

RED

GHOST



RED GHOST

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Quick Start Instructions

- 1) To load the game, type **rg** <enter.> at the DOS prompt C:>
The GAME OPTIONS MENU will be displayed.
- 2) Using the mouse, select the "START NEW MISSION" option.
- 3) The MISSION BRIEF for Mission One (The Caribbean) will be displayed.
- 4) Press the **F3** key. The Mission Map will be displayed. On this map are various icons representing vehicles, aircraft, and buildings you will encounter in this mission. The *flashing* building icons represent your objectives which you will destroy or capture to complete the mission.
- 5) Press the **F4** key. The Team Selection screen will be displayed. In the Options Menu column, click on "SELECT TEAM".

The TRANSPORT column will highlight, showing the various vehicles/aircraft at your disposal. Click on the transport you wish to select for the team.

The "SELECT DRIVER" option and PERSONNEL column will highlight. Click on the name of the person you wish to select as your driver.

The WEAPONS column and the EQUIPMENT column will highlight. Click on the items which you wish your driver to be equipped with.

The "SELECT GUNNER" option will highlight. Click on the name of your gunner. Click on the weapon and equipment which you wish your gunner to be equipped with.

The "PASSENGERS" option will highlight. Select one or more passengers and their equipment. (NOTE: Some vehicles may be limited in the number of passengers that may be carried.)

If you wish to create further teams, repeat the above procedure.

The composition of each team you create will be shown in the TEAM BOXES. Each team will bear the initial of the first person in the team.

6) Using the "DELETE" option. -

If you wish to delete an item in one of your teams, highlight that team's box by clicking on the team's name. Highlight the "DELETE" option by clicking on it. Then click on the item you wish to delete.

If you delete the driver, the team's initial will change to the gunner's. To select another driver, click on the "Select Driver" option and then click on the name of the new driver. Likewise for the gunner and passengers, if you wish to change any of these.

7) LANDING your team/s. -

Press the **F3** key to display the Mission Map. In the LCD panel you will see a list of your teams which are ready to be landed on the map. Any team which requires landing will have a "circle" opposite its name.

Click on a team which you wish to land. Landing zones will be highlighted on the map. Click on a spot in one of these zones where you wish to land your team. An icon with your team's initial *flashing* will appear on the spot you have chosen. **Press the ESC** key if you change your mind and wish to "unland" the team.

8) Fighting in the Landscape. -

Having landed one or more teams, you are now ready to start fighting in the landscape.

Select a team you wish to control, by clicking on its name in the active team list in the LCD panel. This will make it the current "active" team, and its icon initial on the map will start flashing.

Press the **F2** key to display the landscape. You will find yourself viewing the landscape from within the vehicle, with a weapon sight in the middle of the screen. You can train the weapon sight left/right or up/down using the movement of the mouse. To **fire** the weapon, click on the **left** button.

Use the **ARROW** (cursor) **KEYS** to move your vehicle forward/backward. The direction in which your vehicle is facing is indicated on the compass bar.

To toggle from driver to gunner's view and back, press the **SPACEBAR**. The current viewpoint is shown on the small icons at the bottom of the screen.

From the gunner's view, swivelling the weapon sight using the mouse will not affect the vehicle's orientation. The compass bearing does not change.

9) **Setting an AUTO-ROUTE:** –

You can set an auto-route for one or more of your teams. This is done on the Mission Map. (Press the **F3** key to display the map if you are elsewhere). On the map's Keypad, click on the Auto-Route Key, turning it RED.

In the LCD panel list of teams, click on the team you wish to auto-route. You can give engagement conditions and tasks which your team will perform whilst auto-routing. Refer to the manual for a comprehensive discussion of the subject.

You can view the active team auto-routing. To do this, press the **F2** key to go into the Landscape. An external (camera) view from behind the auto-routing vehicle will be displayed. You can move the camera view backwards or forwards by using the keyboard ARROW (cursor) keys.

10) **Giving CLOSE QUARTERS ORDERS:** –

You can give these orders to each individual of a team. To do this, you have to display the Mission Map (press **F3**). On the Map's Keypad, click on the Close Quarters Key, turning it RED.

In the LCD panel list of teams, click on the team you are interested in. A list of the members of this team will appear on the LCD panel. A circular zone will be highlighted around the team vehicle icon on the Map. Click on the name of the individual you wish to give orders to. Then click on the building or vehicle you wish to destroy or capture, or a spot in which you wish the individual to entrench, holding the mouse button down. Select the order you wish to give by placing the mouse cursor on the menu which appears (holding the mouse button down). When you release the button, the order is selected.

A light on the LCD panel will start flashing red. Click on this flashing button to activate the individual to follow his orders.

Prior to the light flashing red, you can deselect an individual or team you have just chosen by pressing the **ESC** key.

YOUR ROLE

Your aim in REDGHOST is to complete the objectives set at various missions around the world. You will be required to destroy installations, capture prisoners, release hostages and recover material. To do this you are given control of the First Unit of the Special Tactical Action Group (STAG).

STAG is a secret military organization created by the world powers to counter the threat from REDGHOST. Its personnel are made up of ex-members of the special services from different countries. Each STAG unit consists of sixteen men with various specialities. You must make a strategic plan for each mission. Select and equip the appropriate personnel and provide them with fighting transport. Your resources are limited. If your men are killed in action they will not be replaced and to a large extent you depend on equipment which you have captured during the progress of your mission.

Each of your men has strengths and weaknesses. Where a person is weak you can increase his performance and probability of survival by equipping him with the appropriate kit. Where a person is strong you can enhance his performance by providing him with the appropriate kit. Your men will always perform better at their specialist tasks.

You can select any number of personnel up to a maximum of sixteen for each mission provided you have sufficient transport to carry them. Your men will be split into teams which will relate to the transport you have allocated for them. The teams will always be designated by the initial letter of the first person in that team. Some transport is capable of carrying passengers. However, remember that the larger the number of people on the transport the greater the risk you run if it is destroyed.

Your personnel fight from their vehicles in the real time landscape. You can control them directly or give them separate sets of orders which they will obey, whether you are present or not. From the Mission Map you can order your troops into close quarter combat. They can lay mines, sabotage or capture buildings, destroy or capture transport. When you capture certain buildings, you will retain any equipment or transport at them provided you successfully complete your mission. Captured items are automatically transferred to your pool at the end of each mission. You cannot use it until you have successfully completed the mission, but you can use any operational enemy transport that you may capture during the progress of the mission you are engaged in. Throughout any mission you can commit additional teams at any time provided you have the personnel and transport to spare.

THE LAYOUT OF A REDGHOST BASE

Each Redghost base operates uniform defensive networks. More important bases have more elaborate networks and are more heavily defended.

Control and Command

Bases are divided into Command Sectors which are subordinate to a single Headquarters Sector. The command sectors are controlled from sector Command Bunkers and the headquarters sector is controlled from a Headquarters Command Bunker.

A Sector Command Bunker has control and command over the buildings, positions, and transport in its sector. The Headquarters Command Bunker co-ordinates the deployment of transport throughout the entire base and can transfer units from one sector to another.

Communications

To avoid the surveillance of radio traffic, communications are transmitted and received along a network of underground fibre optic cables displayed on your mission map as RED lines. The network connects the Headquarters Command to all the Sector Commands and the sector command bunkers to the buildings under their control. When a building is attacked or threatened it reports to its sector command which in turn reports to headquarters. Each building is an essential link in the network. Destroying a building knocks out the branches of the network to which it is connected. Any building which was relying solely on the knocked-out branch of the network for communications will now be isolated from its sector command. If the communication links between a sector command and headquarters are cut, it is isolated from the other sectors.

Reinforcement

Attacking or hostile targets are reported to the sector command which deploys its available forces according to the importance of the reporting building. The sector command signals its units via the buildings they are currently defending. It can only do this *provided the buildings are on the communications network*. It redeploys its forces sending some to reinforce the threatened building and others to cover potentially threatened targets.

Helicopters proceed directly from point to point to the position they are defending. Ground vehicles use a reinforcement network (displayed in TURQUOISE or BROWN on the Mission Map) to reduce the risk of detonating their own land mines.

Power Supply

Each base has power generators. Power is supplied to the buildings by underground cable on a power network (displayed as PURPLE lines on the Mission Map) which operates in a similar fashion to the communications network. Any building with a defensive capability uses its power supply to rotate its weapon system. Knocking out the power supply reduces a building's effective rate of fire. Radar installations are blacked out if their power supply is denied.

Early Warning

Long range detection is provided by radar stations. The acquisition range for each of these radar stations is available on your mission map. When a radar station detects a hostile target it immediately requests an air strike from its sector command. If a helicopter is available it will be vectored to the target's exact position. The buildings within the vicinity of the radar will receive additional reinforcement.

HINTS AND TIPS

Selecting a Team

Team personnel are most effective when their tasks correspond to their speciality. A helicopter pilot is more skilled at flying aircraft than shooting tank guns, but he will certainly be a better air gunner than someone whose primary skill is driving vehicles. As a general rule excellent pilots will make good drivers and excellent drivers will make good pilots. If a gunner is excellent in the air he will be good on the ground.

Where a person is not particularly adapted to his task, equipment and weapons will assist him substantially. Where a person is skilled at his task, equipment can only enhance his performance. A demolitions expert may destroy a building with a suitable weapon and what is to hand. A soldier with a weapon is twice the soldier even if the weapon is as simple as a knife.

Resources

Your supply of items are limited. Use it wisely but not necessarily sparingly, you do not make an omelette without breaking eggs. Remember that you only capture resources at buildings which you have taken during the mission. Regardless of your mission objectives, augmenting your resources must always be to the forefront of your mind. Be careful about what you shoot at in the landscape. There is no point in carelessly blowing up buildings.

If you are short of transport you can take passengers who can capture vehicles and aircraft. Make sure you take the right passengers.

Tactics

If you need you can use all of your troops on one mission, but make sure you do not get them killed through your own carelessness. The more teams that you have the more management they will require.

You will find it more productive to make simultaneous attacks at different places. Keep your enemy guessing. If you study the reinforcement networks, you will find the best places to ambush reinforcing vehicles.

You will not be able to be in two places at one time. You should carefully consider the orders you give to your forces which are under indirect control. By matching their speeds of advance, you can provide one team with covering fire from another.

The types of orders that you can give are different. "Attacking a building and continuing" enables you to feint and attack. The enemy will always reinforce a position if it is attacked. It has no way of knowing whether you intend to destroy it or not. The more important the building the more heavily it will be defended, denying protection to other potential objectives of the enemy's mobile assets.

Breaking power and communications networks is vital. Once a building or sector has lost communications with its Command, any mobile assets sent to it are stranded. A very effective tactic is to draw the enemy to one location. You can then either prepare a killing field for their arrival or break their communications once they have arrived.

The Mission Map

The MISSION MAP is an overhead schematic view of the situation at your current mission. On the map, icons of different shapes and colours represent the various buildings, emplacements, and transport which you will encounter in the landscape. By use of the appropriate commands, you can study the enemy's communication, reinforcement and power networks.

Having considered the enemy's deployment, you will use the Mission Map to give orders to your teams, to receive reports from them, and to monitor their progress.

In the upper left-hand corner of the screen is a nine-key **Keypad**. By using these keys you can select and display information relating to the enemy's deployment and specify the different types of orders for your teams.

A red key symbol indicates that either the appropriate information is displayed or the particular type of order is current. Conversely a black symbol indicates that it is not.

Immediately below the Keypad is the **Report Bar** on which information relating to transport, buildings, and team situation reports is printed.

Below the Report Bar is the **LCD Panel**. This is used to display information relating to your teams and their constituent members. An up or down arrow tells you to use the chevrons on the left-hand side of the panel to scroll up or down for further information.

THE KEY PAD

At the start of any mission, information relating to buildings and deployments will be displayed. Information relating to networks will not be displayed.





(Pylon Symbol)

Toggling this key on and off will display or hide the enemy's *Power Network*. The Power Network connections are shown as PURPLE lines. This network provides power from power stations to the enemy's radar installations. You can cut it at any point by destroying any of the buildings the network connects. Once the network is disrupted, the enemy's radar ceases to function and enemy emplacements will operate at reduced efficiency. When you have destroyed a building on the network, the power lines connecting it will disappear.



(Satellite Dish)

Toggle this key on or off to display or hide the enemy's *Communications Network*. The Communication network is shown as RED lines. Communication links are routed from the Headquarters post to each Command post. Command Posts have a communications link to every building and position under their control. This link may be a direct line or routed through other buildings. By destroying a building on this route you break the communication link connected to it. Once a building has neither a direct nor an indirect link to its command post it is out of communication and can no longer be reinforced. When the Communication link between a Command Post and its Headquarters has been severed the Headquarters cannot reinforce that command post's sector, and the appropriate communication lines will disappear.



(Roads)

Toggle this key on and off to display or hide the enemy's reinforcement route. The route is shown as either TURQUOISE or BROWN lines. Enemy transport will follow these routes in a general fashion as they counter your attacks and deployments. Enemy helicopters ignore these lines and take the fastest route from one position to another. The reinforcement routes are initially free of land mines.



(Buildings)

Toggle this key on and off to display or hide the enemy's buildings and positions. By using keys A, B & C, you can see how the various networks are structured in relation to the buildings.



(Transport)

Toggle this key on and off to display or hide the enemy's transport. These will be represented by different icons. For further details see "The Map".



(Radar)

Toggle this key on and off to display or hide the areas in which your teams will be detected by the enemy's long-range early warning Radar stations. See "Team Deployment".



(Active Team)

Clicking on this key allows you to change the team actively under your control in the landscape. Before you can actively control a team you must first land it at one of the landing zones which are highlighted on the Mission Map. See "Team Deployment".



(Orders)

Clicking on this key enables you to give orders to the teams you have selected for the mission. See "Team Deployment".



(Close Orders)

Clicking on this key enables you to give orders to the individual members of the teams you have selected for the mission. See "Team Deployment".

THE MAP

Magnification

The map has two levels of magnification, *high* and *low*. At the start of a mission, low magnification is selected for you. Use the low magnification map for an over-all view of the mission area.

To increase the level of magnification, use the mouse or joystick to place the cursor over the portion of the map which you want to magnify. Press on the right button and keep it held down. The cursor is replaced by a magnifying glass which enlarges that part of the map which is below it. Holding the right button down, move the magnifying cursor over the map to select the portion to be magnified. Releasing the right button changes the display to the higher level of magnification.

To move around the magnified map, press the right button again and keep it held down. The cursor will be replaced by a hand. Moving the mouse or joystick will now scroll the magnified map around the screen and releasing the button returns to controlling the cursor. You can scroll to any part of the map by repeating this procedure. A single click on the right button toggles between the two levels of magnification.

Icon Identification

Each building, position and transport type is represented by one of two icons, depending on the magnification of the map. A mission objective is displayed by an additional flashing icon. Mission objectives are accomplished at buildings. A red cross is superimposed over the building to indicate objective completed. When a building is destroyed its icon is shaded and when transport is destroyed its icon is removed completely.



low magnification



high magnification

Information

Placing the cursor over any icon on the map produces a message on the Report Bar detailing what that icon represents.



Extra Information

Placing the cursor over any icon representing a building or transport and pressing the **F1** Key will change the screen display.

A picture of the building or transport will be displayed together with useful technical information. Clicking on the vertical scroll bar on the right hand side of the information text allows you to scroll through it. Clicking on the horizontal scroll bar allows you to cycle through all the buildings and transport contained within the game without first returning to the mission map. To return to the mission map, press the **ESC** key.

TEAM DEPLOYMENT

Using the TEAM SELECTION screen create the team or teams you are going to use on the mission.

Selecting the Active Team

Clicking on the "Active Team" key (G) on the Keypad lists the teams at your disposal on the LCD Panel.



Following any team selection, your active team will always be the last team that you have selected.

To change the active team, highlight the team that you are changing to on the LCD Panel by placing the cursor over its name. Click on that team using the left button and arrows will now bracket the team name to indicate that you have chosen it. Provided that the team you have chosen has already been landed, pressing the **F2** key will take you to the landscape where you can control that team.

A team awaiting to be landed is indicated by a circle displayed beside its name on the right hand side of the LCD panel. At the start of a mission all your teams will be displayed with circles to indicate that they require landing.

Choosing an active team which has not been landed will change the display on the mission map. Highlighted landing zones will appear and the rest of the mission map will be dulled out. **You can only land a team in one of the highlighted landing zones.** To land your active team, use your mouse or joystick to place the cursor over the appropriate place in the particular landing zone where you want your team to start its mission. Clicking on the left button lands the team at that point. A transport icon will appear with the team's initial flashing above it.

If you have made a mistake or you change your mind, press the **ESC** key on the keyboard to return the team to the LCD Panel list. Note that changing the active team or exiting the "Active Team" command confirms your last decision to land a team.

You may have created too many teams to fit on the LCD Panel, in which case arrows will appear at the top or bottom of the panel. If necessary, click on the up or down chevron keys on the left-hand side of the panel to scroll up or down the list.

Land subsequent teams by repeating the same procedure. Remember that a flashing team icon indicates that it is the active team.

TEAM ORDERS

Selecting the team to be issued with orders

Click on the "Team Orders" key (H) on the Keypad. The initials of your available teams will be listed on the LCD Panel with the active team bracketed by arrows and its initial flashing on the mission map. Team orders are always given to the active team. To change the active team you do not need to click on the "Active Team" key (G), simply highlight the new team to be issued orders by

placing the cursor over its name on the LCD pad and click on the left button. This now becomes the active team.

Giving a Team Orders

Orders are conveyed to your teams by setting **waypoints** on the Mission Map. Depending on what you have told a team to do, it will proceed from one marker to the next performing its allotted task. Each time you set a waypoint it is linked to the previous one by a yellow and black line. This is the route the team takes from one waypoint to the next. You can change or cancel your orders at any time.

Using the markers, you can tell a team which route it must advance along and at what speed. You can order your team to attack or destroy targets at a waypoint and you can tell a team to wait for another team to complete its tasks before continuing to its next waypoint. At the same time you can tell the team under what conditions it may engage enemy units and when to report back to you.

Setting a Basic Route

Select your active team. Set a route for it to travel along by placing the cursor over the points it is to proceed to. Mark the point by clicking on the left button. Each time you click at a new place a further waypoint will appear. It will be joined to the last waypoint by a yellow and black line indicating the route your team is following. Pressing the **BACKSPACE** key on the keyboard cancels the last waypoint in the route. You can repeat this process removing the waypoints one by one until you get to the point where you want to change your route. Pressing the **CONTROL** and **BACKSPACE** keys together cancels all the waypoints.



Setting Orders at a Waypoint

There are two types of instructions you can give your team:

- 1)** What it must do whilst it is travelling towards or between waypoints:
 - a. The speed it will travel at -
 - i. Slow
 - ii. Moderate
 - iii. Fast
 - b. The conditions under which it can engage enemy units or react to their presence -
 - i. Fire at will.
 - ii. Counter-fire.
 - iii. Halt and eliminate the enemy from the immediate vicinity before advancing.
 - iv. Halt when attacked then proceed.
 - v. Allow enemy to pass without engaging if possible.
 - c. The situation reports it will make whilst on route -
 - i. Report if you are detected by the enemy.
 - ii. Report if you are attacked by the enemy.
 - iii. Report on your progress.
- 2)** What it must do when it arrives at a marker:
 - a. Continue to the next waypoint.
 - b. Continue to the next waypoint after attacking a specific target.
 - c. Continue to the next waypoint after destroying a specific target.
 - d. Wait at the waypoint until another team has eliminated its target, and then continue to the next waypoint.
 - e. Wait at the waypoint until another team has reached a specified position, and then continue to the next waypoint.
 - f. Wait at the waypoint attacking a specific target.
 - g. Wait at the waypoint and defend that position.

How to Set a Waypoint Order

Each time you place a waypoint on the map its position is displayed as a green marker. Place the cursor over a waypoint and hold the left button down. A red menu box will appear with the following prompts: -



SET TRAVEL SPEED

ENGAGEMENT CONDITIONS

REPORTING CONDITIONS

ATTACK TARGET AND ADVANCE

DESTROY TARGET AND ADVANCE

STAND UNTIL TARGET ELIMINATED

STAND UNTIL TEAM REACHES X

ATTACK TARGET AND STAND

DESTROY TARGET AND STAND

STAND AND HOLD POSITION

CANCEL ORDERS (ADVANCE)

To select any of the above options keep the button held down and move the cursor over the option prompts. Highlight the option you wish to select by placing the cursor over it. Releasing the button selects the highlighted option.

SET TRAVEL SPEED



The options menu will be replaced by the speed selection menu:

Slow)

Moderate)

Fast)

The speed currently selected will be indicated by arrows. Placing the cursor over the different speed prompts will make them highlight. Clicking with the left button on a highlighted item sets the team's speed up to that waypoint.

The first speed setting in any series of waypoints is always defaulted to MODERATE.

Once you have changed the speed setting, the speed settings at subsequent waypoints in that route will default to it. The next route you create will default to MODERATE.

The speed set at a waypoint determines the speed that the team will travel towards that waypoint, but not away from it. This is determined by the speed set at the next waypoint.

The movement on the black and yellow route lines which connect the waypoints will increase or decrease to indicate which speed has been set.

ENGAGEMENT CONDITIONS

The Options Menu will be replaced by the List of Engagement Conditions: -



- 1) **ADVANCE FIRING AT WILL**
The team will fire on any target it acquires but it will not stop to ensure that target is destroyed.
- 2) **ADVANCE RETURNING FIRE**
The team will only fire at a target once the target has started to fire at the team, and the team will not stop to destroy the target.
- 3) **ADVANCE DESTROY AT WILL**
The team will break its advance and destroy any enemy target it detects before continuing.
- 4) **ADVANCE DESTROY IF ATTACKED**
The team will only fire at a target once the target has started to fire at the team. The team will break its advance and fire until the target is destroyed, and then continue on its route.

5) HALT UNTIL WAY CLEAR

If there is enemy transport in the team's vicinity which has not detected it, i.e. it has not opened fire on the team, then the team will halt and wait until that transport has passed.

The engagement condition currently selected will be indicated by arrows. Placing the cursor over the different condition prompts will make them highlight. Clicking with the left button on a highlighted item sets the team's engagement condition up to that waypoint.

The first engagement condition in any series of waypoints is always defaulted to ADVANCE FIRING AT WILL.

Once you have changed the Engagement Condition at a waypoint it is automatically repeated at subsequent waypoints, until you change it again. Changing the Engagement Condition at a waypoint does not affect the condition at previous waypoints.

The engagement condition set at a waypoint determines under what condition the team may engage the enemy as it travels towards that waypoint, but not away from it. This is determined by the engagement conditions set at the next waypoint.

REPORTING CONDITIONS

The Options Menu will be replaced by the List of Reporting Conditions: -



- 1) **WHEN ENEMY DETECTED**
The team will report that it has detected potential opposition.
- 2) **IF ENGAGED**
The team will report if it is engaging the enemy.
- 3) **SITUATION REPORT**
The team will report that it is approaching a waypoint where you have given it orders which it must perform.
- 4) **CONFIRM CONDITIONS**

The reporting conditions currently selected will be indicated by arrows. Placing the cursor over the different condition prompts will make them highlight. Clicking with the left button on a highlighted condition either adds or removes it from or to that team's reporting conditions. Any combination of reporting conditions can be selected at any time.

Once you have changed the Reporting Conditions at a waypoint they are automatically repeated at all subsequent waypoints, until you change them again. Changing the Reporting Conditions at a waypoint does not affect the conditions at previous waypoints. Once you have selected the appropriate reporting conditions, highlight the "Confirm Conditions" prompt by placing the cursor over it and click the left button to continue with your team orders.

ATTACK TARGET AND ADVANCE



A highlighted zone is displayed around the waypoint on the mission map. This tells you which targets are within range of your team. Any building within this zone can be targeted for attack. At the bottom of the mission map a message is displayed "SELECT BUILDING/ESC (CANCEL)". Select the target by placing the cursor over its icon and hold down the left button. An "ATTACK TARGET" prompt will appear.

Keeping the button held down, highlight the "ATTACK TARGET" prompt by moving the cursor over it. Releasing the button whilst the prompt is highlighted confirms the target. The waypoint icon will be overlaid by the "Attack Target and Advance" icon and you can proceed to mark further waypoints for that team's advance.

If you decide not to attack that target, release the button without highlighting the prompt. You are now free to select a different target by placing the cursor over it.

If there are no targets available or you do not wish to attack a target, press the **ESC** key on the keyboard. This cancels the order to attack and you can now continue giving orders to your team.

Your team will attack the target you have indicated as it continues its advance through the landscape. Remember it will not necessarily destroy the target.

If you order a team to attack a target and continue and then fail to mark a waypoint for it to continue to, the "Attack Target and Advance" order and icon will automatically change to "Attack Target and Stand".

DESTROY TARGET AND ADVANCE



A highlighted zone is displayed around the waypoint on the mission map. This tells you which targets are within range of your team. Any building within this zone can be targeted for destruction. At the bottom of the mission map a message is displayed "SELECT BUILDING/ESC (CANCEL)". Select the target by placing the cursor over its icon and hold down the left button. A "DESTROY TARGET" prompt will appear.

Keeping the button held down, highlight the "DESTROY TARGET" prompt by moving the cursor over it. Releasing the button whilst the prompt is highlighted confirms the target. The waypoint icon will be overlaid by the "Destroy Target and Advance" icon and you can proceed to mark further waypoints for that team's advance.

If you decide not to destroy that target, release the button without highlighting the prompt. You are now free to select a different target by placing the cursor over it.

If there are no targets available or you do not wish to destroy a target, press the **ESC** key on the keyboard. This cancels the order to destroy and you can now continue giving orders to your team.

Your team will make an all-out attempt to destroy the target you have indicated regardless of whether it is capable of achieving this or not. If the team is broken up during the attempt then all subsequent orders applying to it will be cancelled. A team's success or failure in carrying out "Destroy Target and Advance" orders may well rest on the demolition expertise of the team members. **This includes the capabilities of the passengers, not just the driver/pilot or gunner's ability.** To find out who is skilled at demolition, look at the team personnel files which can be viewed from the team selection screen.

ATTACK TARGET AND STAND



A highlighted zone is displayed around the waypoint on the mission map. This tells you which targets are within range of your team. Any building within this zone can be targeted for attack. At the bottom of the mission map a message is displayed "SELECT BUILDING/ESC (CANCEL)". Select the target by placing the cursor over its icon and hold down the left button. An "ATTACK TARGET" prompt will appear.

Keeping the button held down, highlight the "ATTACK TARGET" prompt by moving the cursor over it. Releasing the button whilst the prompt is highlighted confirms the target. Releasing the button without highlighting the prompt leaves you free to select another target by placing the cursor over it. When you have confirmed a target, the waypoint icon will be overlaid by the "Attack Target and Stand" icon.

Your team will attack the target you have indicated and then wait. Remember this is not an order to destroy the target.

If there are no targets available or you do not wish to attack a target, press the **ESC** key on the keyboard. This cancels the order to attack and you can now continue giving orders to your team

An order to "Attack Target and Stand" can only be placed on the last waypoint on a route of advance. When you modify a route of advance by confirming that a team is to advance to a new waypoint subsequent to one where the orders are "Attack Target and Stand", those orders will revert to "Attack Target and Continue".

DESTROY TARGET AND STAND



A highlighted zone is displayed around the waypoint on the mission map. This tells you which targets are within range of your team. Any building within this zone can be targeted for destruction. At the bottom of the mission map a message is displayed "SELECT BUILDING/ESC (CANCEL)". Select the target by placing the cursor over its icon and hold down the left button. A "DESTROY TARGET" prompt will appear.

Keeping the button held down, highlight the "DESTROY TARGET" prompt by moving the cursor over it. Releasing the button whilst the prompt is highlighted confirms the target. Releasing the button without highlighting the prompt leaves you free to select another target by placing the cursor over it. When you have confirmed a target, the waypoint icon will be overlaid by the "Destroy Target and Stand" icon. Your team will destroy the target you have indicated and then wait.

If there are no targets available or you do not wish to destroy a target, press the **ESC** key on the keyboard. This cancels the order to destroy and you can now continue giving orders to your team.

An order to "Destroy Target and Stand" can only be placed on the last waypoint on a route of advance. When you modify a route of advance by confirming that a team is to advance to a new waypoint subsequent to one where the orders are "Destroy Target and Stand", those orders will revert to "Destroy Target and Continue".

STAND AND HOLD POSITION

The waypoint marker is replaced by the "STAND" icon. When your team arrives at this point, it will stand and defend it. Whilst it is standing it will attempt to destroy any target that comes into range.

STAND UNTIL TARGET ELIMINATED



A message will appear at the bottom of the screen "SELECT BUILDING/ESC (CANCEL)". Place the cursor over the building to be eliminated before the team continues its advance and hold the left button down. A message will appear to confirm your target choice. Holding the button down highlight "STAND UNTIL ELIMINATED" by moving the cursor over it, releasing the button will now confirm that target as your choice.

Releasing the button when the message "STAND UNTIL ELIMINATED" is not highlighted aborts the target selection. You can now select a different target using the cursor.

When you confirm your target the "STAND UNTIL ELIMINATED" icon will superimpose the waypoint icon. Your team will now stand at the designated waypoint until the target has been destroyed. Whereupon it will advance to the next waypoint if one has been set. If you have not set a continuation waypoint, your team will continue to stand until it receives further orders.

You can stand a team until any target on the entire mission map is destroyed. There is no limitation on the order's operational range.

STAND UNTIL TEAM ARRIVES AT X



A message will appear at the bottom of the screen "SELECT ARRIVAL POINT". Place the cursor over the position on the map where a team is to arrive. Click once on the left button to mark the position. The position will be marked by a cross and the waypoint icon will be superimposed by the "STAND UNTIL TEAM ARRIVES AT X" icon.

The team will stand and wait at that waypoint until another team arrives at the spot you have marked. Once another team has arrived at the spot you have marked, the team you ordered to stand will continue to the next waypoint if you have set one.

Cancelling team orders

At any time during the mission you can check a waypoint's designated target by placing the cursor over the waypoint. The waypoint and the target will alternately flash on and off.

At any time during the mission you can over-ride or cancel an order. To over-ride the order, place the cursor over the existing order icon and hold the left button down. The **waypoint options box** will appear. Holding down the left button, highlight the new orders you wish to give at this waypoint. Follow the selection procedure described in the manual for that order and the new order icon will replace the over-riden order icon at the waypoint. To cancel an order at a waypoint, place the cursor over the icon and hold the left button down. The **waypoint options box** will appear. Holding down the left button, highlight "CANCEL ORDERS (ADVANCE)". Releasing the button will cancel the order. There are now no orders at this waypoint, merely an instruction to keep advancing.

Cancelling a stand order

Any order involving a "STAND" indicates that you have finished that team's advance for the present moment. If you attempt to create a further waypoint by marking it on the map the waypoint will be displayed together with the message: -

"CONFIRM ADVANCE"

To confirm that you are ordering your team to advance to the next waypoint, keep the left button down and highlight the "CONFIRM ADVANCE" message by placing the cursor over it and releasing the button. The current icon will be replaced by its equivalent continue counterpart which will be linked to the new waypoint you have set.

If you do want the team to continue standing where it is, release the button without highlighting the message. The waypoint you have set will disappear and the existing icon will remain marked on the map.

UPDATES TO THE MISSION MAP

Movement on the mission map can be activated by pressing the 'M' key, any autoroutes and associated orders will then be commenced. To deactivate movement on the mission map simply press the "M" key once more.

If you have selected teams for close quarters engagement and then activated the flashing red light, movement will be forced on for the duration of the orders which may only be viewed on the mission map screen.

Close Quarters

The close quarters option allows you to order the individual members of any team to perform key tasks. Using this option, you can occupy or capture buildings and vehicles or destroy them. You can also entrench your personnel at a particular spot, lay or clear mines and create teams or transfer personnel between teams.

All close quarters actions take place whilst the mission map is displayed. The close quarters option is the only section of the game where you can view real time actions from the mission map. Once you have given a close quarters order, it must be completed before you can access the landscape or the team selection screen.

TYPES OF CLOSE QUARTER ORDERS

There are 8 close quarter orders:

ENTRENCH

LAY MINE

CLEAR MINE

CAPTURE BUILDING

SABOTAGE BUILDING

CAPTURE TRANSPORT

SABOTAGE TRANSPORT

JOIN TEAM

SELECTING THE ACTIVE TEAM



Click on the "Close Quarters" key (I) on the Keypad. The initials of your available teams will be listed on the LCD Panel. If necessary, click on the up or down chevron keys on the left-hand side of the panel to scroll up or down the list. Highlight the team to which you are giving orders by placing the cursor over it. Clicking on the left button makes this the active team. The LCD panel display will change to a list of the personnel in that team. To select a different team, press the **ESC** key which will return the LCD panel display to the team list.

GIVING SOMEONE ORDERS

Select the team you are giving close quarter orders to. The team members are listed in the LCD panel (see above). The first person on the list will be the team's driver/pilot. If necessary, click on the up or down chevron keys on the left-hand side of the panel to scroll up or down the list. Highlight the name of the person on the LCD Panel to be given orders to by placing the cursor over it. Click on the left button and arrows will indicate that you have selected that person.

Place the cursor over the terrain, the transport, the building, or the team to be affected by your order and hold down the left button. The possible orders that you can give to the person will be displayed. Holding the button down, highlight the person's order by placing the cursor over it. Releasing the button confirms the order. The person's initial will be displayed as an icon on the mission map showing that he has left his transport or position and is standing by ready to execute your order. At the same time, a flashing red light will appear at the bottom left-hand side of the LCD panel. This indicates that close quarter operations must proceed before you can continue with the game in the landscape.

You can give close quarter orders to any or all the members of the active team. To select a new active team, press the **ESC** key (see above).

ENTRENCH



When a person is ordered to entrench he will move from the transport, building, or position he is currently at to the place where he is to entrench. He now attempts to dig a static position from which to fight or observe (a foxhole) in the landscape. If he succeeds the entrenchment icon and his initial letter appear on the map. He is now a new team.

You can only order someone to entrench on an empty space. Place the cursor over the spot where you want the person to entrench and hold the button down. A flashing cross will be displayed over the point on the map together with a menu containing the "ENTRENCH" option if applicable.

Holding the button down, highlight the prompt "ENTRENCH" by moving the cursor over it. Releasing the button confirms the order to entrench at that position.

LAY MINE



When a person is ordered to lay a mine he will move from the transport, building, or position he is currently at to lay the weapon at the position you have marked on the map. He then tries to return to wherever he came from. If he cannot because the transport has moved on or the building or position he occupied has been destroyed in his absence, he will use his initiative to either entrench, capture a building, or join another team.

You can only order someone to lay a mine if there is an empty space and mines are possessed. Place the cursor over the spot where you want the person to lay the mine and hold the button down. A flashing cross will be displayed over the point to be mined on the map together with a menu containing the "LAY MINE" option if applicable.

Holding the button down, highlight the prompt "LAY MINE" by moving the cursor over it. Releasing the button confirms the order to lay the mine at that point.

CLEAR MINE



When a person is ordered to clear a mine he will move from the transport, building, or position he is currently at to disarm the mine you have indicated for clearing on the map. He then tries to return to wherever he came from. If he cannot because the transport has moved on or the building or position he occupied has been destroyed in his absence, he will use his initiative to either entrench, capture a building, or join another team.

You can only order someone to clear a mine which is present on the map. Place the cursor over the icon marking the mine to be cleared and hold the button down. The message "CLEAR MINE" will appear. Holding the button down, highlight the prompt "CLEAR MINE" by moving the cursor over it. Releasing the button confirms the order to clear the mine.

CAPTURE/OCCUPY BUILDING



When a person is ordered to capture a building he will move from the transport, building, or position he is currently at and attempt to capture the building you have indicated. If he succeeds he becomes a new team in himself which is named after the initial letter of his surname. This is displayed above the building to show that he is occupying it.

You can order someone to capture a building which is controlled by the enemy, else the order will be to occupy an uninhabited building. Place the cursor over the building to be captured/occupied and hold down the left button. A flashing cross will be displayed over the building together with a menu containing either "CAPTURE BUILDING" or "OCCUPY BUILDING" depending on which one is appropriate.

Holding the button down, highlight the prompt by moving the cursor over it. Releasing the button confirms the order to capture/occupy that building.

SABOTAGE BUILDING



When a person is ordered to sabotage a building he will move from the transport, building, or position he is currently at and attempts to sabotage the building you have indicated. He then tries to return to wherever he came from. If he cannot because the transport has moved on or because the building or position he previously occupied has been destroyed, he will use his initiative to either entrench, capture a building, or join another team.

You can only order someone to sabotage a building which has not been destroyed. Remember that sabotaging a building occupied by your own forces may kill or injure them. Place the cursor over the building to be sabotaged and hold down the left button. A flashing cross will be displayed over the building together with a menu containing the "SABOTAGE BUILDING" option if applicable.

Holding the button down, highlight the prompt "SABOTAGE" by moving the cursor over it. Releasing the button confirms the order to sabotage that building.

CAPTURE/OCCUPY TRANSPORT



When a person is ordered to capture or occupy transport he will move from the vehicle, building, or position he is currently at and attempt to capture/occupy the vehicle you have indicated. If he succeeds he becomes a new team in himself which is named after the initial letter of his surname. This is displayed above the vehicle to show that he is occupying it.

If the targeted transport moves out of the person's close quarters operational zone, he will abort his task and attempt to return to his previous position. You can order someone to capture transport which belongs to the enemy, else the order will be to occupy an empty vehicle. Place the cursor over the transport to be captured/occupied and hold down the left button. A flashing cross will be displayed over the transport together with a menu containing either "CAPTURE TRANSPORT" or "OCCUPY TRANSPORT" depending on which one is appropriate.

Holding the button down, highlight the prompt "CAPTURE" by moving the cursor over it. Releasing the button confirms the order to capture that transport.

DESTROY TRANSPORT



When a person is ordered to destroy transport he will move from the transport, building, or position he is currently at and attempt to destroy the transport you have targeted. If he is successful he will attempt to return to wherever he came from. If he cannot because his previous transport has moved on or the building or position he occupied has been destroyed, he will attempt to entrench. If the target moves out of his close quarters operational zone before he can destroy it, he will attempt to return to the transport, building or position he previously occupied. If this is impossible, he will use his initiative to either entrench, capture a building, or join another team.

You can only order someone to destroy transport which belongs to the enemy. Place the cursor over the target and hold down the left button. A flashing cross will be displayed over the target together with a menu containing the "DESTROY TRANSPORT" option if applicable.

Holding the button down, highlight the prompt "DESTROY" by moving the cursor over it. Releasing the button confirms the order to destroy that transport.

JOIN TEAM



When a person is ordered to join a team he leaves the team he is currently with and proceeds to the transport, building or position occupied by the team he is joining. If the team he is joining is destroyed before he reaches it, he will use his initiative to either entrench, capture a building, or join another team.

Place the cursor over the team he is joining and hold down the left button. If there is no room for him in a vehicle or at a position, the message "TEAM FULL" will be displayed. Otherwise, a flashing cross will appear above the team he is joining together with a menu containing the "JOIN TEAM" option.

Highlight the prompt "JOIN TEAM" by placing the cursor over it. Releasing the button confirms the order to that person to join the team.

Activating Close Quarters Orders

When you are ready for your personnel to proceed with their orders, activate close quarter action by clicking on the red flashing light.

A red LCD panel light means that you have given a close quarters order which will be obeyed before you are allowed to proceed with any other game option including access to the landscape.

A person will not proceed to carry out his orders until you give the signal to commence by clicking on the red LCD panel light. Before you do this, you can still give close quarters orders to the other personnel of your teams.

Close Quarters orders are given in the heat of action. Once you have selected a person you must give them an order and once the order is given you cannot change your mind.

When you give the signal, your personnel will perform their allotted tasks. As the orders are carried out, the icons representing individuals will proceed to move around the map, staying at their new positions or returning to their previous ones as appropriate. Messages will be scrolled across the Report Box indicating the level of success or failure encountered by your personnel.

Where the type of order or circumstance precludes the person from returning to his previous team, he becomes a new team in himself. This team is called by the initial letter of his surname. As soon as the team leader leaves transport or a position, a new team leader is automatically designated and the team is now known by his initial, until the original team leader returns. If a person is killed or seriously wounded or you lose contact with him, his icon and initial will disappear from the map.

Contact Lost

When a team's transport, position or building they occupy is destroyed or they are carry out close quarter action, some personnel may be killed or seriously wounded, in which case any reference to them will be removed from the Mission Map and their deaths or incapacity will be recorded on the team selection personnel box. If they survive to fight on in the mission they will use their personal initiative to either entrench or capture a building or transport, in which event an icon bearing their initial will appear at the appropriate point. There may be some delay before temporarily incapacitated personnel can make contact with you.

The Landscape

The LANDSCAPE is the three-dimensional environment in which the majority of the game's real time play takes place.

In this section you learn how to:

ACCESS THE LANDSCAPE

MOVE IN THE LANDSCAPE

FIGHT IN THE LANDSCAPE

MONITOR YOUR TEAMS IN THE LANDSCAPE

ACCESSING THE LANDSCAPE

Before you can enter the Landscape you must have first selected and landed at least one team.

Press Function Key **F4** on the keyboard to display the team selection screen. When you have chosen your teams, press Function Key **F3** to display the Mission Map. Use the keypad to land your teams and give them orders as required. Select the team which you want to control or monitor by making it the active team. You can now access the landscape by pressing Function Key **F2**. If the active team has team orders you will be monitoring it. If the active team has no team orders you will be controlling it as the driver. You can return to any of the other selection screens by pressing the appropriate Function Key and pressing on the **ESC** Key will return you to the mission map.

MOVING IN THE LANDSCAPE

All movement in the landscape takes place in real time. This section deals with directly controlling the transport your team is in.

Transport is divided into two types - wheeled or tracked amphibious armoured vehicles for travelling across land and sea and helicopters for flight. The flight controls for helicopters are simple, allowing the player full access of movement throughout the landscape using the mouse or joystick and the cursor keys. All transport is capable of being operated by one person, but its performance is substantially enhanced by a second member to the crew.

Your control over transport is determined by whether it has a one- or two-man crew aboard it: -

ONE-MAN CREW (VEHICLE).

If you are driving a vehicle, the turret will be locked in a forward position. You can fire its weapons but you cannot rotate its turret. To rotate the turret you must toggle to the gunner's position using the SPACEBAR. This will automatically stop the vehicle. You cannot drive the vehicle again until you toggle to the driver's position using the SPACEBAR.

TWO-MAN CREW (VEHICLE)

If you are driving a vehicle, you can elect to fire the main weapon with the turret locked in the forward position. If you are not using the main weapon, targets will be acquired automatically. The turret will rotate to bring the main weapon to bear on and fire automatically at the target. **You can monitor the automatic rotation and firing of the vehicle's turret on the Vehicle Orientation Window.** Pressing the SPACEBAR to toggle to Gunner gives you the gunner's view. You are now controlling the rotation of the turret with left and right movements of the mouse/joystick. You can also move the vehicle backwards or forwards using the UP/DOWN CURSOR KEYS. You can also steer the vehicle using the LEFT/RIGHT CURSOR KEYS. **If you are steering the vehicle on the cursor keys you are viewing the landscape from the direction the turret is pointing which may not correspond to the direction the vehicle's hull is pointing in. You can align yourself by looking at the Vehicle Orientation Window.**

ONE-MAN CREW (HELICOPTER)

Controlling as the PILOT

The aircraft's rate of climb and descent and its altitude during vertical take-off and landing (collective control) are adjusted using the UP/DOWN cursor keys. Travel speed, altitude, directional bearing, and the angle of climb or descent (cyclic control) are adjusted using the mouse/joystick. Pressing the '5' KEY on the numeric keypad brings the helicopter to a hover. LEFT BUTTON fires the weapons and mouse/joystick RIGHT BUTTON toggles between the weapons. The SPACEBAR toggles between the pilot's and air-gunner's views.

Controlling as the AIR-GUNNER.

When the air-gunner's view has been selected by toggling the spacebar, the helicopter automatically comes to the hover. In a one-man crew helicopter, when the air-gunner's view is selected, you can only adjust the aircraft's collective controls. Use the UP/DOWN cursor keys to increase or decrease the altitude. The mouse/joystick now controls the vertical and horizontal sighting of targets. You cannot adjust the aircraft's cyclic controls and you are unable to move through the landscape.

TWO-MAN CREW (HELICOPTER).

Controlling as the PILOT.

The aircraft's rate of climb and descent and its altitude during vertical take-off and landing (collective control) are adjusted using the UP/DOWN cursor keys. Travel speed, altitude, directional bearing, and the angle of climb or descent (cyclic control) are adjusted using the mouse/joystick. LEFT BUTTON fires the weapons and mouse/joystick RIGHT BUTTON toggles between the weapons. When you are flying a two-man crew helicopter, the air-gunner will use the weapons system you have not selected and he will independently acquire and fire at targets. The SPACEBAR toggles between the pilot's and air-gunner's views.

Controlling as the AIR-GUNNER.

When the air-gunner's view has been selected by toggling the spacebar, the pilot automatically adjusts the aircraft's collective controls to maintain a constant height above the ground. The cursor keys now adjust the aircraft's cyclic controls. UP/DOWN cursor keys adjust forward and rearward motion and the LEFT/RIGHT cursor keys bank the aircraft in the appropriate direction. Pressing the '5' KEY on the numeric keypad brings the helicopter to a hover. The mouse/joystick controls vertical and horizontal sighting of targets. LEFT BUTTON fires the weapon, RIGHT BUTTON toggles between weapon systems. You cannot adjust the aircraft's collective controls and you are unable to increase or decrease its altitude.

TO CONTROL A VEHICLE

Driver's CONTROLS

UP/DOWN CURSORS	Controls forward/reverse speed.
Numeric Pad KEY '5'	Halts vehicle.
MOUSE/JOYSTICK	Left/Right Movement controls direction of movement and horizontal targeting of weapon. Up/Down Movement controls vertical targeting of weapon. Left Button fires weapon. Right Button toggles weapons.
SPACEBAR	Toggles from Driver to Gunner. Halts vehicle if only one crew member.

Gunner's CONTROLS

UP/DOWN CURSORS Controls vehicle's forward/reverse speed
(only available when vehicle fully crewed).

LEFT/RIGHT CURSORS Controls vehicle's direction
(only available when vehicle fully crewed).

MOUSE/JOYSTICK Left/Right movement rotates turret giving horizontal targeting.

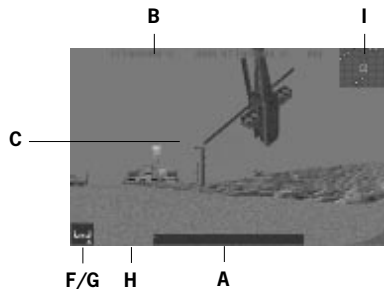
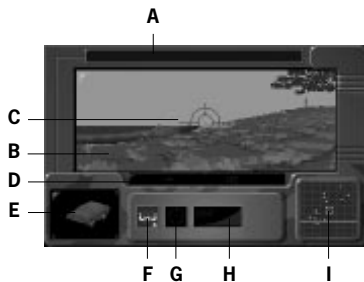
Up/Down movement raises and lowers gun trajectory giving vertical targeting.

Left Button fires weapon.

Right Button toggles weapon.

Numeric Pad KEY '5' Stops turret rotation.

SPACEBAR Toggles from Gunner to Driver.



- A. Message Box.
- B. Real time Landscape.
- C. Weapon Sight.
- D. Compass.
- E. Vehicle Orientation Window.
- F. Crew selection Indicator Driver.
- G. Crew selection Indicator Gunner.
- H. Speedometer.
- I. Radar.

FORWARD MOVEMENT

With the vehicle stationary, press down the UP CURSOR on the main keyboard or numeric keypad to accelerate your forward speed. This will be indicated on the **speedometer (H)**. Release the key at any point to maintain a constant speed.

Press down the DOWN CURSOR on the main keyboard or numeric keypad to decrease your forward speed. Changes in speed will be indicated on the speedometer **(H)**. Release the key at any point to maintain a constant speed. Holding the key down will bring the vehicle to a gradual halt.

Pressing the '5' Key on the numeric keypad will bring the vehicle to an immediate halt.

REVERSE MOVEMENT

With the vehicle stationary, press the DOWN CURSOR on the main keyboard or numeric keypad to accelerate your reverse speed. Changes will be indicated on the speedometer **(H)**. Release the key at any point to maintain a constant speed.

Press down the UP CURSOR on the main keyboard or numeric keypad to decrease you reverse speed. Changes will be indicated on the speedometer **(H)**. Release the key at any point to maintain a constant speed. Holding the key down will bring the vehicle to a gradual halt.

Pressing the '5' Key on the numeric keypad will bring the vehicle to an immediate halt.

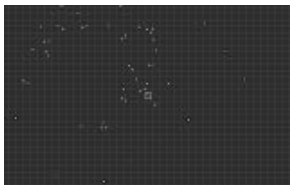
CHANGING DIRECTION FORWARD/REVERSE

To change direction from forward to reverse, either stop the vehicle using the '5' Key and then use the DOWN CURSOR to select the appropriate reverse speed, or hold down the DOWN CURSOR until the vehicle stops, release the key and press it again to select the appropriate reverse speed. This will be indicated on the speedometer **(H)**.

To change direction from reverse to forward, either stop the vehicle using the '5' Key and then use the UP CURSOR to select the appropriate forward speed, or hold down the UP CURSOR until the vehicle stops, release the key and press it again to select the appropriate forward speed.

STEERING

Steering from the driver's view or with a one-man crew is controlled by left/right movement of the mouse/joystick. As you move through the landscape your compass heading is displayed as an overlay on the screen (D). The proximity and position of enemy aircraft, vehicles and buildings and any other of your teams are shown on the radar screen (I).



The aspect and elevation of your vehicle is displayed on the Vehicle Orientation Window (E) which also indicates the relative direction your turret is pointing in and whether it is firing or not (two-man crew only).

Steering from the gunner's view is by the LEFT/RIGHT CURSOR KEYS. It is important to remember that the gunner's view is of the direction the turret is pointing in. Forward/reverse motion and left/right steering are in relation to the vehicle's hull. This means that you must monitor the hull's relative position to it's turret as you manoeuvre in the landscape. You do this by monitoring the Vehicle Orientation Window (E).

TO CONTROL A HELICOPTER

PILOT'S CONTROLS

UP/DOWN CURSORS	Adjusts your speed in the horizontal (Collective Controls) and vertical plane.
Numeric Pad KEY '5'	Brings to Hover.
MOUSE/JOYSTICK	Left/Right movement banks left and right (Cyclic Controls) in flight, rotates left and right when hovering.
	Up/Down movement controls forward/ rearward motion and speed.

Left Button fires weapon.

Right Button toggles weapons.

SPACEBAR Toggles from Pilot to Air-Gunner. Brings aircraft to a hover if only one crew member.

GUNNER'S CONTROLS

UP/DOWN CURSORS Controls (collective) altitude for one-man crew.

Controls (cyclic) airspeed forward/rearward for two-man crew.

MOUSE/JOYSTICK Left/Right movement controls horizontal targeting of weapon sights.

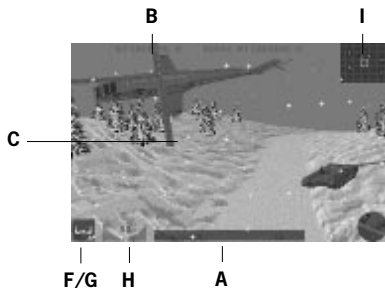
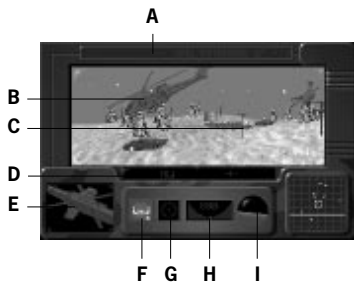
Up/Down movement controls vertical targeting of weapon sights.

Left Button fires weapon.

Right Button toggles weapon.

Numeric Pad KEY '5' Brings to a hover.

SPACEBAR Toggles from Air-Gunner to Pilot.



- A. Message Box.
- B. Real time Landscape.
- C. Weapon Sight.
- D. Compass.
- E. Aircraft Orientation Window.
- F. Crew selection Indicator Pilot.
- G. Crew selection Indicator Air-Gunner.
- H. Thrust/Direction Indicator.
- I. Altimeter/Artificial Horizon.

INCREASING/DECREASING ALTITUDE VERTICALLY

With the helicopter sitting on level ground, increase the (collective) thrust by pressing on the UP CURSOR. As the thrust increases the aircraft will lift off, this will be indicated on the **altimeter (I)**. The speed at which the aircraft's altitude increases is proportional to the amount of thrust. This is displayed on the **thrust/direction indicator (H)**. The right-hand bars on the indicator will illuminate to show that the aircraft is accelerating upward. Bring the helicopter to a hover by either gradually reducing the thrust using the DOWN cursor key or by pressing the '5' KEY on the numeric keypad. With the aircraft hovering, the thrust/direction indicator's central neutral bar will be illuminated. To descend, gradually reverse the thrust by pressing the DOWN CURSOR key. Proximity to the ground is shown on the altimeter (I) and the speed of descent is displayed by the left-hand bars of the thrust/direction indicator (H) illuminating, which shows that the aircraft is descending. Using too much reverse thrust will cause the helicopter to crash.

HORIZONTAL MOTION AND CONTROLLING ALTITUDE IN FLIGHT

Pilot Flying: -

Whilst the helicopter is in flight, both its speed and direction of horizontal motion and the rate of climb and descent are determined by its nose/tail attitude. You will find it essential to monitor your helicopter's attitude on the **aircraft orientation window [E]**.

Pushing forward on the mouse/joystick increases the helicopter's nose-down attitude, and pulling back on the mouse/joystick increases its tail-down attitude. When the helicopter's nose is fully down, any thrust transmitted via the UP/DOWN cursor keys will be applied to motion in the lateral plane. Lifting the nose causes some of the thrust to be applied in the vertical plane, the more you lift the nose the greater the amount of thrust which is applied to vertical motion. When the helicopter rotors are horizontal with the ground, all thrust is applied to vertical motion. Once the nose is lifted to the point that the tail of the aircraft is dropping, the thrust increasingly reverts to lateral motion.

With the nose down, the UP cursor key either increases the rate of forward motion and/or altitude or decreases the rate of rearward motion and/or descent. The DOWN cursor key either increases the rate of rearward motion and/or descent or decreases the rate of forward motion and/or ascent. With the tail down the effect of the UP/DOWN cursor keys is reversed.

Banking or rotating the helicopter is controlled by the LEFT/RIGHT movement of the mouse/joystick. Banking left or right is also displayed on the **aircraft orientation window [E]** and your compass heading is displayed as a screen overlay **[O]**.

FORWARD/REARWARD MOTION

Airspeed is increased or decreased by a combination of changing the power output and the aircraft's nose-/tail-down attitude. You will find it essential to monitor your helicopter's attitude on the Aircraft Orientation Window **[E]**.

Having taken off vertically in the helicopter, bring it to a hover. Push the mouse/joystick forward dropping the helicopter's nose. To create forward motion slightly increase the power output by pressing the UP CURSOR key. Press the '5' Key to come to a hover. Pull the mouse/joystick back dropping the helicopter's tail. To create rearward motion slightly increase power output by pressing the UP CURSOR Key. Airspeed is displayed on the indicator **(H)**. When you press on the SPACEBAR to toggle to the gunner's view, if you are in a one-man crew helicopter, you will not be able to move backwards or forwards. If you are in a two-man crew helicopter the aircraft will automatically maintain a constant height above the ground. The UP/DOWN CURSOR keys will be directly linked to your forward/rearward airspeed. Press the UP CURSOR to accelerate the forward speed. Release the key at any point to maintain a constant speed. Press the DOWN CURSOR key to decrease the forward speed. Holding the key down will bring it to a hover. Pressing the '5' Key will bring it to an immediate hover. When the helicopter is hovering pressing the DOWN CURSOR key will increase its rearward speed. Release the key at any point to maintain a constant speed. Pressing the UP CURSOR key will decrease the aircraft's rearward speed. Holding the key down will gradually bring it to a hover. Pressing the '5' Key will bring it to an immediate hover.

BANKING LEFT/RIGHT

Banking is controlled by the left/right movement on the mouse/joystick. Banking left or right is also displayed on the Aircraft Orientation Window **(E)**. Your compass heading is displayed as a screen overlay **(D)**.

Air-gunner Flying: -

With a single man crew aboard a helicopter, the only flight adjustment you can make is an increase or decrease in altitude. UP cursor increases altitude or slows down the rate of descent and DOWN cursor has the opposite effect. Where you have a two-man crew, the UP and DOWN cursors adjust your speed, acceleration and lateral motion as though you were the pilot, but you can also use the LEFT/RIGHT cursors to bank or rotate. The helicopter will automatically maintain the ground height you are at before you toggled to the air-gunner's view.

All fighting in the landscape takes place in real time. The transport carries two separate weapon systems which you can select to fire. If the transport has a two-man crew the spare weapon system will be fired automatically at appropriate targets. The controls for aiming at targets, and firing and toggling weapons are very similar regardless of the type of transport.

MOUSE/JOYSTICK Up/down movement controls vertical targeting.

Left/right movement controls horizontal targeting.

Left Button fires the weapon under your control.

Right Button toggles weapon systems.

TO FIGHT FROM A VEHICLE

To fire any weapon at a target, use the mouse/joystick to move the weapon sight **[C]** over it. Press the left button to fire a round at the target, if the weapon is automatic holding the button down will release an appropriate volley. For heavier weapons, subsequent clicks on the button will fire further single shots.

Flashes will appear where your rounds land. If a round has penetrated a target, smoke will appear from it. If you destroy a vehicle it will explode, turn over and burn out. If you destroy a helicopter it will crash, explode and burn out. If you destroy a building it will catch fire and burn out.

When you first take the driving controls of a vehicle the secondary weapon will be selected for you. Click on the mouse/joystick right button to toggle the main weapon. You can select and fire either weapon system but you cannot rotate the turret. If your vehicle has a one-man crew the turret will be locked in the forward position. If your vehicle has a two-man crew and you elect to control the main weapon the turret rotates and locks itself in the forward position. Whilst it does this your battle sight is replaced by the message 'ALIGNING WEAPON'. When the turret is appropriately locked your battle sight will reappear.

Whether the vehicle has a one- or two-man crew, you can now fire the main weapon in whichever direction the vehicle is pointing. If your vehicle has a two-man crew and you elect to drive and use the secondary weapon, the vehicle's turret will automatically rotate to acquire appropriate targets which the main weapon will be fired at whilst you concentrate on driving.

Press the SPACEBAR to toggle from vehicle control to turret control. The vehicle will automatically come to a halt. Moving the battle sight only rotates the turret and has no effect on the vehicle's orientation. If the vehicle has a one-man crew you will have to return to the driver's position by pressing the SPACEBAR before you can move the vehicle. If you have a two-man crew you can control the vehicle using the CURSOR KEYS.

If your active team has occupied a building which is armed, you can fire the building's weapons as though it were a vehicle's turret.

TO FIGHT FROM A HELICOPTER

To fire any weapon at a target, use the mouse/joystick to move the weapon sight [C] over it. Press the left button to fire a round at the target, if the weapon is automatic holding the button down will release an appropriate volley. For heavier weapons, subsequent clicks on the button will fire further single shots.

Flashes will appear where your rounds land. If a round has penetrated a target, smoke will appear from it. If you destroy a vehicle it will explode, turn over and burn out. If you destroy a helicopter it will crash, explode and burn out. If you destroy a building it will catch fire and burn out.

When you first take the flying controls of a helicopter the secondary weapon will be selected for you. Click on the mouse/joystick right button to toggle the main weapon. You can select and fire either weapon system but you must continue to pilot the aircraft ensuring that you do not hit the ground. If your aircraft has a one-man crew and you toggle to the air-gunner's view, the helicopter will come to the hover and you will only be able to increase or decrease its altitude. If your aircraft has a two-man crew and you toggle to the air-gunner's view, you will be able to fly across the landscape at a fixed height from the ground without fear of colliding with it. If you are piloting a helicopter with a two-man crew, whichever weapon system you have not selected will automatically acquire and fire at appropriate targets.

Monitoring in the Landscape

If the active team has been given a pre-determined route of advance, your initial landscape display will be an external camera view of the transport. As the team moves through the landscape you can monitor its progress changing your camera angles.

EXTERNAL CAMERA CONTROL

UP/DOWN CURSOR KEYS Increases/Decreases camera distance from the transport.

LEFT/RIGHT CURSOR KEYS Orbits the camera around the transport.

MOUSE/JOYSTICK Left/right motion pans the camera view.

Up/down motion tilts the camera view.

Left Button moves the camera view to the driver/pilot's eye.

Right Button moves the camera view to gunner/air-gunner's eye.

KEY 'E' on the KEYBOARD Returns the camera to external view.

TAKING CONTROL OF THE TRANSPORT

Press the left mouse/joystick button to change your camera view to the driver/pilot's eye view. Pressing **ESC** on the keyboard cancels the team's route of advance. The team and its transport are under your direct control. **Once the ESC key is pressed the route of advance is deleted.**

Pressing the right mouse/joystick button takes you to the gunner/air-gunner's eye view. Provided that there is a two-man crew, you now have control over the transport's weapons until it arrives at a waypoint with specific orders to attack or destroy, **at which point your view will revert to the external camera.**

Game Control Keys

- F1** Display additional information on a person, vehicle, or building. (On the team selection screen, place the cursor on the person or vehicle. On the mission map, place the cursor on the vehicle/building icon. Then press the **F1** key).
- F2** Display the LANDSCAPE.
- F3** Display the MISSION MAP.
- F4** Display the TEAM SELECTION SCREEN.
- F5** Toggles the STAGE MISSION REPORTS overlay on and off. When the MISSION REPORTS overlay is active you may press **ENTER** to scroll on to the next available report.
- F6** Toggles LANDSCAPE/RADAR view from Full Screen to Small Screen.
- F7** Display MISSION BRIEF.
- F8** Return to GAME OPTIONS MENU.
- F9** LOAD a previously saved mission.
- F10** SAVE the current mission.
 - P** PAUSE/CONTINUE game.
 - F** Toggles LANDSCAPE from Full Screen to Small Screen.
 - S** Toggles SOUND on and off.
 - M** Toggles movement of all vehicles on the MISSION MAP except during close quarters action.

SPACEBAR Toggles from DRIVER to GUNNER when controlling a vehicle in the Landscape.

'+' KEY Zoom Radar scene IN.

'-' KEY Zoom Radar scene OUT.

ESC Used to countermand an order in certain situations, such as when landing a team in a zone and you wish to change the team or zone, and when giving "close quarters" orders to a team and you wish to change to another team.

CURSOR KEYS Controls the speed/direction of vehicles and aircraft which are being manoeuvred in the landscape.

'S' KEY In the Landscape, stop vehicle movement completely, or bring helicopter to a hover.

RED GHOST

TECHNICAL SUPPLEMENT
IBM PC Compatible CD-ROM

empire[®]
I N T E R A C T I V E

Contents

- Before You Start!
- Installation
- Configuring Sound
- Running Red Ghost
- Customer Service Information

Before You Start!

Thank you for purchasing Red Ghost and your support for Empire Interactive. We hope you enjoy the game.

Please be sure to register your purchase with us within fourteen days. For more registration information please refer to the enclosed registration card.

In this pack you will find the components listed below. Any reference to other components throughout the User Guide should be ignored.

- 1 x Red Ghost User Guide
- 1 x Technical Supplement
- 1 x Registration/Warranty Card
- 1 x IBM/Compatible CD-ROM

The following sections assume that you are using MS-DOS Version 5.0 (or higher), your hard disk is C:, your CD-ROM drive is D: and that you are installing to the default directory REDGHOST. Please be sure to substitute these references correctly throughout this supplement.

In order to use the game, a percentage of the game files must be installed to your hard disk. Please follow the procedure below.

Installation

Ensure you are at the DOS prompt and not within Windows or any other environment manager. Simply type INSTALL <Enter> at the CD Drive prompt and you will be presented with the main menu. You can navigate around the main menu using the arrow keys. Press <Enter> to select the highlighted option, and Escape to exit the current screen.

Install To Hard Disk

Installs the game according to the current selection.

Select Destination

The default destination for Red Ghost is C:\REDGHOST. If you wish to change this, move the highlight to 'Select Destination' and press <Enter>. You will be presented with the current directory to be installed to. You can edit the directory as normal.

Install Type

Select from the Maximum, Normal or Minimum amount of files to install. A larger install type means less access of the CD-ROM which in turn may mean increased performance.

View README.TXT file

This displays the most up-to-date Red Ghost readme file containing any changes and additions to this Technical Supplement since going to press.

Installation Problems

If you have any problems during installation, please check that you have the appropriate amount of hard disk space available to the installation type you selected. You can check this at the C prompt by typing DIR <Enter>. Below is a summary of the three installation types and their requirements:

Minimum - 1Mb of hard disk space;
Normal - 4Mb of hard disk space;
Maximum- 15Mb of hard disk space.

If the appropriate amount of hard disk space is not available, try freeing up some space by deleting old files which are no longer of any use.

On rare occasions, installation problems can arise when the target drive is badly fragmented. With MS-DOS version 6.0 and above, you are able to use the DEFRAG program from the DOS prompt. For more help with DEFRAG type HELP DEFRAG <Enter>.

Configuring Sound

You can access the sound setup program at any time from the Red Ghost main menu, by clicking on 'Configuration Menu', and then 'Sound Setup'. You can also access it from DOS by typing SETSOUND <Enter> in the directory you installed Red Ghost to.

Running Red Ghost

Ensure you are at the DOS prompt and not within Windows or any other environment manager. Type one of the following at the DOS prompt.

RG <Enter>

RG -v16 <Enter> - if you have problems with the graphics on the load, save and team selection screens.

Using the Action and Strategy modes

Note that there are now two gameplay modes available - 'Action' and 'Strategy'. 'Strategy' mode gives buildings and vehicles realistic armour ratings, whereas the

default mode, 'Action', makes the buildings and vehicles easier to destroy. You can select which mode you want to play in from the configuration menu within the game.

Memory Related Problems

Red Ghost requires 500Kb of conventional memory and 5Mb of extended memory. If you do not have this amount free or if you think that you may have a memory related problem, Empire Interactive Technical Support can help. Before contacting us however, it is essential that you have either a hard copy or note of the contents of your AUTOEXEC.BAT and CONFIG.SYS files (these files are located at the root of your hard disk and can be printed using the EDIT program), together with a hard copy or note of your machines memory status, (after typing MEM <Return>). Please see Customer Service Information below.

Customer Service Information

If you would like help with Red Ghost or any other Empire Interactive titles, please feel free to contact our customer services department on:

Empire Interactive Helpline

United Kingdom

Voice: 0181-343-9143

(Monday-Friday 9:00am-6:00pm)

Fax: 0181 343 7447

United States

Voice: 301 916 9303

Fax: 301 916 0437