to play against. Select **Start a battle** from the **Game Menu**. The two player game includes the **Chat Mode** option.

3.12 Strategy hints

SHELL*SHOCK is a game of strategy. Of course, you can play a game where you and your opponent shoot at each other's tank until one is destroyed, but there are many other ways to play. Dropping land mines in certain areas like small passes between barriers can be a good ambush set-up. Since you can see mines that you drop but he cannot. Leading your opponent through the mines can be very damaging to his tank. Disabling the enemy radar gives you an edge, in that you blind your opponent from knowing your general map location. Surrounding your radar with mines can protect you from enemy attacks on your radar. Barriers and force fields act as Rood defense from enemy shots. There are many more strategies that can be developed. Use your imagination and prove to your friends that you'll be the next General Patton!

4 -- Starting SHELL*SHOCK

To start SHELL*SHOCK, put the master disk in drive 1 and turn on your computer. If you have a second disk drive, put the map disk in drive 2. A title screen will appear, followed by the Logon Menu where you must identify yourself by selecting a name to use, in other words, logging on. Then you will be placed in the Main Menu. If you are running the program for the first time on your computer, you will automatically enter the New Player selection that follows. Also you should select Configuration from the Main Menu to set up the hardware (such as modem and the joystick) that you own before using other options in that menu.

4.1 Logon

This option is for players who already have a name in the log that they want to use. Select your name from the log and enter your password, if you have one.

4.2 New Player

Select this option if you want to start as a new player. Type in the name you want to use and, if you prefer, a password, so that others cannot log on your own name. Pressing only <RETURN> when asked to enter a password will indicate that you do not want a password on your name. Your new name will be saved and each time you playa game with another person, your scores will be saved under that name.

5 -- Main Menu

5.1 About Game Menu

The **Game Menu** gives access to playing the game, operating your modem, logging on other players, and communication features like electronic chat.

5.2 About Editor Menu

The **Editor Menu** allows you to mate your own battlefield maps to play on. Many tools for map creation are provided including printing your maps and disk support functions. The maps you mate with the editor can be sent to another player with the modem (see **Send A Map** in the **Game Menu**.)

5.3 About Configuration

Configuration allows you to select the proper hardware attached to your system. Also, it gives you various other options such as music controls and game movement key choices.

5.4 Logoff

Use this option to end SHELL*SHOCK

6 – Game Menu
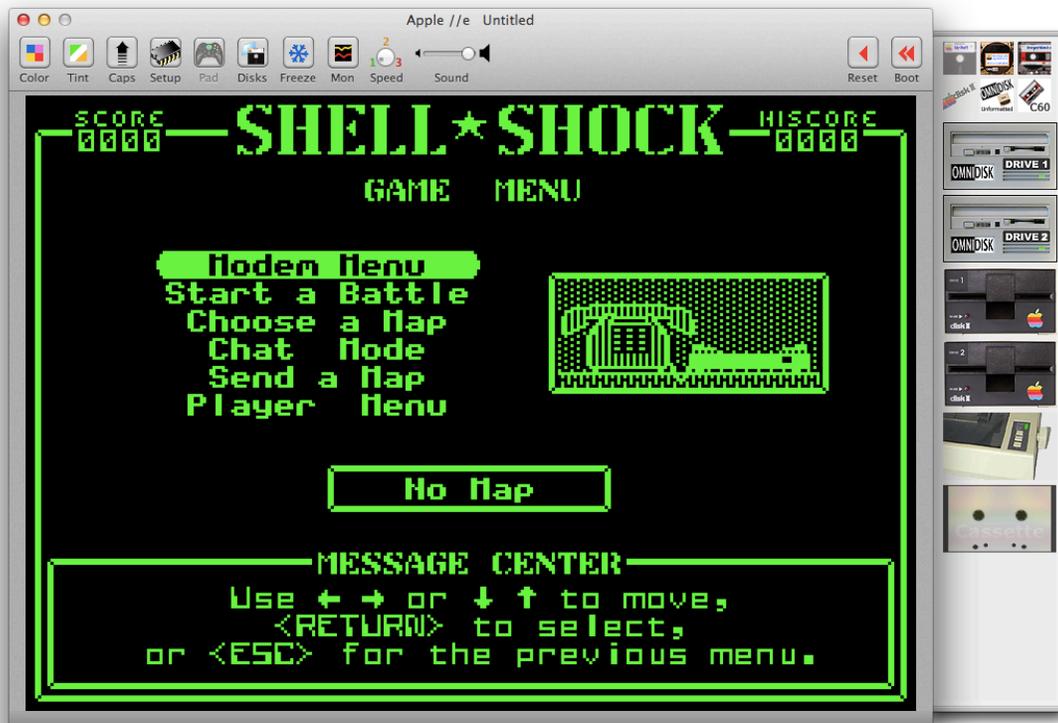
6.1 Modem Menu / Phone Pickedup

The first option in the **Game Menu** reads either **Modem Menu** or **Phone Pickedup** [subject to change] depending on what kind of communication device is attached to your computer. II you have only a serial card, you will only need to read **Phone Pickedup** and the Overview of telecommunications. With no modem installed, you will not be able to use this option. Details on these options are in Section 7. See Appendix A for details on how your modem is used with the options of the Modem Menu.

6.2 Logon Menu

This option puts you in the Logon Menu where you can log on to a different name, change your name and password, list all players

records, and more. It allows you to modify the ""log"", the list that contains names and records d all players. Details on this option are in Section 8.

6.3 Choose a Map

This option allows you to select a map from a map disk to play a game on or to send. See Appendix B for details on individual maps.

6.4 Chat Mode

Chat mode allows you to tall:: electronically to the person on the other end of the line. It can be activated by the [hot Mode option in the **Game Menu** or with <CONTROL-C> during the game. A message will appear on the screen of the person who is being signaled to chat. He can press a key to start the chat, or <*ESC*> to ignore the chat outside the game. During the game, be must press <RETURN>. If either player presses <ESC> the chat will end. The modems must be picked up to use chat.

Special keys:
<CONTROL-A> . .. toggles lower/Upper case on Apple][computers
<CONTROL-G> ... beeps the speaker if sound is on.

6.5 Send a Map

This option allows you to send any map to the person on the other end of the line. Use it to transfer your latest creations. The map sent is the same map in the **Choose a Map**. If no map has been chosen when **Send a Map** is selected, the other person will receive a message that he is about to receive a map. He can press a key to continue with the transfer, or <ESC> to prevent it. If he agrees to receive the map, a box will appear in the center of both players' screens. It will indicate the progress of the transfer by filling in the box for the portion of the map already transferred.

Once the transfer is finished, the new map will automatically be saved. Press <ESC> to stop sending at any time. If the phone line has too much noise that prevents a proper send, the send will automatically stop. The modems must be picked up to use this option.

Warning: the save will overwrite any map of the same name on the map disk.

6.6 Start a Battle
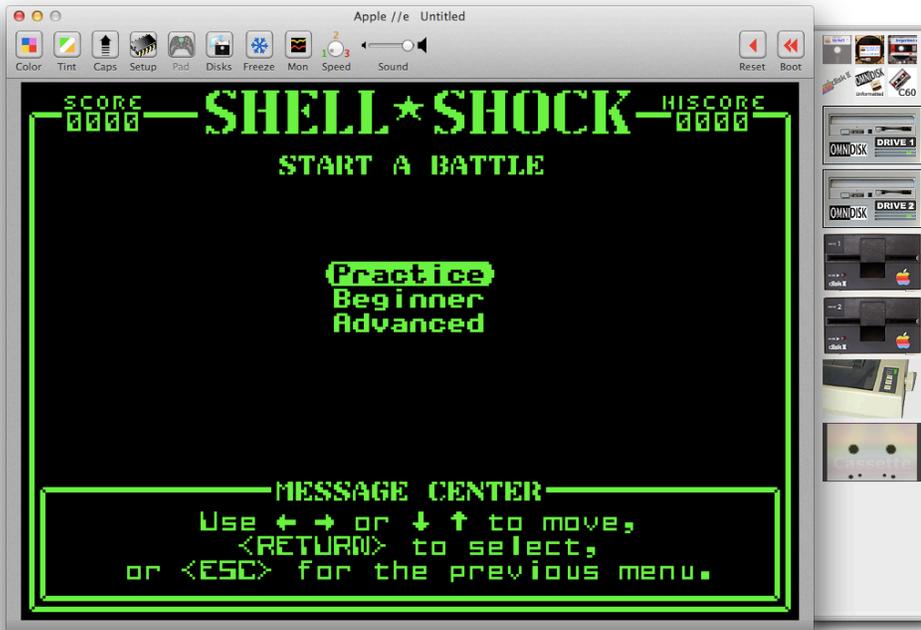
This option will start either a one-player or two-player battle on the map selected with **Choose a Map**. If no map has been chosen when **Start a Battle** is selected, you will be allowed to choose one before signaling to play. When the modem is hung up, a one-player game will be started.

You will be given a skill level menu before the game starts. When the modem is picked up, a two-player game will start. The person being signaled to start will receive a message that he is being challenged. He then can press a key to accept the challenge or <ESC> to ignore it. If he accepts the challenge, the maps will be loaded and the game will start.   If no map has been selected using this option, you will be allows to choose a map before signaling to start a battle.

7 – The Modem Menu

8 – The Logon Menu
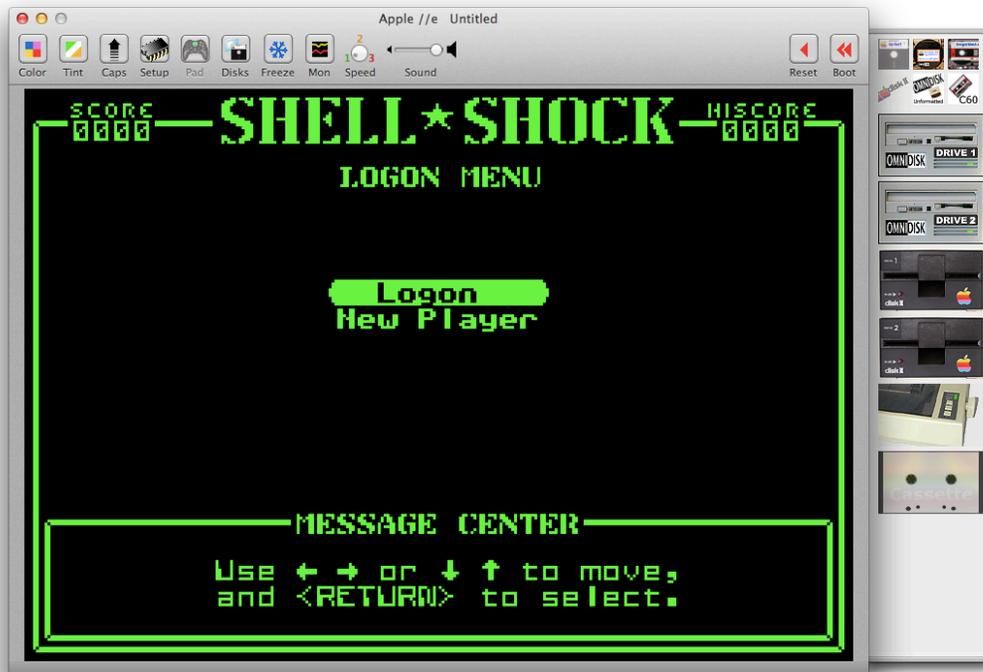
If you have never played the SHELL*SHOCK game, the above menu will be presented to you as the LOGON Menu. This menu allows you to create a **New Player** in addition to logging onto the SHELL*SHOCK system.

When you create your user, you will need to create both the **New Player** ID as well as choose a password with which to protect your ID. If you do not want to set a password for the **New Player** ID, simply press <RETURN> when asked to enter the password.

Upon creation of the **New** Player, the ID will appear as a menu item in the **Logon Menu** right under the Logon option.
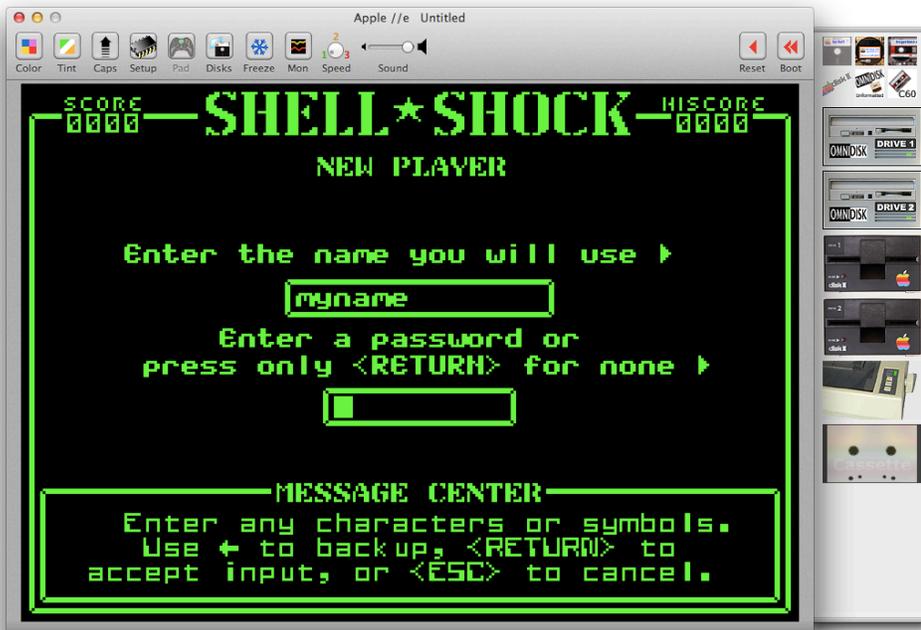
To Logon as a particular Player, simply select the player ID from the list on the **Logon Menu**. The system will then present you with the **Main Menu** for SHELL*SHOCK.

9 – The Editor Menu

10 – Configuration

Appendix A – SHELL*SHOCK Support of Modems

Each Modem Menu is an independent program written using a general structure but designed around the individual modem, At this point, only three such programs exist. In order for more to be written and the present versions to be tested, we need hardware and documentation, At this point. we do not have access to the needed hardware and have no budget to purchase it. Each Modem Menu package lakes less than 15 hours to write and test completely using the general structure provided, SHELL*SHOCK requires modems that support receive interrupts.


AppleCat Modem Menu:
This program has been used from the start and has set the structure for the other Modem Menus, If you have an AppleCat Modem available, this would be your best option.

Hayes Micromodem][
The SHELL*SHOCK program does not support the original Hayes Micromodem][.   It does however fully support the Hayes Micromodem //e.

Appendix B – The SHELL*SHOCK Map Disk

The SHELL*SHOCK Map Disk is required to run the SHELL*SHOCK Game.   All of the base maps (16 total) are stored on this disk. If you are using a dual floppy drive system, we recommend placing this disk in the second drive of the system.
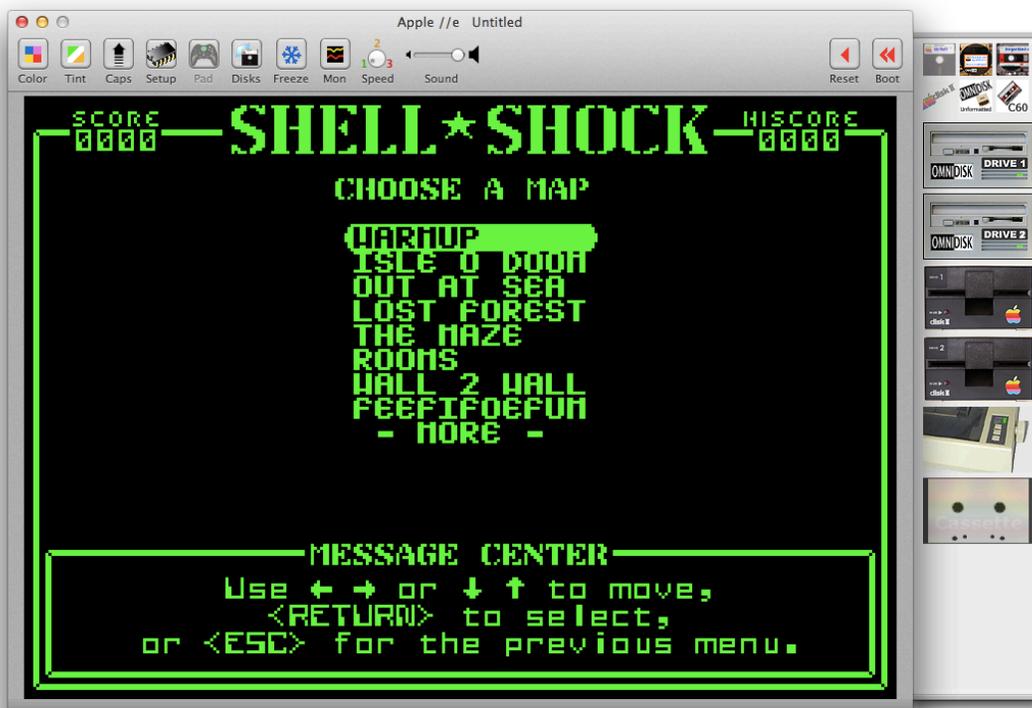
Maps which are self created using the **Map Editor** within SHELL*SHOCK can be stored on this floppy as well.   Any new maps will require a name other than those already on the SHELL*SHOCK Map Disk unless your desire is to overwrite one of the maps. In such a case, using the same name as already is on the disk will accomplish this overwrite.

At the time of production, there are no known bugs within the **Map Editor**.

Appendix C – General Messages

Error messages in **Send a Map**:

If the map cannot be found on the map disk presently in the drive or no map disk is in the drive, you will be asked to put in the correct map disk and press <RETURN> to try again, or <ESC> to cancel, returning you to the **Game Menu**.

When the transfer is finished and if an error occurs while the map is saved to a map disk, a message informing you of the error will appear. Typical errors are the disk is write protected or the drive door is open. Press <RETURN> after fixing the problem. If you press <ESC>, the map you just received will be lost.

Errors while starting a game:

Trying to play on different maps with the same name will prevent the game from starting and give the message, "The maps don't match". Both players will be returned to the **Game Menu.**

If a map has no room to place bases, money, or depots, the game will not start and the message, "This map cannot be used." will appear. Both players will be returned to the **Game Menu**.

If the map cannot be found on the map disk presently in the drive or no map disk is in the drive, you will be asked to put in the correct map disk and press <RETURN> to try again, or <ESC> to cancel, returning you to the **Game Menu.**

# Appendix D – SHELL*SHOCK Quick Start Instructions:
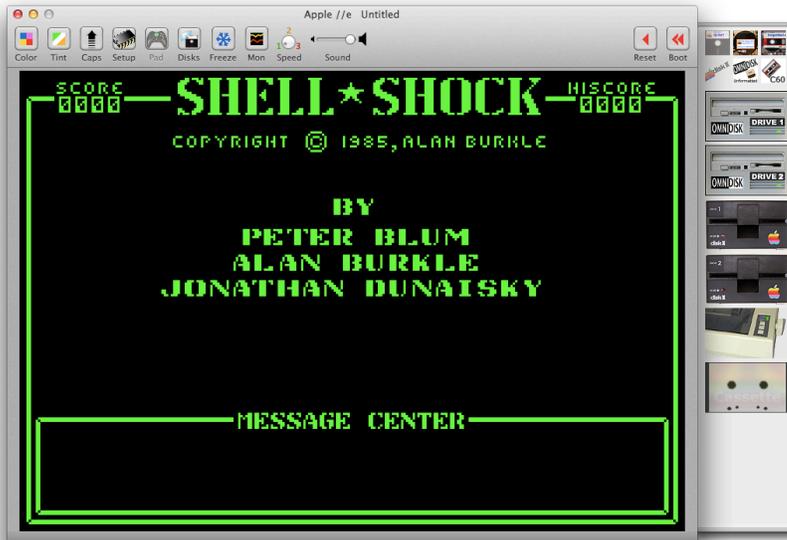
Set the emulator to Apple][or //e speed.

Boot the game disk (SHELL-SHOCK-GAME.dsk), and put the map disk (SHELL-SHOCK-MAPS.dsk) in drive 2 (how to do this will vary by emulator).

Select "Logon" or "New Player"
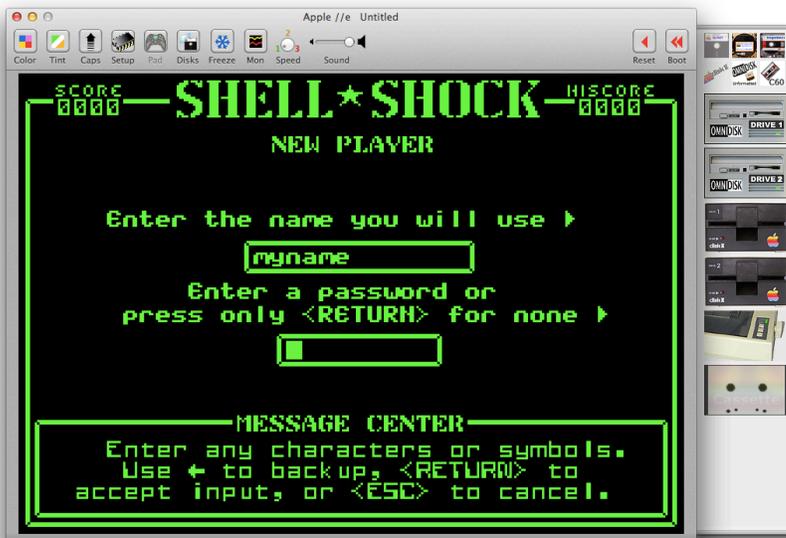

Select your name (leave password blank)

Select "Game Menu"

Select "Start a Battle"
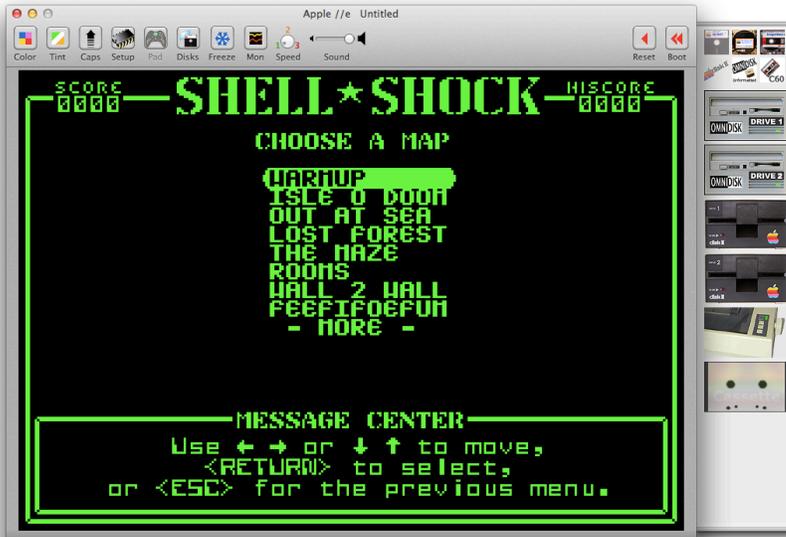
Choose a map from the given list with "Warmup" being the obvious first choice. We recommend choosing this if you have never played the game.
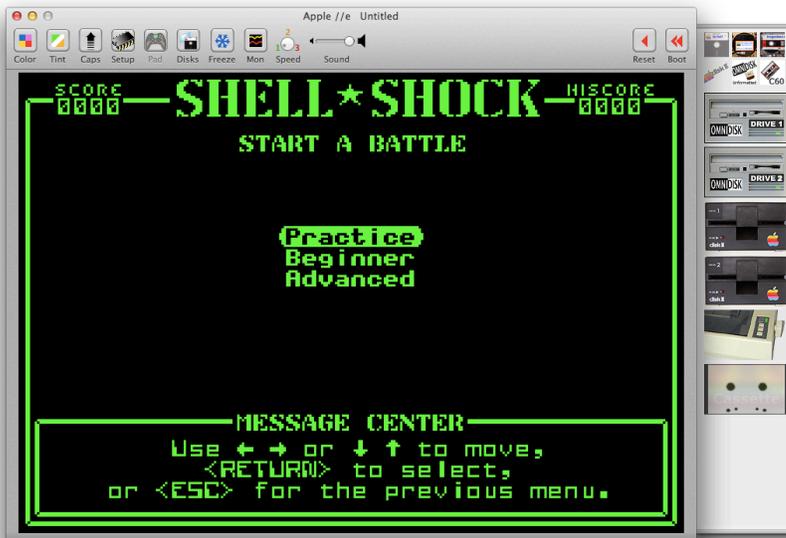
Select "Practice"

At this point, you should see the main game screen as shown above. You can begin controlling your tank using the specified Key Controls from the next section of this documentation.

Key Control Quick Reference:

The tanks in Shell*Shock are controlled through a series of keyboard characters. Be sure to turn on your Caps-Lock.

|	
I	Accelerate forward motion
,	Slowdown or Reverse
J	Turn Left
K	Stop
L	Turn Right
Space	Fire at opponent
B	Lay down bombs

Each battle with the opponent is to the death. The computer opponent can be killed

Be sure to collect money as you travel about the map, signified by the "$" sign. This will allow you to repair damage to your tank when you come upon the wrench icons.
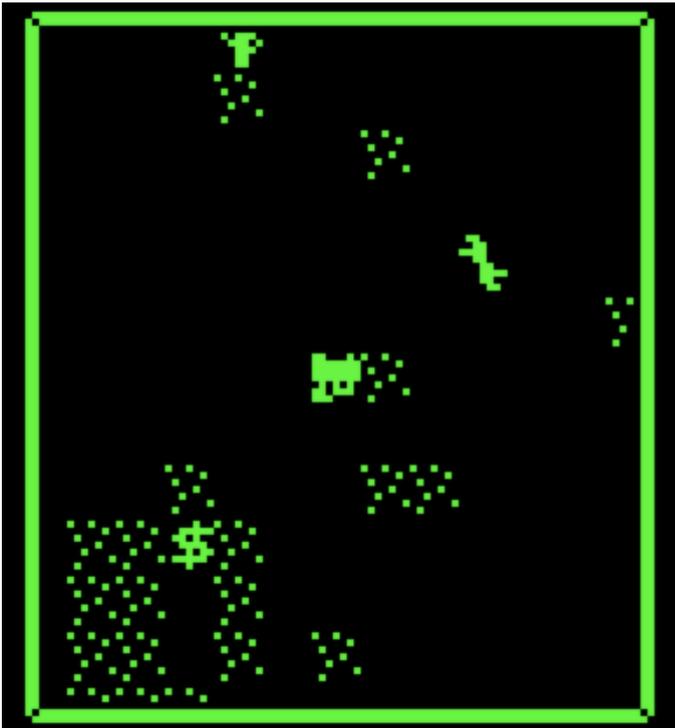
It will also allow you to buy ammo (at the bullet icons), and to refuel your tank (at gas pump icons).

Other Notes

From the authors of Shell*Shock:

We would be interested in knowing if anyone can get the 2-player mode working with emulators that support modems.

Also, if you enjoyed playing this game please let the authors know. The developers of SHELL*SHOCK are currently reachable at shellshockgame@gmail.com

Note that the Shareware information included in the original program is no longer valid and all addresses included in the program will result in returned mail.

This package is a work in progress that is no longer being actively updated.   The program was mostly completed but unpublished.

The manual was pieced together using a combination of a partially written original manual, proposal notes from 1985, and notes about the game from Jonathan Dunaisky and Bill Martens.

While every effort has been made to insure the accuracy of the items written within this manual, no guarantee is made of the usability of the SHELL*SHOCK game or the accompanying manual.

For information about the manual or for changes and updates, please write to the Virtual Apple][webmaster at virtualapplewebmaster@gmail.com