

TASK FORCE Tactics

After years of reports from the field, the FBI has put together a list of proven strategies for working the streets. Here are excerpts from that list:

- Don't try to play the solo hero. The more you and your partner cooperate, the better chance you have against these guys. Here are a couple cooperative strategies:
 - ◊ One partner can take the high road, the other, the low road.
 - ◊ Always avoid getting in each other's line of fire.
- The helicopter. You may be able to destroy it. First of all, it must be flying extremely low. There are only two types of weapons that'll penetrate the chopper's walls. If you do down one of these, it'll be well worth the effort: they're loaded with goodies.
- Get to know each enemy—how he moves, what his weapons are, when to catch him off guard.
- Whenever you can, CROUCH!!! You may move more slowly, but you'll place yourself out of range of a high percentage of enemy fire.
- Whatever you do, don't allow yourself to run out of ammo. Without it, you haven't got a prayer.

Win a Free T-Shirt!

The first 100 players to complete a mission before Dec 31, 1990 will get a free TASK FORCE T-Shirt! You must send in the following to qualify:

- the original TASK FORCE proof-of-purchase (the upper left box tab),
- the CODE WORD that you will be given once you complete the mission, and
- a letter with your name, address and phone number.

Only the first 100 players to send in the required information before Dec. 31, 1990 will get these great T-Shirts. Good Luck!

T A S K F O R C E

**One Man Holds the Power
to Destroy a Nation.**

Two Men Must Stop Him.

TASK FORCE™

For The Apple II GS

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TASK FORCE Manual
by Paula Polley

Program, Audio and Visuals
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and TASK FORCE
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..... LIMITED FBI ACCESS

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Martin,

They refused to do it. Both of them.

Jon Baxter is the toughest of New York cops. He's stopped massive vigilante movements in the city. He's uncovered the extortionist Political Underground exploits in D.C. and conducted untold numbers of busts and shakedowns across the country.

Michael Dvorak is one of Chicago's finest—so tough that he reportedly refuses to work with a partner. He has fought and won against the Mob in Chicago. He's rounded up paddy wagons full of Crypts and Bloods on exchange jobs in L.A. And he's smoked out entire neighborhoods of Aryan Army troops in San Francisco.

My FBI study group concluded that, with their impressive backgrounds, these two would be ideal for the job. Two law enforcement experts with high capabilities, low profiles and ...

— DEPOSITION CONTINUES —

"Sure we could handle the Mob, or the skinheads or the drug lords," said Michael, "any of them—alone."

"Yeah," broke in Jon, "but it's suicide now that they've all banded together ..."

— DEPOSITION CONTINUES —

No. They wouldn't accept the job. Not even when threatened with permanent suspension from their respective police force positions. Not until his name slipped out ...

"Hector Vasquez is behind all this?" gasped Jon.

"No #@%*!" blurted Michael.

"I'm in."

"Me too."

They've agreed to join *TASK FORCE* and are currently being briefed and prepped for the job. You were right—they've got personal reasons to go after Vasquez.

I've included the complete tape of the interview. I still don't like the idea of using locals to take care of FBI business. But if you really think that we've been compromised, I guess we can't use our own agents. We can't be sure who's on Vasquez' payroll anymore. That's the end of my report.

I hope Baxter and Dvorak can do the job.

Jack Stafford
Special Agent

Jack Stafford has been missing since filing this report.

Target Profile

Hector Vasquez

birthdate: 06/06/51

citizenship: U.S./South Africa

height: 6'3"

weight: 190 lbs.

PERSONAL CHRONOLOGY:

1968–1972: Gang Leader, NYC
 1974–1976: Trained with Libyan Army
 1980–1982: Member SWAPO
 1983–1984: Led terrorist coup in Mideast
 1985–1987: Mafia Member, Chicago
 1987–1997: Mafia Controller, Chicago
 1989–1997: President, Political Underground, D.C.
 1992–1997: Gang Master, Crypts and Bloods, L.A.
 1992–1997: Lieutenant, Aryan Army, S.F.
 1995–1997: Chairman, NYC Vigilantes

ASSUMED AMBITIONS: To take over the U.S. through control of underground forces in five major cities: New York, Washington D.C., Chicago, Los Angeles and San Francisco.

APPARENT DANGER: Power. Sheer power. This man has a strange but incredible ability to control great numbers of people—especially those on the other side of the law. He heads the Mafia—and he's not even Italian. He leads the Aryan Army and he's not Anglo. He's taken over the L.A. gangs and he's not from the streets. He's that influential, with that much demonic power.

DEATHS RESPONSIBLE FOR: Hector Vasquez is believed to be responsible for the deaths listed below. He rarely performs the acts himself. And, unfortunately, his role in these deaths has never been proven. In fact, many of the victims held valuable information against Vasquez but died before having the opportunity to testify.

Kevin Lynch, Founder of the Crypts
 Joseph Sacks, Stanford Economics
 Terry McGrew, V.P., ZIP Century Corps
 Brian Lambert, Executive V.P., U.S. Trusts
 Vincent Carlucci, Carlucci Family
 Margaret Spencer, Chilean liaison
 Richard Ross, Private Investigator

Emil Heidkamp, District Attorney
 Frank Hall, NeuroChemist
 Jay Stevens, Michael Dvorak's former partner
 Melissa Baxter, wife of Jon Baxter

Hector Vasquez has not been photographed in five years. It is suspected that his face has been altered by means of plastic surgery. We do not know what he looks like today.



Initial Preparations

Powering Up

1. Make sure the computer is OFF.
2. Insert Disk 1 into your drive as described in the IIGS manual.
3. Turn the computer ON.

You'll first see the *TASK FORCE* title screen. Press the joystick button or any key to switch to the calibration screen. Follow the prompts here to calibrate your joystick. If you are not using a joystick, press any key to continue.

Using Task Force from your hard drive

TASK FORCE can be installed on your hard drive.

1. Create a folder on your hard drive labeled "TASK FORCE."
2. Copy the contents of Disk 1 and Disk 2 into your TASK FORCE folder.
3. Double click on the "START-UP SYSTEM" file to run the game.

You'll need to keep your original disk on hand. *TASK FORCE* will check once to make sure that all security measures are in place.

For continuity, directions throughout this guide are directed towards joystick users. See the enclosed reference card for keyboard commands.

Once your joystick is calibrated select the number of players.

- Press "1" for a one-player game.
- Press "2" for a two-player game.

Adding a Second Player

A second player can jump in at any time during game play: simply press "2."



Selecting Cities

Once you've selected the number of players, you'll be asked to select which city needs you most.

You will see the following information for each city:

- City Name
- Population
- Status
- Target Areas
- Suspected Criminal Groups

You must fly to the cities with the most serious problems first. Otherwise, you're encouraging Vasquez to gain even greater control over our gasping country.

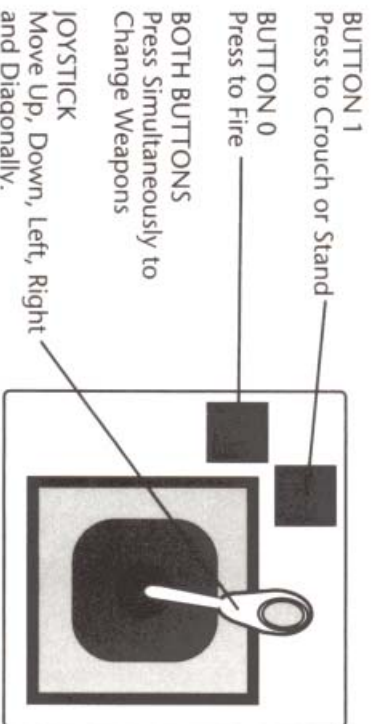
To cycle through intelligence reports on the cities, move the joystick right or left.

To select a city that is on the screen, press the FIRE BUTTON or Return key. Have a nice flight ...

You'll have a brief respite as you're touching down in L.A. or D.C. or wherever it is you're going. But after that, it's violence-as-usual in the war-torn streets of what were once some of America's finest cities.

Joystick Controls

The following illustration shows you the control points on your IIGS joystick—and what they'll do.



Keyboard Commands

The following keyboard commands are used in conjunction with your joystick. For the full spectrum of keyboard commands see the enclosed reference card.

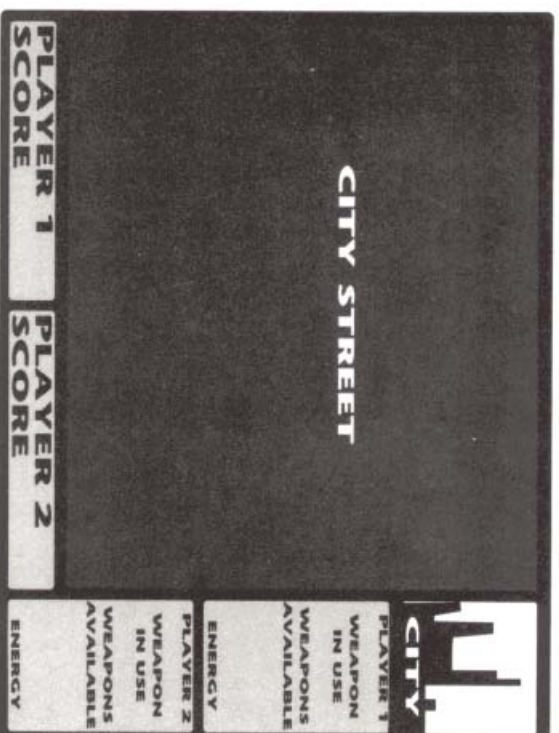
ESCAPE Press to PAUSE game. (Press any key to continue.)

CONTROL + R Press to RESTART game.

CONTROL + Z Resets "Top Missions" screen (during high-scores display only)

UP or DOWN ARROW Raises/Lowers Volume

On the Screen



Your weapon in use turns from green to red as your ammunition is used. Of course, certain ammunition will only work with certain weapons.

Pieces of the Action

You'll be issued a regulation handgun as you enter the first city. Heavier stuff is getting harder and harder to source. FBI intelligence suggests that Vasquez controls the market, possibly as a monopoly. From what we've seen on the streets, this is probably true. Outlaw civilians have better weapons than the average cop.

So take whatever you can, whenever you can—right off the streets. In fact, don't wait for them to stop breathing before you grab their heat. You'll need it more than they will.

To pick up weapons or ammunition, simply walk over it.

ROCKET LAUNCHER

Takes out a sidewalk full of guys at once. So save its power for special parties.



MACHINE GUN

100% pure mafia issue. Lays down a curtain of death.



BAZOOKA

Like the ones they passed out in Nam. But then this is another kind of war, isn't it?



HANDGUN

Your regulation issue. You won't need it once you've got the heavier stuff.



TAZER

Straight from the Army's Special Weapons Division, this state-of-the-art weaponry doesn't use bullets. Instead, it fires a deadly bolt of lightning. Raw, ravaging electricity.



FLAME THROWER

This one's hot. But just make sure you don't fry your partner.



HAND GRENADE

Stand back when you use this baby. It's so powerful, it's like a small nuclear explosion.



The Lives of Jon and Michael

Jon and Michael—you guys have a better shot at staying alive than the ordinary guy. Why? Bulletproof vests? Your hardheadedness, maybe? Maybe it's the FBI's top surgical team. Or maybe you just have a stronger will to live.

You'll start the job with 5,000 Energy Units. As you fight and get injured, these Energy Units are depleted. However, as you enter each new city, the FBI medical team will perform whatever miracles they can. If you lose all your Energy Units, that's it.

Moving from Section to Section

Once you've eliminated about 80% of the underground forces in a given section of a city, you'll be directed (by a flashing arrow) to move on to the next section.

High Scores

Once a game is over, you'll be asked to type your name or initials to be listed on the "TASK FORCE Top Missions" screen. A badge will appear next to your score for each city you clean up.

Classified/Eyes Only!

Button 0 Fire weapon
 Button 1 Stand or crouch
 Both Buttons Change weapon

All movement equals position of stick

Joystick (Player One Only)

To start, either player can choose the city.
 Select cities in critical condition only.

Escape pause/continue game
 Up arrow increase volume
 Down arrow lower volume
 control & R restart game
 control & Q quit game
 SELECTING CITIES
 D or 6 Advance to next city
 4 or A Back up to last city
 / Enter Select city

7 Upper left diagonal
 4 Left
 1 Lower left
 8 Up
 5 Stop
 2 Down
 9 Upper right diagonal
 6 Right
 3 Lower right diagonal
 Return Fire Weapon
 Delete Stand or Crouch
 0 Change weapons

KEY MICHAEL DVORAK MOVE

Q Upper left diagonal
 A Left
 Z Lower left
 W Up
 S Stop
 X Down
 E Upper right diagonal
 D Right
 C Lower right diagonal
 Fire weapon
 Option Stand or crouch
 & Option Change weapon

KEY JON BAXTER MOVE

Player Two / Keypad

Game Controls

Player One / Keyboard

E	T	S	A	R	C	E
R	C	O	F	K	O	S
T	A	K	F	O	R	A

ROCKET LAUNCHER



Best when used against large parties and hard targets.

FLAME THROWER



Hot weapon. Crisps everything in its path.

TAZER



From the army's Special Weapons Division. Kills with lightning.

MACHINE GUN



Perfect for laying down a curtain of death. This version is better than an Uzi.

GRENADE



You'll get the biggest explosions from the smallest weapon.

BAZOOKA



Spectacular against hordes of goons. Use this baby against low flying objects.

HANDGUN



Pitifully weak, it's all you have until you get the heavier stuff.

Classified/Eyes Only!