

~Version 1.0~
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THIS FAQ MAY ONLY BE FOUND AT:

- 1- GameFAQs
- 2- VGStrategies

Any other sites have my FAQ illegally!!

=====REVISION HISTORY=====

1.0= Added another site that can post my FAQ.

0.9= Since this is a small game, it is a small FAQ (duh)

I doubt I'll go to 1.0, unless someone tells me a good reason to update it.

=====TABLE OF CONTENTS=====

- Controls
- Levels (of difficulty)
- ASCII Tips (Picture Guide)
- Other Tips
- Closing

=====CONTROLS=====

Pretty basic. Just move your blinking icon from place to place, and select up and down.

Barrel: Adjusts the angle of your barrel. It is pre-set at 60. It is on a 90° scale. 00°shoots strait across towards your opponet and 90° is the maximum, which shoots strait up.

```
90
|
|
L---- 0
```

Powder: Sets the amout of "umph!" in your shot. The pre-set is at 70. The range can go from 00 all the way to 99.

Then the "FIRE" icon is what you press to fire your cannon at the other artillery. Underneath the "FIRE" icon is how much time remaining, before it automaticlly fires itself.

=====LEVELS=====

There are three levels of difficutly. From easiest to hardest is Corpral, Captain and then General.

CORPRAL: You are given 59 seconds to calculate and fire your artillery.

CAPTAIN: You are given 30 seconds to calculate and fire your artillery.

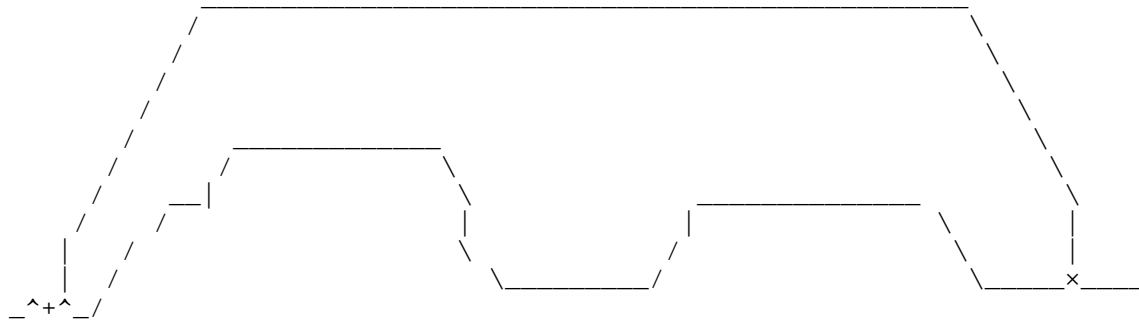
GENERAL: You are given only 15 seconds to calculate and fire your artillery.

=====ASCII TIPS=====

There are different possible ways... here are some of the more common.
I have cut off most of the range, because that would just be wasting space,
and more importantly... my time. The bottom lines are the ground outline and
the higher ones is your artillery shot.

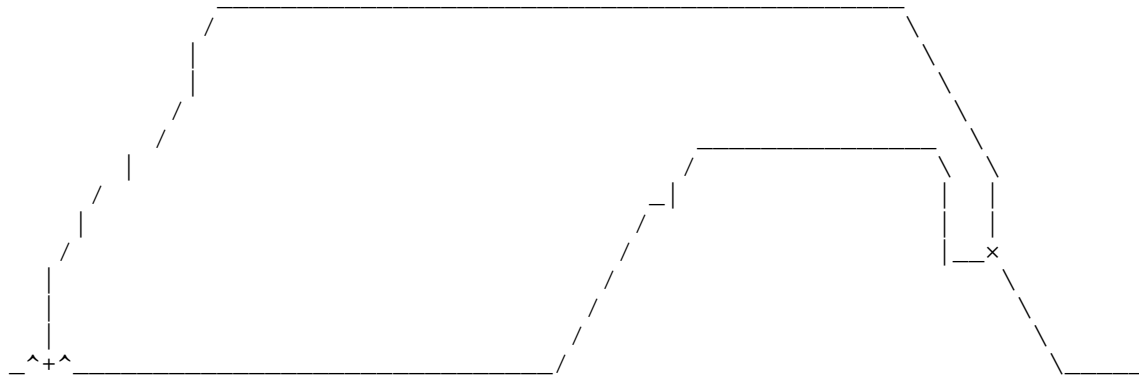
^+^= you
x = target

[[1]]



Here you need to set a barrel range from 55-70 about, and a powder in the 60's.

[[2]]



On this second one, your arch needs to be much higher, to make it over the hills. This gives your opponent the advantage over you. Set it around 70+ on the barrel, and then just judge the powder amount shot by shot.

=====OTHER TIPS=====

Try not to mess with the barrel too much after your first shot, unless you see the angle isn't enough to get over the hill. If the shot goes over, then decrease the powder. If it falls short, increase the powder.

-----CLOSING-----

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My begining WebFiglet (Artillery Duel FAQ) thanks to: www.xmliser.com

CJayC & Al for posting this

You for reading this

Me for writing this!

(****HINT**** IT IS NOW TIME TO HIT THE "BACK" KEY)