

NUCLEAR PARTY



Zooparty Edition

GAMEPLAY

Nuclear Party is a single player turn based war game. You compete against 4 computer players. There can be only one survivor, is it you?

On each game round, players can do multiple things. Look at the “Command Center” page for more information.

Before you can deploy a warhead, you must prepare a carrier in the first round. A carrier is a missile or a bomber. Each carrier has its own capacity, how big of a warhead it can carry.

CONTROLS

This game can be played with a joystick or a mouse. Use the mouse in port 1 and the joystick in port 2. You can change the control method by pressing F1 on the title screen.

COMMAND CENTER



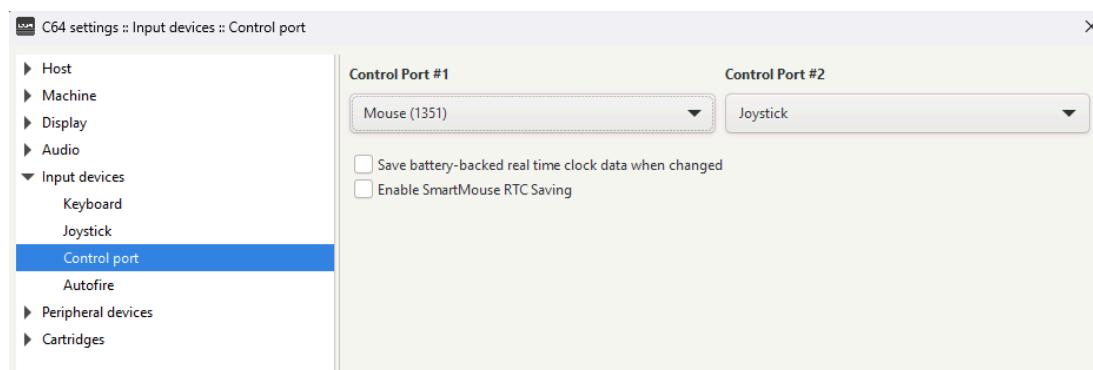
1. **Factory** - This will build some random goodies for you
2. **Propaganda** - With this you can lure people from other countries in your country
3. **Missile** - Missiles can carry a warhead. In the first round, select a missile, which you want to prepare. In the second round assign a warhead. The missile has a capacity of how big of a warhead it can carry.
4. **Warhead** - Different size of warheads. Can be assigned to a missile or a bomber.
5. **Bomber** - *JP2* bomber can carry a warhead up to 20M. *NG9* bomber can carry a warhead up to 100M.
6. **Radar** - *LDS* radar can repel a warhead up to 20M. *MEG* can repel up to 100M.
7. **Center view** - Usually shows your country. When selecting a target, it happens here.
8. **Message view** - Here you can see guidance messages.
9. **Opponents** - One of these can be selected, when deploying a warhead or using the propaganda.

MOUSE SETUP

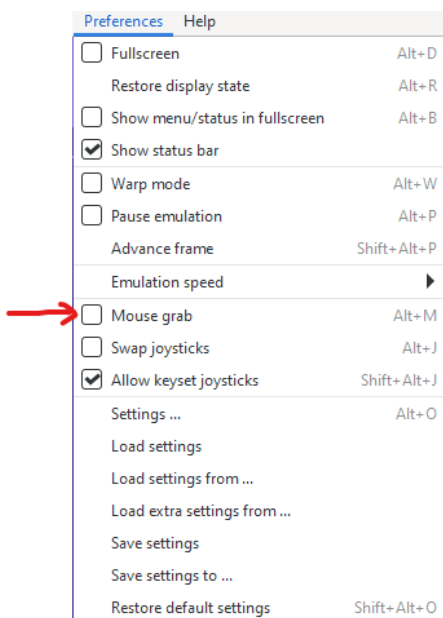
Real hardware: You can use either the original 1351 mouse or a mouse with an USB adapter in port 1.

TheC64 Maxi: You need at least firmware 1.6.1, which supports a mouse. Just plug-in a regular USB mouse and you're good to go.

Vice emulator: Change “Control Port #1” in the input settings to “Mouse (1351)”, exit settings.



In the preferences menu select “Mouse Grab” and you're good to go.



CREDITS

Programming, graphics and sounds
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Music
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Game testing
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