

PRISONER OF ★ WAR



**COLLECTOR
VISION
Games**

Guide No. 099254

CARTRIDGE
INSTRUCTIONS

Thank you for selecting the Prisoner of War game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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ONE-MAN ARMY ON A MISSION

A week ago, Colonel Alan Harris from the seventh battalion mysteriously disappeared behind enemy lines. His search, carried out by an elite squadron of spy helicopters, started immediately.

You are Jason 'Hawk' Powell, one of the chopper pilots. During a spy run over enemy territory, your chopper was hit by a ground-air missile. Thanks to your piloting skills, you managed to minimize the effect of the impact, but you were captured by enemy soldiers.

Now they have you locked up in a cell in a secret military compound. You have no idea where you are, but you know one thing for sure: You have to escape no matter the cost, and try to complete your mission by any means necessary.

As you wait for the opportunity to spring out of your prison, you start to plan ahead: Colonel Harris may be held in this enemy compound, so it would be best to try to locate him (and free him if possible) before attempting an escape and return to friendly territory.

However, you currently have no equipment in your possession. Finding weapons and supplies will be your top priority as you explore the enemy stronghold. But you shouldn't get ahead of yourself: You must first escape from your cell...

GAME SETUP

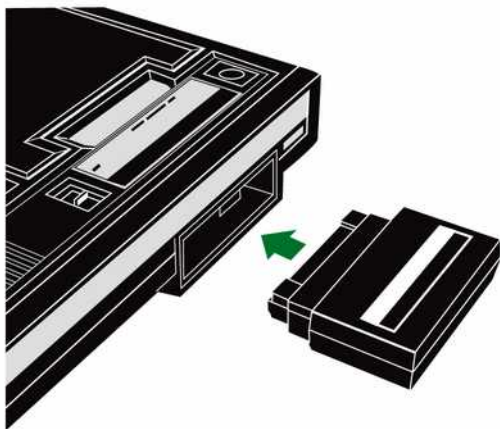
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the Prisoner of War game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

This game is for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Prisoner of War, but if you use a third-party controller without a numeric keypad, many essential game features will be inaccessible during play.

Insert the Prisoner of War game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.



USING THE CONTROLLER

After turning on your console, you can skip the introduction sequence by pressing either trigger button. At the title screen, tap the joystick up or down to select between "GAME START" (to start the game) and "ENTER CODE" (to access the passcode entry screen) and then press either trigger button to confirm your selection.

On the passcode entry screen, move the cursor with the joystick, and press either trigger button to select a letter. Use the "-" symbol to cancel the last letter you entered. The "+" symbol, which lets you confirm your passcode, will not work until you have entered the full passcode. If you made a mistake in your passcode, the message "WRONG CODE" will appear. You can also press the [*] key on the keypad to confirm a complete passcode.

During the game, use the joystick to move Hawk in any of eight directions. Press either trigger button to use the "active" item, i.e. the item that appears at the upper left corner of the screen.

Press the [*] key to access the inventory screen. While on the inventory screen, you can select any collected item as the "active" item by moving the cursor with the joystick over the desired item, and then returning to the main game by pressing the [*] key again or pressing either trigger button.

You can also map a number key (0 to 9) to any item in your inventory, by pressing the desired number key on the keypad while the cursor is located on the target item. Once a number key is assigned to an item (the number will appear under the item in the inventory screen) you can make that item the "active" item by pressing the number key while playing the main game, without needing to access the inventory screen. A number key can only be assigned to one item at a time.

NOTE: When any text appears on the screen (i.e. characters speaking) this text will remain on the screen until you press either trigger button.

NOTE: If you get stuck somewhere and cannot get out, press [#] three times to end your own life and restart at the last computer room you visited.

HOW TO PLAY

You start the game in your prison cell, with your dog tag as your only possession. After escaping from the room, guide Hawk as he explores the enemy compound. Avoid being spotted by enemy soldiers by hiding behind walls and other assorted obstacles, to stay out of their field of vision. Pick up various tools and objects by touching them. These objects will be added to your inventory screen (see page 9 for more details).



Some of the items that you collect can be used as weapons, and some can also be used to break open small crates, which may have useful supplies inside them. Keep in mind that you can only have one "active" item at any time, so be sure to select the item you need when facing any situation.

If the enemy spots Hawk, he will be immediately attacked. If any bullet hits Hawk, he will be injured, and you must immediately use a first-aid kit to heal him, or else his life bar at the top of the screen will drain away as he bleeds to death. When the life bar is empty, the game is over. Hawk will also die instantly if he falls into a pit and other such traps.

HOW TO PLAY (continued)

LEVELING UP THROUGH EXPERIENCE

Every time you slay an enemy, your EXP bar increases. When the EXP bar is full, you gain one level. The higher the level, the more maximum health and maximum amount of ammo you will have. Level 5 is the maximum level you can attain. If you are detected by an enemy, you lose your current experience, but your current level will not be affected. So keep using stealth tactics at all times!

SAVING YOUR GAME

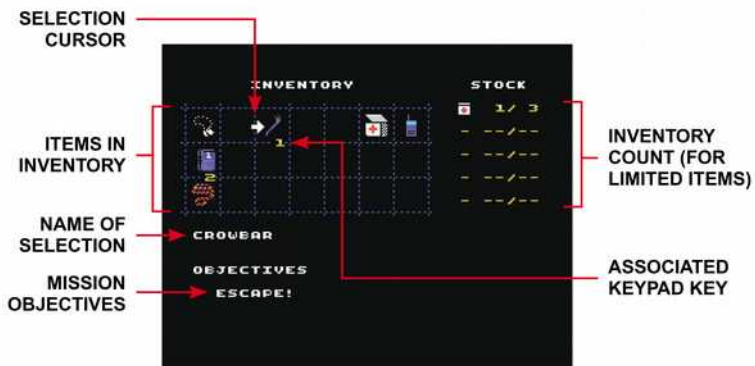
As you progress through the game, you will come across computer rooms. Use the computer in such rooms and you will receive a passcode which you can use at a later time to restart the game from this computer room, with your acquired equipment and experience level. When Hawk dies, he automatically restarts from the last computer room from which he got a passcode.

BOSS ENCOUNTERS

You will likely encounter important and powerful foes during your mission. During those encounters, you will not be able to flee, so you must defeat this enemy boss in order to continue. It's do or die!

THE INVENTORY SCREEN

When you press the [*] key during the game, the inventory screen is displayed. You can use this inventory screen as a pause function if you want, but its main purpose is to let you manage the items you've found. You can only activate and use one item of your inventory at any one time. The activated item is displayed at the top left corner of the screen.



As described on page 5 of this manual, you can also assign keypad shortcuts to often-used items, so that you don't have to access the inventory screen every time you want to switch from one item to another. You can configure these keypad shortcuts any way you like. The only keys you cannot use as shortcuts are [*] and [#].

Some items can be used a limited amount of times, such as weapons that use ammo. The ammo count (and maximum ammo capacity) of these items is indicated on the right side of the screen.

At the bottom of the screen, your current objective is displayed. Use this information as a guide regarding what you should do next.

EQUIPMENT GUIDE

You will find and use many items during your mission. Here are some of them:



Crowbar

A crude but effective weapon. Use it to break crates, and soldiers' heads.



Gun

Defeat guards and drones with this pistol. Ammo is limited.



Hand Grenade

Use this to damage bigger targets. Limited supplies.



First-Aid Kit

Use this immediately to heal Hawk after he gets shot or otherwise injured.



Radio

Useful for communicating with allies.



Access Card

Use these numbered cards to open specific locked doors.



Rope

You'll need this early in your mission...



Raw Meat

Use this as bait to distract guard dogs.



Floating Platform

Certain areas cannot be crossed without this item.



Antipyretic Suit

Prevents detection by thermal sensors.

TIPS AND HINTS

Be wary of detection by electronic means, such as cameras and thermal sensors.

Scout ahead. You can often move onto the next screen, take a quick look at what's there and then return to the previous screen before the guards see you and trigger an alarm.

If an area seems impossible to pass through, there may be an item nearby that you haven't found yet, which will be highly useful to your progress.

You can throw hand grenades farther if you are moving forward rather than standing still.

Make a map of the enemy compound. Such a map can help you backtrack to spots you may have skipped before.

This game has four different endings. The one you reach will depend on achieving certain secondary objectives during the game. To reach the best ending, it is recommended that you read the dialogs and objectives carefully. This will provide clues about important actions that must be performed.

TEAM PARTICIPANTS

- Francisco Téllez de Meneses (@unepic_fran): Game design, programming and graphics
- Joe Blenkle: Software beta-testing, assistance with game manual
- Sirelion: Box art
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- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Armando Pérez Abad, Albert Yarusso, Tobie St-Aubin
and all AtariAge forum members.

Team
Pixelboy
COLLECTION

by

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