PC CD-ROM

COMPACT disc

DESERT STRIKE™

RETURN TO THE GULF



EXCLUSIVE NEW SUPERGUN LEVEL ON CD-ROM

Gremlin INTERACTIVE

Licensed from

ELECTRONIC ARTS®



ELECTRONIC ARTS

PRESENTS:

DESERT STRIKE

RETURN TO THE GULF

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Levielx Manuel



LOADING INSTRUCTIONS FOR CD-ROM USERS

1. Turn your computer on and insert your Desert Strike CD-Rom into your CD-Rom drive.
2. Change drives to your CD-Rom drive. (e.g. D:, E:)
3: Type Install at the prompt and press the return key.
4. The install progam will now ask you which hard drive you wish to use to install the DESERT STRIKE directory, choose a drive and press return. You will then be asked if you want to create a directory on that drive called Desert. if you press "N" you will be asked to rename the directory in which to place the Desert Strike batch files.

The install program will now install the DESERT STRIKE batch files onto your hard drive. This will have created a directory called DESERT, which holds the relevant files needed to run the software from the CD-Rom. Remember that you will need the DESERT STRIKE CD-Rom in your CD-Rom drive to play the game. To play DESERT STRIKE move to the directory you installed the main execute files (e.g. C:> DESERT) and type DESERT at the prompt and press return. If you wish to skip the DESERT STRIKE animations in the game simply press any key.



This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

DESERT STRIKE — DESERT STRIKE — DESERT STRIKE

Le Voulx Manuel



Without warning a madman has emerged in the Middle East and threatens to start Armageddon. The international community knows very little about this menace, the self-styled "General" Kibaba, but we have enough evidence of his military capabilities to take his threats very seriously. The President of the United States has chosen you to fly a series of dangerous pre-emptive campaigns in the desert to vanquish this inimical despot.

If you want to begin right away, go to the in-depth walk-through of the first campaign, Campaign 1. By following the walk-through carefully, you'll learn the minimum skills necessary to win every campaign. After you complete the first campaign, pay close attention to the briefings and debriefings before and after each successive campaign. This manual also provides some useful information about the later campaigns, as well as chapter on hints and strategy tips. Good luck. War is hell.

Le Vieux Manuel

MAIN MENU.

Using the Main Menu.

Use the up/down cursor keys to toggle between the red choice buttons on the main menu, to select press fire (if this is the first time you've played Desert Strike and you haven't changed any of the default keyboard settings - then press the default fire keys Z, X or C).



CHOOSE YOUR CO-PILOT

Your co-pilot is responsible for aiming the guns and operating the winch. The more capable your co-pilot, the easier your job as pilot will be. Each co-pilot has a dossier.

Press fire on the Co-Pilot button to go to the Co-pilot Menu. You will see a picture of each co-pilot and a description of their skills and attributes. You will notice that one of the Co-pilots is listed as MIA or Missing In Action. You can't select a pilot who is listed as MIA. They are out there somewhere, and if you find them and return them safely to the frigate for some much needed first aid, you'll be able to fly the subsequent campaigns with the best co-pilot of the bunch. Press fire on the **next** button on the co-pilot menu to select a co-pilot, when you've chosen a co-pilot, the co-pilot shown in the window represents your selection, move to the **exit** button and press fire to return to the main menu. Your co-pilots name will now be shown in the window on the main menu.



CONFIGURE CONTROLS AND SOUND OPTIONS

Move to the button and press fire to select. You are will be presented with the following options Define Keys, Calibrate Joystick, Sound Card and Screen Size.



DEFINE KEYS

Move to the button and press fire to select. This feature allows you to change the default keys used for gameplay. The default keys are as follows:

Left ←
Right →
Forward ↑
Reverse ↓
Gun C
Hydra X
Hellfire Z

Once you've chosen the keys you wish to use the menu will automatically close and return you to the Configure Controls and Sound Menu.

CALIBRATE JOYSTICK

Move to the button and press fire to select. Follow the on screen instructions, the menu will automatically close and return you to the Configure Controls and Sound Menu once the joystick is configured. Because most joysticks have only two buttons we've designed the controls so that you can use the space bar to toggle between weapons (Gun, Hydra and Hellfire), if for example you are using the fire button on your joystick to operate the Gun press the space bar will switch weapons to the Hydra. Pressing the space bar again will bring the Hellfire into use, press the spacebar again and you'll switch back to the gun.

SOUND CARD

Press fire on the Sound Card button and the name of the sound card will appear in the window on the left, select the name of the sound card you wish to use by pressing fire. **Do not** select a soundcard driver that isn't installed or 100% compatible with the soundboard in your machine.

SCREEN SIZE

Use the fire button to alter the size of the gameplay screen on your monitor, you can choose full, medium or small play screen area.

ENTER PASSWORD

If this is the first time you've played Desert Strike you won't have a password. At the end of each successful campaign you receive a character password and your current score. Make sure to write it down if you wish to return to the game at the beginning of the next campaign with your score intact, rounded down to the nearest thousand points. If you get the password incorrect a **?** will appear the password window, simple type the password in again.

The password will save your co-pilot selection but it won't save any non-standard control settings you may have chosen. You have about five minutes to write down the password before it disappears.

You are now ready to play Desert Strike, move to the start campaign button and press fire.

IN GAME MENUS

At any point during the game you can call up the following menus by pressing:

The action pauses when you call up the following menus.

F1 THE MAP SCREEN. You will need to refer to the battle map continually throughout each campaign to locate yourself in relation to your targets and objectives. You can view military data specific to your current campaign, and call up your current status for the campaign. Besides your weapons, the battle map is your most important tool as a pilot. Your Apache is depicted as a small helicopter graphic. Select objects from the display below the battle map by using left and right cursor keys. The object selected blinks on the battle map.

F2 THE MISSION INFORMATION. You can obtain detailed information about the targets and objectives of a campaign from the Mission Data Log. Notice that every item on the map has a corresponding file in the data log. There you will find a picture of the item, its name, and pertinent information.

ARMOUR POINTS

Armour points are listed for some of the targets. The number represents the amount of damage that target can take before it is destroyed.

POWER POINTS

Power points are listed for the enemy's weapons. If you get hit by a Rapier SAM, which packs a 100 point wallop, your armour will lose 100 points.

F3 CURRENT MISSION STATUS. This gives you all the information on missions that have been completed and ones to be completed.

Press the spacebar to exit any of the above F-key menus.







Pressing ESC during play displays the following menu on screen:

F1 Sounds. Press F1 to turn on/off the sound.

F4 Control method. This allows to change control method, pressing F4 will toggle between the choices. Please note that you must first calibrate your joystick (F6) before you can select it.

F5 Define keys. Change the default keys used in the game to the ones you'd like to use.

F6 Calibrate joystick.

F10 Abandon game. Returns you to the main menu

F12 Quit to DOS. Quits to DOS and returns you to the hard drive prompt.

ESC. Exits this menu

CRITICAL INFORMATION

You are allotted three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on to the next campaign.

Although the chain gun may appear to be hitting an object, make sure you look for the grey explosion to be certain you are on target. Misses appear as yellow explosions and make only a small "gunfire" noise.

At times during a campaign you will receive announcements of incoming intelligence reports. If you wait more than 10 seconds to access the report, it will not be available.

Each time you drop off a passenger at a landing site your mechanics will have time to work on your armour.

In Campaign #1, each passenger is worth 150 armour points. In all subsequent campaigns, each is worth 100 points.

When your fuel level reaches 14 units a warning message appears on the screen. Each time you burn two more units, the message appears again. When your Armour is reduced to 125 points, you receive a similar warning message.

If you crash from lack of fuel, your armour is automatically restored to a full 600 points. If you blow up from loss of armour, your fuel supply remains the same as it was before you crashed, unless you had fewer than 25 units of fuel, in which case your fuel tank is restored to 25 units.

DESERT STRIKE
Le vieux Manuel

If you bump into an object (except for the frigate) your armour loses ten damage points and you lose control of the Apache momentarily. Also, you cause ten damage points to the object you bumped into.When you crash and are restored, your "load" of passengers and your supply of ammunition remain the same.

The following critical information appears on the map screen (**F1**).

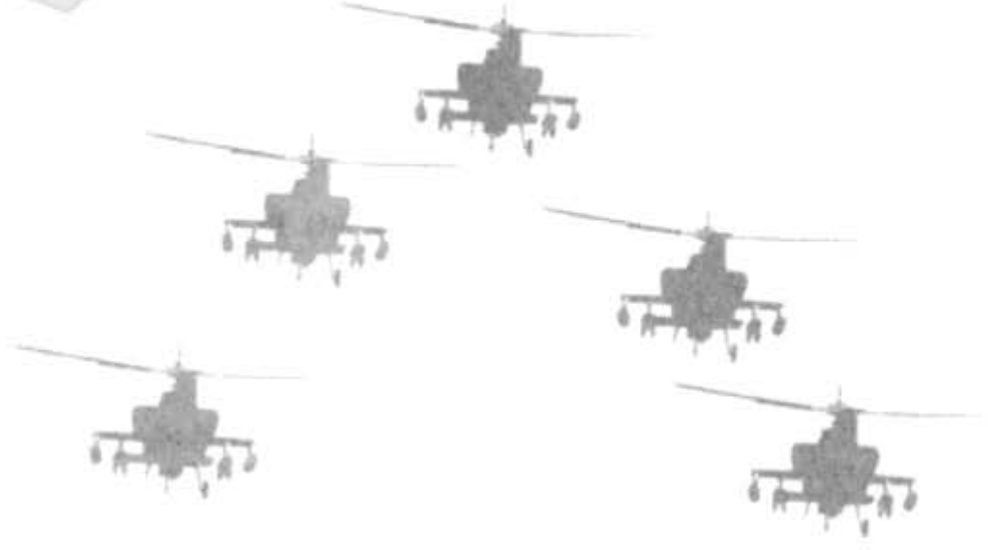
Lives – Number of lives remaining.
Load – Number of passengers aboard (6 max).
Armour – Protection against attack (5-600).
Fuel – Fuel remaining (2-100).
Guns – Rounds remaining in the chain gun (1178 max).
Hydras – Hydras remaining (38 max).
Missiles – Missiles remaining (8 max).

Score – The higher your score, the more you've accomplished. Bonus points are sometimes available if you complete all tasks on a given mission. For example, if you need only rescue 14 of 16 MIAs to complete a mission, bonus points are awarded for rescuing the other two.

You can lose points for destroying civilian or friendly targets.

SNAFUS

'SNAFU' is an American military acronym which stands for 'Situation Normal—All Fouled Up'. When a SNAFU message — "Return to the Frigate" — appears on the screen, it means that you have done something to make winning the current campaign impossible. So you must return to the frigate and begin that campaign again. At the end of each campaign section in this manual, you'll find a list of the relevant SNAFUS.



Le vieux Manuel

CAMPAIGN 1: AIR SUPERIORITY

The following campaign descriptions divulge certain facts about the game and make it easier to play. They are not necessary for successful completion of the game. For a maximum challenge, don't read any further.

This campaign takes place in the morning.

The first order of business in any modern military conflict is to establish air superiority. This means demolishing the enemy's airfields. But before you can do that safely, you need to take out his radar and power stations.

After the airfields come the command centres, where the enemy commanders cower. To accomplish the final mission of the first campaign, you have to blow up the command centres and abduct an enemy commander, for only then will you learn where the allied spy is being held captive. The spy holds the madman's secret nuclear plans.

A WALK-THROUGH TO CAMPAIGN 1

For the purposes of this walk-through, the top of the screen is north.

Press Forward/Reverse cursor keys or pull back on the joystick to lift off the frigate.

As soon as you lift off, press **F1** to check out the map. As you see, land lies to the east and the enemy's radar sites are blinking. To destroy both radar sites is your first objective. It will help to know how well defended the radar sites are.

Press **left/right** cursor keys or move joystick left/right to see what kind of weapons the enemy has deployed near the radar sites. When you come to AAA, or Anti-Aircraft Artillery, you see that each radar site is defended closely by two AAA batteries.

Press **F3** for more information about AAAs. You see that the enemy's AAAs are not heavily armoured and pack only a 20 point wallop. Their accuracy is poor, but they fire rapidly. They rotate at medium speed and do not benefit from radar. In all, AAAs do not appear to be very formidable defences. You should be able to handle them easily.

Press **Spacebar** to return to the campaign.

Fly to the southernmost radar site. You might have to call up the map again to get your bearings.
On your way there you will likely run across soldiers skirmishing on the ground, or be fired upon by a lone enemy. Soldiers dressed in khaki are MIAs, or Missing In Action personnel. Rescuing MIAs is part of your job and also can be a great benefit to you. You may not land at a landing site if you do not have a least one passenger. Each passenger you drop off restores 150 points to your armour, to a maximum of 600 points.

Le Vieux Manuel

If you like, destroy the enemy aggressor and hover over the MIA, who is probably flailing his arms. The rope ladder will descend as you approach the MIA. When you are correctly positioned, he will grab the ladder and your co-pilot will pull him aboard.

At the beginning of Campaign #1 there are at least 15 MIAs. As time goes by, the MIAs gradually are hunted down and terminated. That in mind, you might find it expedient to eliminate all the enemy ground troops you come across. Apart from adding to your point total, you will be protecting the lives of your MIAs, and hence your own longevity.

When you reach the radar site, the AAAs begin to shoot at you. Attempt to destroy the AAAs with either your chain gun (**C**) or a couple of hydras (**X**). You might find it possible to dodge the AAAs and destroy the radar sites without having to expend any heavy ammunition. See if you can find a position where your chain guns reach the radar dish but where you are out of reach of both AAAs. Conserving ammunition in ways like this will be important in later campaigns.



As soon as you're safe from AAA fire, attack the radar dish. Since the radar dish cannot fire back, there is no need to use your heavier firepower to destroy it. Blast away with your chain gun (**Y**) as fast as you can. Your fuel is always diminishing.

After you destroy the radar dish, press **F1** to check the map. When you left this screen last you were looking at the mission data log on AAAs, so press **F1** to call up the map screen. Press left/right cursor keys or move joystick left/right to toggle through map characters. You will see that there are two AAAs protecting the site, two MIAs nearby, and an ammo crate in the vicinity. This one looks easy.Fly north toward the radar site. Take out enemy targets along the way as you see fit.

Destroy the radar site as before.
At this point you still should have more than half a tank of fuel. This should be enough to complete the second mission.

***NOTE:** It is unwise to attempt to complete the objectives out of order.*

Check the map for the next objective: the **Power Station**. Toggle through the enemy weapons listed in the selection display to find the safest route and the best probable direction of approach.

Try flying north and east, avoiding the heavily defended airfield. When you come across a guard post or a group of tents you may want to attack. Enemy buildings and tents sometimes contain useful supplies.

Take out the Rapier missile launcher and the AAAs guarding the power plant. If you still have plenty of fuel, you might take the time to destroy the power plant with your chain gun and save your missiles for more urgent situations. This is a good general policy.



Notice the Armour repair kit next to the rumble where the power plant was. Go to the map and check your armour points. If you have fewer than, say, 300 armour points left, then you might want to pick up the armour repair kit.

This restores your armour to full strength. Pick up the kit in the same way that you picked up the MIA. Hover over it and your co-pilot will lower a hook and pull the toolbox up with the winch.

At this point, you could probably use some fuel and some ammo. There is a crate in one of the barracks to the south and some fuel drums nearby, unless one or both were accidentally destroyed in the battle. Also, there are two MIAs in the area.

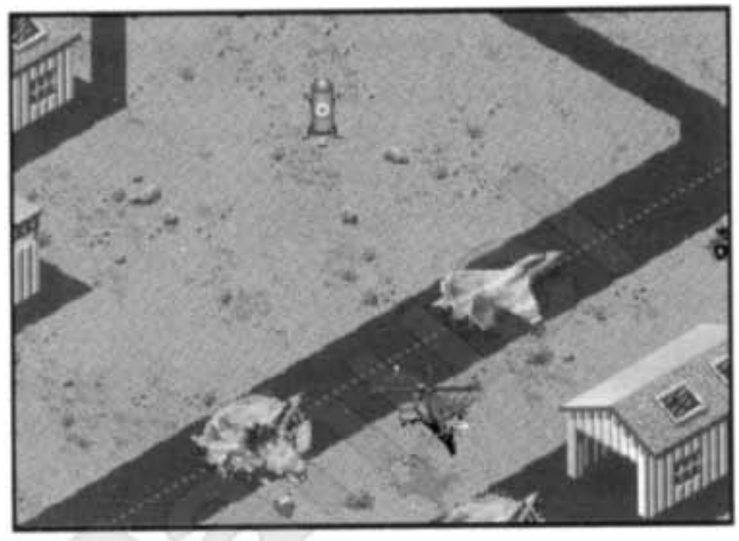
Find the fuel barrels and ammo crate if necessary, and hover over them to pick them up.

Now fly to the nearest Airfield. The airfield is heavily defended, and you could bite the dust easily. Try to sneak up on the AAAs and Rapiers and destroy them before they can turn around and fire.
Never hesitate to retreat. If you take several hits and find your armour dangerously low, retreat to the nearest landing site and drop off your MIA. This action restores your armour, and you can return to your present objective with a new lease on life. You might want to check the map for MIAs and pick up the nearest one. **If possible, always have an MIA on board.**

Finish destroying the airfield. You have to eliminate all the planes and all the buildings before the airfield is considered destroyed. When in doubt, check the map. If the airfield icon still appears on the map, then at least one object critical to the airfield remains intact.

Destroy the other airfield.
Before moving on to the Command Centres, make sure you are well fuelled, armed, and armoured. It's possible that there are no MIAs left, in which case you need to be extra cautious and willing to use more and heavier firepower against targets that fire back.

When you destroy a command centre, the enemy commander will attempt to escape. Chase the commander and take him prisoner. Only then will you learn where the allied spy is being held captive.



You need only destroy one command centre and capture one commander to get the location of the spy, but you receive bonus points for destructive actions above and beyond the call of duty.

At the site where the spy is located you will find three buildings. One of the buildings conceals an underground trap door. Pick a building and destroy it. If the underground door does not appear, destroy another building.
When you find the trap door, fly above it and the Apache will automatically land. Your co-pilot will run in to rescue the spy.

In the meantime, a few VDA guns will appear on the scene. You may need to fly around the area to locate all the VDA's. Destroy all the guns and your co-pilot and the spy will emerge from the trap door. Pick up the spy and your co-pilot and return to the frigate.

After you land, you and your co-pilot celebrate on the deck of the frigate and your commander gives you a summary of your score. Don't forget to write down your password!

SNAFUS

1. Destroying landing zones (for all campaigns).
2. Destroying the enemy commanders.
3. Destroying the secret agent.



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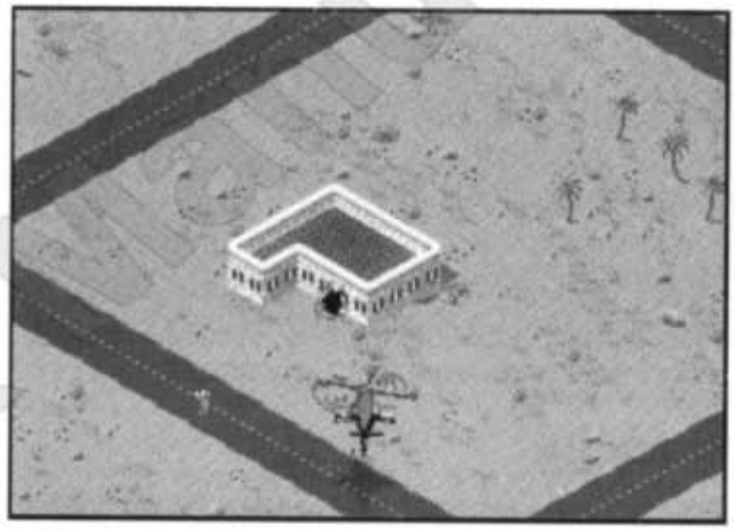
CAMPAIGN 2: SCUD BUSTER

This campaign takes place at high noon.

Now that you've established air superiority in Campaign #1, it's time to take out the madman's Scud launchers. As in Campaign #1, first you will want to take out the enemy's radar sites. Then there are several political prisoners to think about. Complete the following six objectives in order.

1. DESTROY RADAR SITES

You already know how to deal with radar sites, except now there are three to take out, and two are well defended.

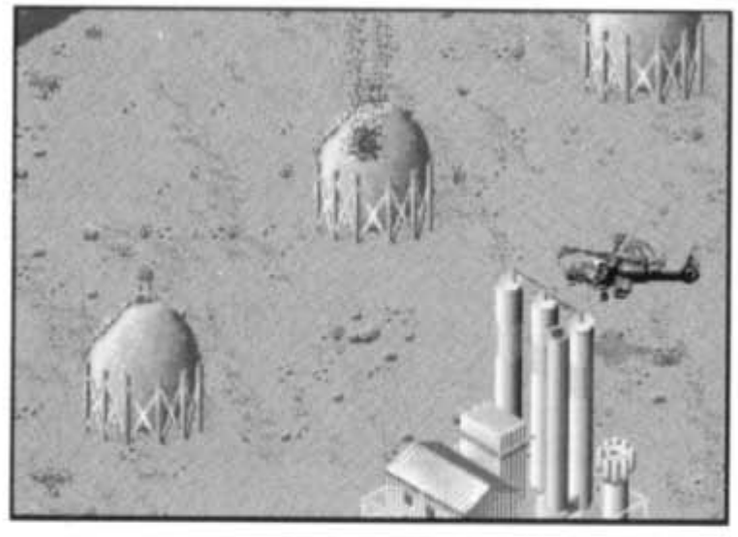


2. ORCHESTRATE A JAIL BREAK

These three jail breaks are tough. Make sure you clear the area before you blast a hole in the jail so the fleeing prisoners won't be destroyed before you can pick them up.

3. DESTROY THE POWER STATION

This target is well guarded, but you should be able to demolish it without taking much damage if you know how to dodge the enemy's weapons.



4. DESTROY THE CHEMICAL WEAPONS COMPLEX

Make sure you have plenty of armour and ammunition before attempting this mission.

5. TAKE OUT THE SCUD LAUNCHERS

After you destroy the chemical weapons complex, the Scud commanders start getting nervous and decide to make a run for it rather than risk facing the ignominy of being caught. Now is your chance to capture them and find out where the Scud launchers are placed.

First you will need to check the map to find out where all the Scud command headquarters are located. You already might have noticed metal buildings marked by a red and white flag. These are the command headquarters. Proceed

from headquarters to headquarters, blasting each one to kingdom come and capturing the exposed Scud commander, who by now is crazed with fear.



As you capture each Scud commander, a Scud launcher site appears on the map as a red dot. Fly to the Scud launchers and see if you can destroy them before they can launch their missiles. There are six launchers in all, and you must destroy at least five of them to complete the mission.

6. RESCUE PRISONERS OF WAR

This mission is what the second campaign is all about.
With enough ammunition and fuel, and the savvy it takes to stay alive, you'll be able to complete this rescue and return safely to the frigate for new orders.
There are 16 POWs in all, and you need only rescue 14 of them. Don't let more than two men be destroyed, or all your work up until now will have been in vain.
Take a safe route back to the frigate.

SNAFUS

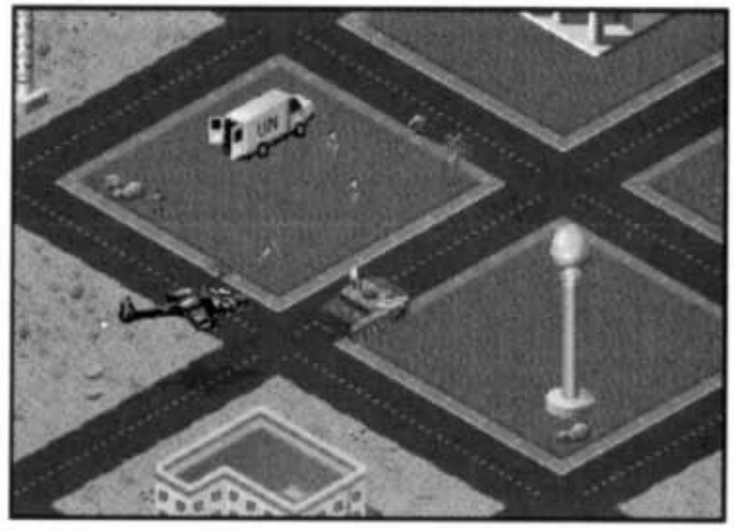
1. Destroying more than one Scud Commander.
2. Allowing more than 2 POWs to be destroyed.



CAMPAIGN 3: EMBASSY CITY

This campaign takes place in the early evening.

1. RESCUE U.N. INSPECTORS

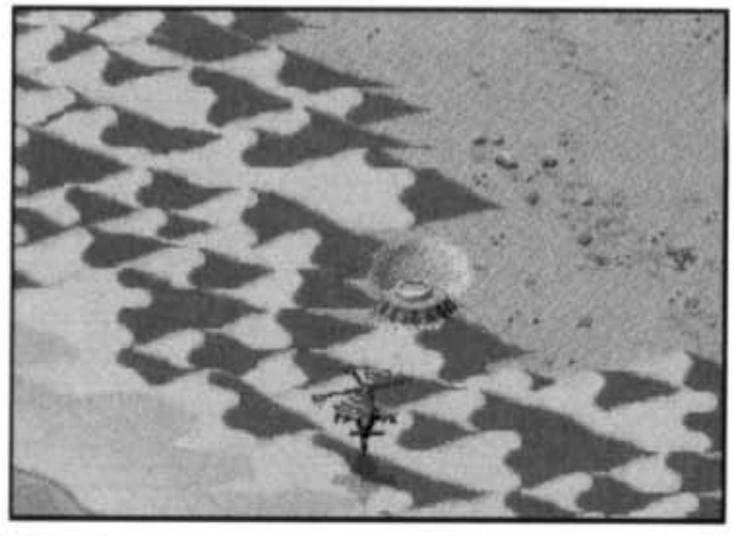


The United Nations inspectors are under attack in a parking lot near the hotel. Fly in and eliminate the enemy tank and ground troops. Make sure not to hit the inspectors or you'll have to start over.

2. DESTROY BIOLOGICAL WEAPONS COMPLEX

There is a large biological weapons complex to the north-west. The lead chemist is hiding in a biological weapons factory surrounded by seven other similar looking facilities. Destroy the buildings to find and capture the chemists. When you find the right one he'll give you the locations of the underground missile silos.

3. DESTROY UNDERGROUND MISSILE SILOS



In this mission you have to hunt for the underground silos, which are covered by sand dunes. Use your chain gun to locate the silo's armoured covering, (you'll see the grey impact effect when you hit the correct sand dune) then see if you can blow up the silo before the missile inside is launched.
Sometimes the explosion from the silo will detonate a fuel drum, ammo crate, or other object in the area, so you might want to pick up needed supplies before you destroy the silo.

4. RESCUE THE PILOTS LOST AT SEA

This mission is fairly easy. Destroy the enemy speedboats without harming the defenceless pilots and then pick up the pilots. One of the pilots has a valuable piece of information.

5. DESTROY THE POWER STATION

You learn from one of the rescued pilots that the power station controls an alert zone around the madman's yacht. You'll have to destroy the power station before attempting the difficult rescue at the yacht.

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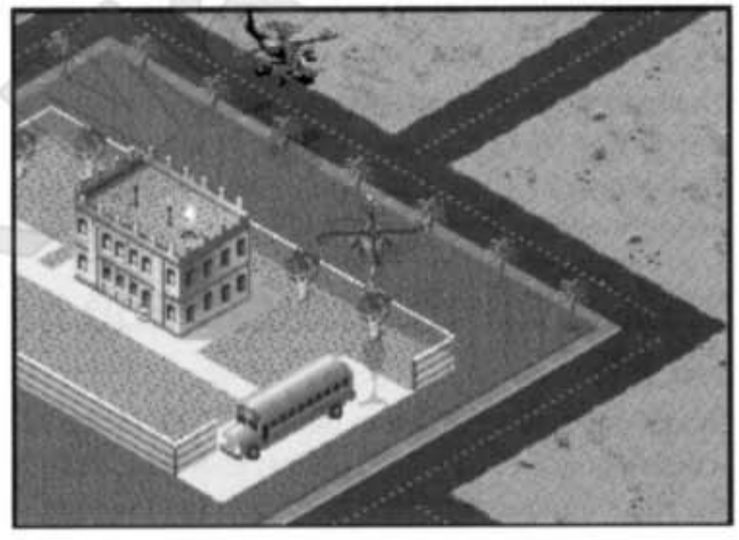
6. RESCUE PRISONERS ON MADMAN'S YACHT

After you eliminate the initial opposition, blow a hole in the yacht. The prisoners will leap into the water one by one. The prisoners are weak from captivity and cannot stay afloat for long, so you'd better have a good winchman and know how to hover accurately. Be careful not to bump into the yacht, as the time it takes to recover might cost a prisoner his life. If you let more than four prisoners drown, you'll have to start over.

7. CAPTURE THE ENEMY AMBASSADOR

Here you will face the heaviest fire power you have encountered thus far. Make sure you have a full load of ammo and know where you can get more. One crate probably won't be enough. But all the ammo in the world won't help you if you don't first take out the radar station providing an alert zone around the area. You could lose three lives here in a few seconds if you're not careful and skilful.

8. EMBASSY RESCUE



Your last mission in this campaign is to rescue the 12 embassy officials held captive in the embassy building. Your co-pilot jumps out to drive the bus, so you'll have to work the guns yourself from here on in. In order to drop off your co-pilot, you must first destroy the enemy helicopters. Once the helicopters are destroyed, a landing zone will appear. Land on the 'X' and the rescue sequence will ensue. After you destroy all the enemy's defences, blast open the gate in front of the bus. Your co-pilot knows where the Navy Seals Camp is located and will take the bus there. The bus is very vulnerable and cannot take much of a beating. Your job is to escort the bus and see that no harm comes to the dignified officials. If the bus is destroyed, you'll have to start this campaign over, and your co-pilot will be listed as MIA.

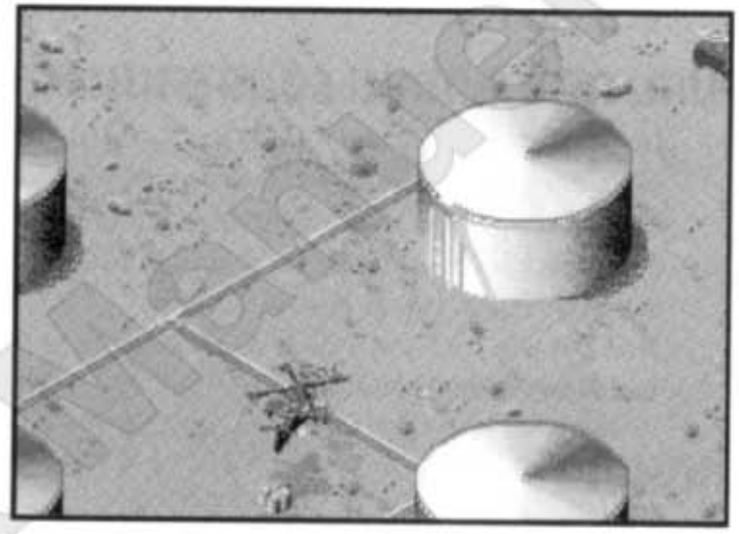
SNAFUS

1. Allowing more than 2 U.N. Inspectors to be destroyed.
2. Destroying the lead biochemist.
3. Allowing more than one stranded pilot to be destroyed.
4. Allowing more than four prisoners to drown.
5. Destroying the enemy Ambassador.
6. Allowing the bus to be destroyed.
7. Destroying the C-130 transport plane.

CAMPAIGN 4: NUCLEAR STORM

This Campaign takes place at night.

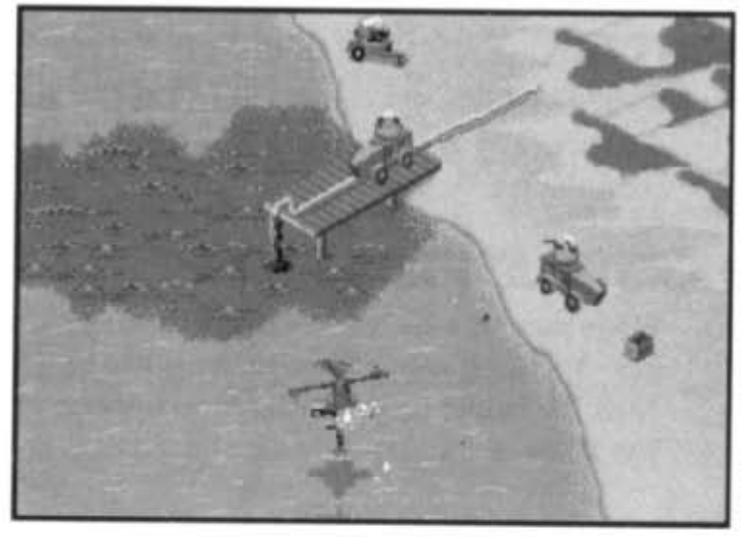
1. PROTECT THE OIL FIELDS



There are two objectives in this mission: to airlift the commandos to the landing sight in the middle of the oil fields and to destroy all the enemy tanks around the oil fields. If you allow the enemy to destroy too many oil containers you will be called back to the frigate and have to begin again.
It's important to pick up all the commandos at once. Their landing site is available for only one unloading, so if you don't drop off enough commandos on your first landing, you won't be able to complete this first mission.

2. STOP THE OIL SPILLS

A good gunner comes in handy here. Before you attempt to close off a pipe, you'll want to take out the enemy forces stationed near the oil dock. Once you're safe, go ahead and fire at the end of the pipe. You have to hit just the right spot in order to stop the spill; that's where an accurate gunner is called for. Now you're on your own. Make sure you read all the information presented to you on the screens. Completing the game is hard, but far from impossible. Other campaigns will be revealed after the first two parts of this have been completed.



SNAFUS

There are a number of snafus in this last campaign. By now you should have a sense of what kinds of things you cannot do in order to complete a campaign.

HINTS AND TIPS

KEEP MOVING

- You can't win the game if you don't learn how to out-manoeuvre the enemy's weapons.

FUEL AND AMMO CONSERVATION

- In Campaigns 2, 3, and 4 there are more fuel drums and ammunition crates in the field than are indicated on the map. Numerous fuel and ammo dumps are hidden in buildings, under sand dunes, etc. The only way to find hidden supplies is to blow up the structures that conceal them.
- Your missiles and Hydra are precious commodities not to be squandered. As long as it's safe and you have fuel, use your chain gun to destroy targets.
- Don't waste fuel and ammo by picking them up when you're already full or nearly full. It's best to let them sit and return when you need them.

JINKING

- Certain targets are difficult to hit, even with Jake as your co-pilot. Jinking will help you increase your precision by allowing your Apache to move left, right, forward or backward without rotating. Hold down the control key on the keyboard while moving left and right keys or while using the joystick.

NEUTRAL TARGETS

- Some targets, such as buildings and dunes, are neutral, which means that your gunner will not fire on them automatically. If you want to hit a neutral target, you must point the Apache directly at it and fire. Jinking often comes in handy here.

PICKING UP PASSENGERS

- When there is a crowd of waiting passengers, your co-pilot will pick out the closest one and drop the ladder for him. You must pick up that passenger or back away from him before the ladder will drop for another passenger. Also, the ladder (and the winch) will appear even when it's behind a building or other object as to better help you guide it.

DROPPING OFF PASSENGERS

- When you land at a landing zone, all passengers (except commandos and EANN crew) will disembark. Try to drop off your passengers at appropriate times so as not to waste the armour value they bring. You need not pick up all available passengers to win a campaign, but you should remember the locations of the people you did not pick up so that you can use them for armour points later.

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- The commandos and the EANN crew must be dropped off at their appropriate landing zones, or else they will take up valuable payload space for the rest of the campaign.

ARMOUR CRATES

- There are armour toolboxes hidden in all four campaigns. Picking up an armour crate restores your armour to a full 600 points.

QUICK LADDER

- The quick ladder allows you to pick up objects practically on the run. All four campaigns offer a quick ladder, but you have to find it. The quick ladder lasts for an entire campaign, even if you crash, but it does not carry over into subsequent campaigns.

EXTRA LIVES

- The box with the red cross on it contains an extra life. There are a few hidden throughout the campaigns, and you will almost certainly need some of them to win the game. Extra lives do not carry over into subsequent campaigns.

ALERT ZONES

- Certain targets are protected by alert zones, which dramatically increase the firepower and plating of the major weapons.
- Alert zones are controlled by radar stations, power stations and objects in the game. Pay attention during your briefings and to all information you receive during a campaign to find out which buildings or objects control which alert zones.
- Radar stations put out a **range alert**, which gives the enemy weapons an increased range. Power stations supply an **aim alert**, which allows the enemy to move their turrets electronically, instead of manually. Weapons on **aim alert** cannot be out-manoeuvred. It's best just to stay away until you destroy the power station supplying them.

FOOLS RUSH IN

- You can save yourself a lot of heartache by checking the map for the positions of the enemy's defences before travelling.

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ENEMY WEAPON	NAME	ARMOUR	POWER (DAMAGE)	RATE OF FIRE	SPEED OF PROJECTILE
	VDA	100	25	0.33	fast
	ZSU	150	40	0.33	faster
	SPEEDBOAT	150	50	1.25	faster
	CHOPPER	150	100	1.5	faster
	M48	200	100	2.5	faster
	CROTALE	250	150	2.0	slower

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DESERT STRIKE



TROUBLE SHOOTING

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DESERT STRIKE CD TROUBLE SHOOTER

Required Equipment
CD-ROM Drive
VGA Minimum
1 Megabytes of memory EMS
Supports Soundblaster/Roland/Adlib or 100% compatibles
Joystick/Keyboard option
DOS 5 or above required
550K Free of Base Memory (Largest Executable Program Size)
MSCDEX 2.1 or above and CD-ROM drivers needed
386/486 Compatible if above requirement are adhered too.

Audio
Desert Strike supports Soundblaster/Adlib/Roland cards or 100% compatibles.
If you have further problems please refer to the AUDIO PROBLEMS??? section in the trouble shooting guide found below.

TROUBLE SHOOTING

Memory Management

Error message - NOT ENOUGH BASE MEMORY

Desert Strike requires at least 550K of base memory to run properly. If your machine hasn't enough base memory, when you try to run the game the following error message will appear on screen. NOT ENOUGH BASE MEMORY YOU NEED 550K TO RUN DESERT STRIKE.

If you are unsure as to the amount of BASE MEMORY you have, simply make sure you PC is at the DOS prompt and type 'MEM'.
This will present you with a list of different memory locations. The important one is 'LARGEST EXECUTABLE PROGRAM SIZE' (in other words BASE MEMORY). If this is less than 550K then you will need to free some more memory up to play Desert Strike. Consult your DOS manual for more information on base memory and how to make more available, or follow the guide to make a DOS BOOT DISK.

Error message - NOT ENOUGH FREE EXPANDED MEMORY
Desert Strike requires 1Megabytes of Expanded Memory (EMS) **not** Extended memory. You can use EMM386.EXE or other such drivers to emulate Expanded Memory using Extended Memory.

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You can do this by adding the line,

DEVICE=C:\DOS\EMM386.EXE 1024

into your CONFIG.SYS.

If you have configured your PC to have 1Meg of EMS and are still experiencing the error message, then ensure that either programs like 'Smartdrive' are not taking up your EMS memory; or simply add more than 1megs in your EMM386 line in your CONFIG.SYS
e.g.. DEVICE=C:\DOS\EMM386.EXE 3072

DOS BOOT DISK

Do not use the DOS Boot Disk section of the manual if you have any sort of disk compaction software on your hard disk drive. Consult your disk compaction software manual to create a DOS boot disk.

If you do have problems with the above sections, then making a DOS Boot Disk could cure these problems. To create a DOS Boot Disk follow these easy steps exactly as shown.

Please Note:
All examples of code assume that your DOS directory is on the 'C' drive and that the directory name is 'DOS'; i.e.. C:\DOS
If your DOS directory is on 'D', for example, and the directory name is MS-DOS, then replace C:\DOS with whatever your needs are;
e.g.. D:\MS-DOS

1.) Insert a blank floppy disk into your A: drive of your computer.
2.) Make sure your machine is on and at the DOS prompt.
3.) Type 'FORMAT A:/S' and then press return or enter
4.) Wait while the disk is formatted and the system data has been transferred onto the disk.
5.) You will now be asked to name the disk. Type' DS-BOOT' and then press return or enter.
6.) If asked ' FORMAT ANOTHER DISK' answer 'N' and press return
7.) You should now be at the DOS prompt.
8.) Type 'EDIT' and press return or enter
9.) Select 'NEW' from the file menu, and press return or enter.
10.) Type in the following information.

DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE 1024
FILES=20
BUFFERS=20
DOS=HIGH

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11.) Select "SAVE' from the file menu and save as ' A:CONFIG.SYS' ensuring that the DS BOOT disk is in drive A.
12.) DO NOT SAVE THIS FILE TO YOUR HARD DISK.
13.) Select 'NEW' from the file menu, and press return or enter.
14.) Type in the following information.

PROMPT=PG
PATH=C:\DOS

15.) Select "SAVE' from the file menu and save as 'A:AUTOEXEC.BAT' ensuring that the DS BOOT disk is in drive A.
16.) DO NOT SAVE THESE FILES TO YOUR HARD DISK.
17.) You will now need to copy your CD-ROM drivers onto this boot-up disk. Follow the advice given with your CD-ROM drive software on how to do that.
18.) After completing sections 1-17 you are now ready to play the game. Reset your computer leaving the **DS-BOOT** disk in the internal floppy drive. Wait until the computer has 'booted-up' and is at the DOS prompt. Now follow the instructions under the heading **Playing Desert Strike.**

Audio Problems???

If you experience any problems with the sound in Desert Strike then check through the following.
1.) Does the card work with other products?
2.) Have you used and installed the software that came with the card, if any did?
3.) Is your card 100% compatible with the sound cards listed?
4.) Have you installed the game to use the desired soundcard?
5.) Have you configured the card properly? Check the interrupt settings.
6.) Have you been through the SETUP program?

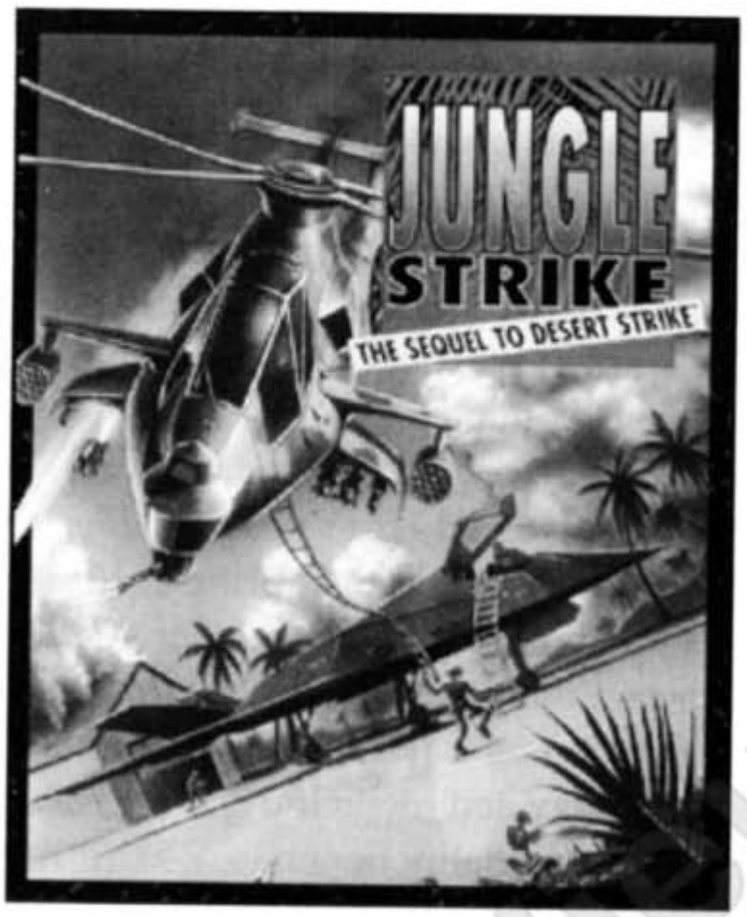
If Desert Strike is being run on a slow 386 you may experience a slight flickering effect while playing the game, to solve this we've added a few features you might like to try, after all not everyone can afford a 486. Quit the game to the main menu and choose Configure Controls and Sounds, from the Configure Menu select Screen Size. Use a fire button to toggle through the choices. Choose one that gives you the best performance.

Extra Extra

If there are any other notes or alterations to this installation guide there will be a text file on the disk. (README.TXT). Please read this file before proceding with the installation.

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COMING SOON



TWO MASSIVE TITLES FROM GREMLIN

Hot on the heels of Desert Strike comes the greatest sequel of all time.

Your mission is to take the controls of a Commanche Attack Helicopter, armed to the hilt, in search of the evil General Kilibaba The Younger, son the defeated villain from Desert Strike, who has now joined forces with Carlos Orlega the world's most notorious drug baron.

Your mission is to undertake a series of 9 perilous campaigns to smash this evil alliance once and for all. You will have to face an enemy who has spread itself over a wide number of different terrains, from the icy tundra to the heat of the jungle.

To assist you in your Tour Of Duty Jungle Strike offers you multiple combat vehicles equipped with their own state of the art weaponry including:

* The latest in helicopter technology, the devastating Commanche Attack Helicopter.
* Use of the incredible F-117A Stealth Fighter.
* An MX9 Attack Hover craft.
* A Special Forces Assault Motorcycle.

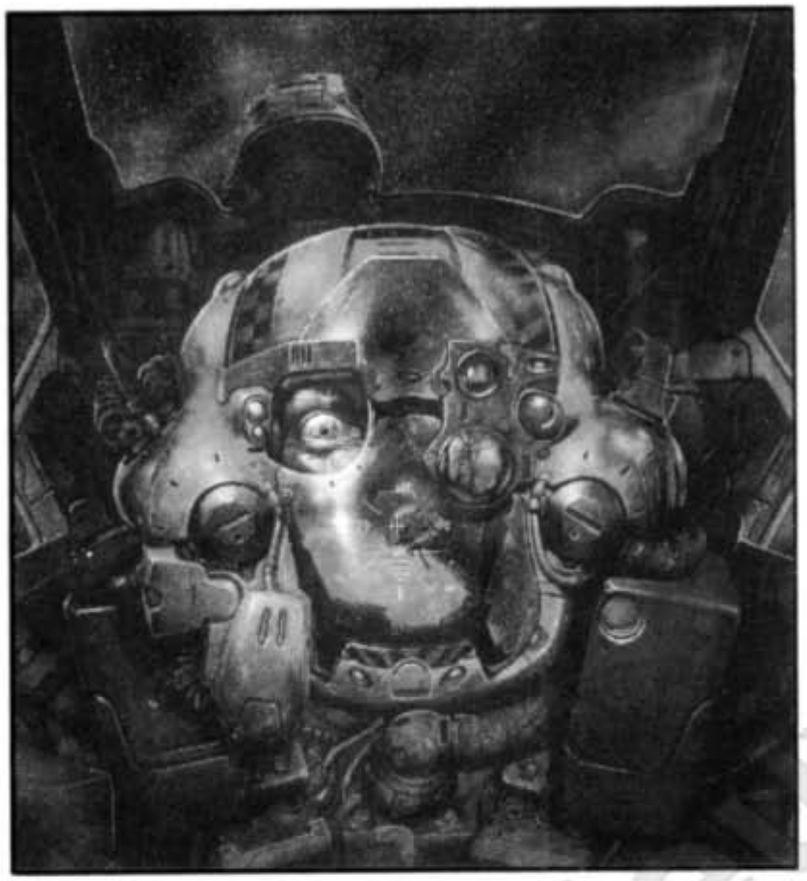
With all this hardware at your disposal your task should be simple! Think again....your enemy has a few tricks up their sleeves, 26 mean weapons at their disposal including:

* Choppers that seek and destroy.
* Mobile ground weaponry with amazingly accurate fire power.
* Patriot Missiles stolen from their previous victims.
* Battle tanks, Hurvees and may more.

If you thought Desert Strike was hot, it was only a warm up for what is in store for you in Jungle Strike.

Available on PC CD-Rom and Floppy Disk

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RETRIBUTION

A mission based blend of strategy and action on a grand scale and featuring one of the most advanced variable terrain generation techniques to date. Pilot a futuristc flying combat craft on a variety of low level air-to-air and air-to-ground attacks on an alien foe.

The year is 2396 and Earth is on the edge of a war which would certainly bring about it's self destruction. Then from another world came the Krellans who intervened in the conflict and brought peace. They introduced new technology and medicine and improved human life to a quality beyond recognition. They showed how barren planetoids could be transformed into habitable enviro-spheres in a matter of months and the human race grew and prospered. Then quite suddenly the population on colonies in the outer reaches began to disappear. But why?

It was only by chance that a single survivor was able to supply the reason. The whole planetoid project had been set up by the Krellans to increase the growth of the human population to a level where it could be harvested as a source of food. Mankind had become nothing more than a protein source for the Krellan masses.

Rage and despair are quick emotions, and now their time is past. As you lower yourself into the combat vehicle the memories of the 'disappeared' fill your mind. Despite overwhelming odds you are driven by one compulsion....**RETRIBUTION**

Available on PC CD-Rom and Floppy Disk

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COMING SOON

THE BLOCKBUSTING SEQUEL TO DESERT STRIKE



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