For the Atari 2600

JUTLAND SKIES

INSTRUCTION MANUAL

The Battle of Jutland occurred during World War I, from May 31 to June 1, 1916, between the British Royal Navy and the German Hochseeflotte. Located in the North Sea, west of the Danish coast, it became the largest naval confrontation of the war, involving battle cruisers, battleships, and destroyers.

Led by Admiral John Jellicoe, the British forces faced German forces commanded by Admiral Reinhard Scheer. The battle concluded without a clear victor, but the British fleet suffered greater losses in ship numbers, while the German fleet sustained significant damage. Post-battle, the German fleet largely stayed in port, marking a shift towards unrestricted submarine warfare.

The Battle of Jutland left an indelible mark on naval history, influencing subsequent strategies during World War I. Additionally, it marked one of the first instances of naval aviation playing a role. The British Grand Fleet used seaplane carriers, such as HMS Campania and HMS Engadine, for reconnaissance and air power projection. Despite challenges like communication issues, this pioneering use of aviation foreshadowed the future impact of air power on maritime conflicts.

The battle began with a dynamic clash between reconnaissance forces, involving scout planes and vessels that played a pivotal role in shaping the tactical landscape. These scouts, with their aircraft and ships, provided crucial data on enemy movements, laying the groundwork for thrilling aerial engagements in the skies above the Battle of Jutland.

Game story

After the reconnaissance clash before the Battle of Jutland, one aircraft suffered serious damage, preventing its return. In desperation, the pilot makes a courageous decision to head towards the island of Sylt, then under German control. On this island, the pilot plans to undertake a daring endeavor - to commandeer a German aircraft to continue the rescue mission. The island of Sylt becomes the setting for this brave adventure, where each moment brings challenges and uncertainty.

With this new aircraft, the pilot heads towards the open skies above Jutland, where Denmark remained neutral during the war. In this game, you are the pilot of that aircraft.

Controls:

Joystick: Move it left or right to navigate the biplane in the corresponding direction. Be cautious, as collisions are only possible with airborne targets.
Fire button: Press it to shoot at airborne targets.
Bombing: Pull the joystick towards yourself and press the fire button to target and bomb ground and water-based enemies. Use the targeting reticle for more precise bombing.

Enemies and Bosses:

Airborne Enemies: Planes, zeppelins
Ground and Water Enemies: Ships, submarines, tanks
Boss Enemies: Red Baron's tri-wing plane, Armored vehicle

Boss Tactics:

Red Baron's Plane: Aim for the body, not the wings. Destroy it after ten hits.
Armored Vehicle: Bomb the hatch when it's open. Destroy it after ten hits.

Energy Bar:

Appears on the right side of the score at the bottom of the screen.

Replenished by hitting enemies in the air or on the ground. Enemies on water and land contribute more energy than airborne enemies.

Lives and Energy:

Start with 3 reserve lives and 1 current life.
Game over after all lives are spent.
When the player's energy is depleted, the player loses a life.
After the fifth level, earn a new life, and energy is replenished.

Game Continuation:

If you successfully complete the game, it restarts with faster energy bar depletion.

LIVES   SCORE   ENERGY BAR
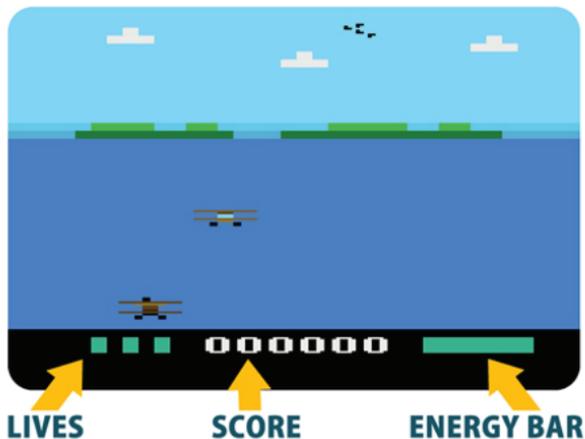
Scoring:

Airborne targets:
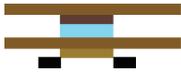
Biplane	Zeppelin	Advanced Biplane	Fiery Projectile
25 pts	**25 pts**	**25 pts**	**25 pts**
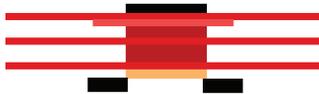
Red Baron's tri-wing plane
25 pts per hit in a weak spot, with a **100 pts** for destruction

Ground and Water targets:

Ship	Submarine	Tank
50 pts	**50 pts**	**50 pts**

Armored vehicle
50 pts per hit in a weak spot, with a **200 pts** for destruction

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Consultant for game testing, advising, and contributing ideas to the programmer.

James O'Brien
Thank you for your selfless contribution to this project, making you an integral part of it.

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