WULFPACK RULES

There are five levels to be chosen from at the start of the game.

ATLANTIC SCREEN

The Status Board shows supplies required for invasion and those already landed in England. Every convoy ship lost increases the supply tonnage required. If required tonnage exceeds 2 million tons - your mission ends.

You control a destroyer and must search out the U-boats using the sonar indicator. When in range you can attack the U-boat with depth charges.

DEPTH CHARGE SCREEN

Use your skill to ascertain the location of the U-boat. Using the joystick, choose a depth between 100ft & 960ft, and on firing the U-boat appears. If in depth charge range the U-boat is destroyed, otherwise the U-boat escapes. When out of depth charges you must re-supply at the harbour indicated.

HARBOURS & DOCKING

You must dock at the pier with the flashing 'D', moving your ship by joystick as follows;
FORWARD - move joystick way destroyer facing

REVERSE - move joystick opposite way destroyer facing

STEERING - move joystick in 45 degree angles to way destroyer is facing.

Crashing costs you a ship. Use all 12 ships and your fleet is destroyed. If you are reasonably close to the pier you automatically dock, and when docking is complete you must return to the open sea.

THE D-DAY INVASION

When enough supplies have been landed, you may assist with the Allied invasion.

NAVAL BOMBARDMENT

You have 1 hour from 05.30 to destroy the enemy deployments with fire from your destroyer's guns, avoiding mines, other ships and land.

BEACH LANDINGS

You have 3 hours from 06.30 to accomplish the landings. Manoeuvre the LCTs to the beaches avoiding enemy fire and invisible mines. The status board indicates the number of landings required, the number of active LCTs and the number of landed LCTs. If enough LCTs are landed a beachhead is established and the enemy surrender. Use up all your LCTs and the invasion will fail.

OPTIONS

Joystick (Port 2 for C64), Amstrad CPC
Joystick only, Spectrum cursor keys, or
keyboard using the following keys;

UP	'I'
DOWN	'M'
RIGHT	'J'
LEFT	"Z"
UPLEFT	'W'
UPRIGHT	'R'
DOWNLEFT	'Z'
DOWNRIGHT	'C'
FIRE	'SPACE'

	AMSTRAD	ATARI	BBC	BBC/ELECTRON	C16/PLUS 4	C64	MSX	SPECTRUM
Artist/Artmaster	✓		✓					
Astro Plumber	✓			✓	✓			
Castle Assault	✓	✓		✓				
Caterpillar/Leapfrog								✓
Cavefighter					✓	✓		
Darts		✓		✓			✓	
Deathsville	✓							
Diamond Mine				✓	✓			
Diamond Mine II	✓			✓	✓		✓	
Gobble a Ghost/3D Painter								✓
Golf				✓				
Joey				✓	✓			
M-Droid							✓	
Moonlight Madness								✓
Nightmare Maze	✓	✓		✓				
Pool	✓							✓
Ravage				✓				
Return of R2				✓				
Rugby								✓
Steve Davis Snooker	✓	✓		✓	✓	✓	✓	✓
Spectrum Safari/Winged Warlords								✓
Syntax	✓				✓			✓
System 8 - The Pools Predictor	✓	✓		✓	✓	✓	✓	✓
Timebomb/Magic Meanies								✓
Turf Form - Beat the Bookie	✓	✓				✓	✓	✓
Wizards Lair	✓					✓	✓	✓
Wulfpack	✓					✓		✓