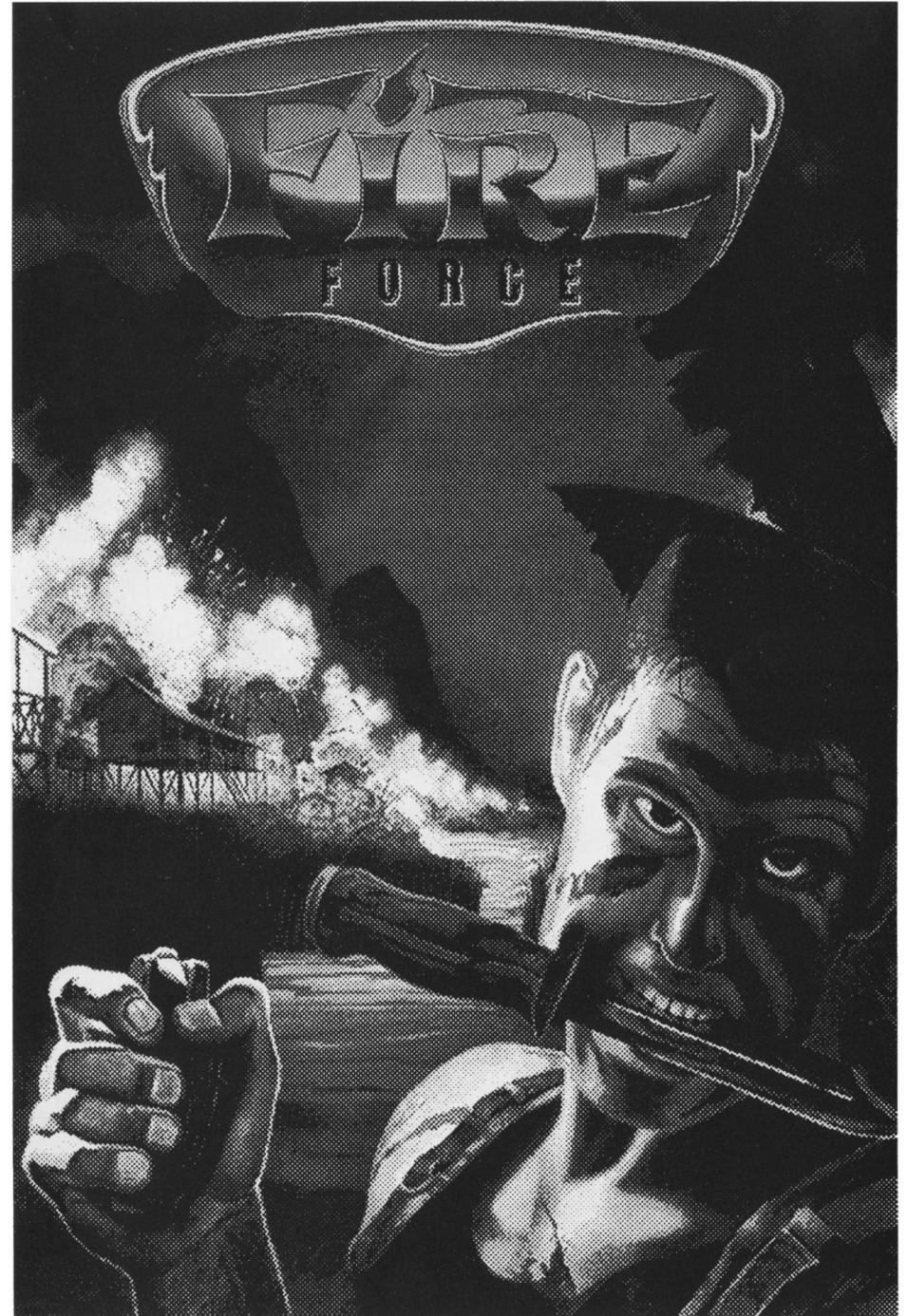
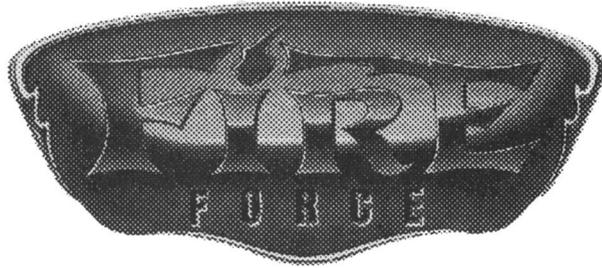


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WELCOME TO FIREFORCE

INTRODUCTION

Welcome to FireForce. This is your chance to enter the exciting world of an elite forces combat hero. You will undertake a variety of missions including fire fights, undercover rescue and assassinations.

During the Second World War, special units were formed of highly trained men for unconventional operations behind enemy lines. These units included "The Commandos", "The Chindits", "The U.S. Rangers" and "The OSS", formed and led by such famous names as Lord Lovat, Orde Wingate, Mountbatten and General (Wild Bill) Donovan. The members of these units were selected volunteers from the military services who, after the most rigorous training (which eliminated over 50%), were inducted into the Special Forces.

The value and need for such highly trained elite units was widely recognised after The Second World War and many nations incorporated such groups into their armed forces. Such names as the S.A.S in the U.K., the Navy Seals and the Rangers in the U.S., are widely known and respected, particularly for their famous actions against Terrorists.

The U.S. Navy Seals, featured in FIREFORCE, were set up in 1962 and used extensively during the Vietnam War in the Mekong Delta and other areas. Their special sphere is amphibious infiltration along coasts and in riverine areas, penetrating inland to conduct special operations in hostile territory. In Vietnam they operated extensively behind enemy lines laying ambushes, undertaking rescue missions and demolition operations.

In FIREFORCE you have the opportunity to become one of these intrepid fighters and to undertake a number of dangerous missions. You must use your knowledge of weaponry and your co-ordination skills to overcome the Terrorists or Enemy Forces ranged against you to achieve your objective.

QUICK START GUIDE TO FIREFORCE

LOADING YOUR GAME

Insert disk 1 into the internal drive and disk 2 into the external drive if connected. If no external drive is connected, insert disk 2 into the internal drive when prompted. FireForce will run on any Amiga with 512k of memory or more. An Amiga with 1 megabyte of memory or more is recommended.

YOUR GUIDE THROUGH MISSION ONE

Lets get started..

Wait for the game to reach the roster screen. First of all we need to create a new character ready to go into action. For example use the joystick to move the pointer and click on the name 'CMDR W.J.TEALE'. The bar will turn yellow, You are now able to use the keyboard to type in your name. When finished press return and then click on the ASSIGN icon.

Now you are faced with the 'Deployment' screen. Click on the Armory icon. The current selected equipment is satisfactory for mission one but feel free to take what ever you wish. When finished click on 'EXIT' and you will be returned to the 'Deployment' screen.

After reading the mission briefing, intelligence reports and remembering the pick up details click on 'BEGIN MISSION' and get ready.

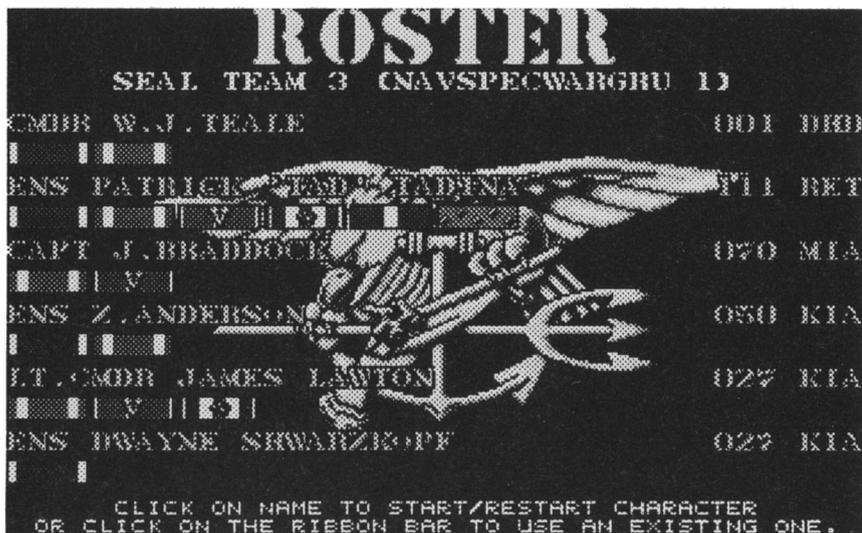
After the helicopter has dropped you in enemy territory you are on your own. Complete your mission and hopefully once you have finished meet the helicopter that will wisk you back to safety.

At the end of the mission you will be returned to the roster screen. If your character has not been killed and is not missing in action then he can be used again.

To continue with a character click on the ribbon strip under the characters name.

A MORE DETAILED GUIDE TO THE GAME

When the game has loaded you will see the current roster showing past and present heroes and some not so lucky SEAL forces.



Each hero has the following information.

Rank	Name	Current status
Medals.		

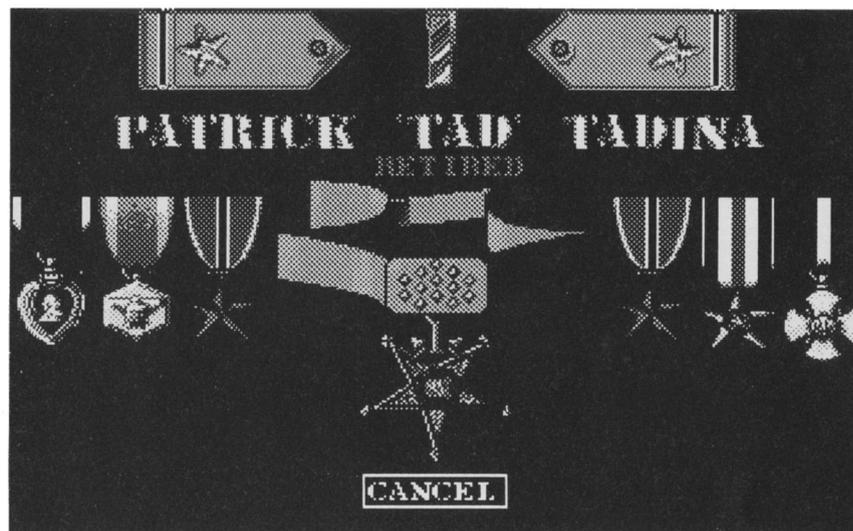
Current status can be any of the following.

ACT	-	Currently on active service.
MIA	-	Missing in action.
KIA	-	Killed in action.
DHD	-	Dishonourable discharge.
RET	-	Retired.

To enter a new character use the mouse or joystick and click on the name of one of the entries in the roster. You can enter the name of the new hero using the keyboard. To cancel click again on the name bar with the pointer. To use a character click on the ribbon bar under the characters name. The character must be in active service (ACT). If the selected character is correct then select 'ASSIGN' to move onto the 'Deployment' screen.

VIEWING CHARACTER STATUS

To view a character in the roster use the pointer and click on the ribbon bar under the characters name. When finished click on 'CANCEL' to return to the roster.

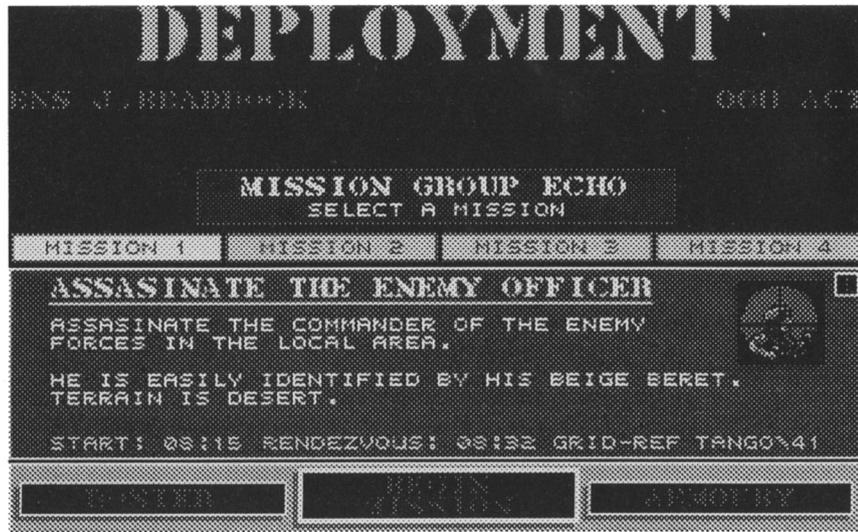


SAVING A NEW ROSTER

FireForce allows the current roster to be saved to disk for future games. To select the Roster menu click the pointer on the 'ROSTER' title. To create a roster disk place a blank disk into the internal drive and select 'Save/create roster disk' and follow the on screen prompts.

If a roster disk has been loaded or saved then after each mission a disk prompt will be displayed asking for the roster disk to be inserted. It will then be updated after each mission, logging your progress.

DEPLOYMENT SCREEN



The deployment screen shows the missions available to the hero. The panel in the centre gives brief information about the currently selected mission and advice on the types of weapons to select. At the bottom of the panel are the start and end times of the mission with a grid reference of the pick-up point. Additional information can be seen by clicking on the intelligence icon in the top right of the mission information window.

NEW MISSIONS

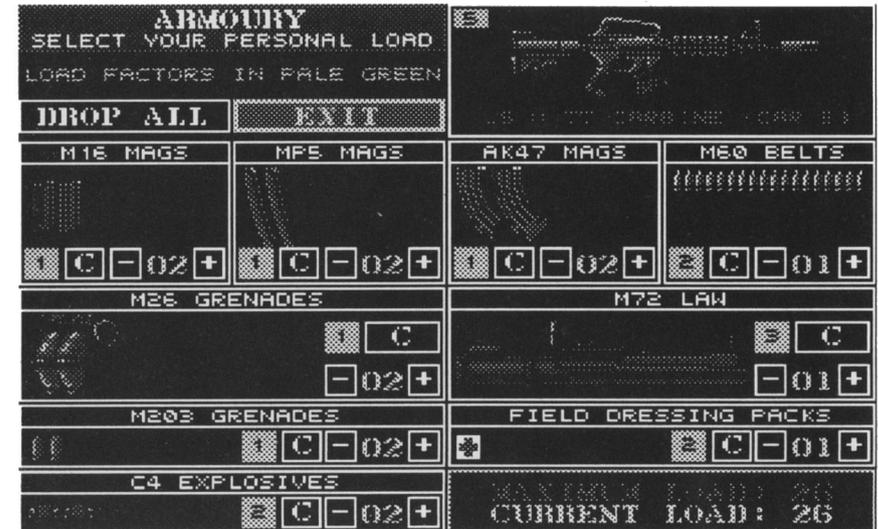
Once you have completed the first four missions a new set will be shown on the roster screen.

EXITING DEPLOYMENT

The icons at the bottom of the screen take you back to the roster, begin the selected mission or allow you to select the appropriate weapons for the mission.

ARMORY

The Armory screen allows you to select an array of different weapons to help you achieve the mission objective.



CHOOSING EQUIPMENT

Each piece of equipment has three icons.

- | | | |
|---|---|--------------------------|
| C | - | drop item |
| + | - | increase number of items |
| - | - | decrease number of items |

The 'DROP ALL' icon will clear all previously selected weapons.

LOAD FACTOR

Each piece of equipment has its own load factor, this is shown as a number in green in the left hand corner of the individual equipment area. At the bottom of the screen the maximum load factor for the hero is shown. As equipment is chosen the current load factor increases.

GUN SELECTION

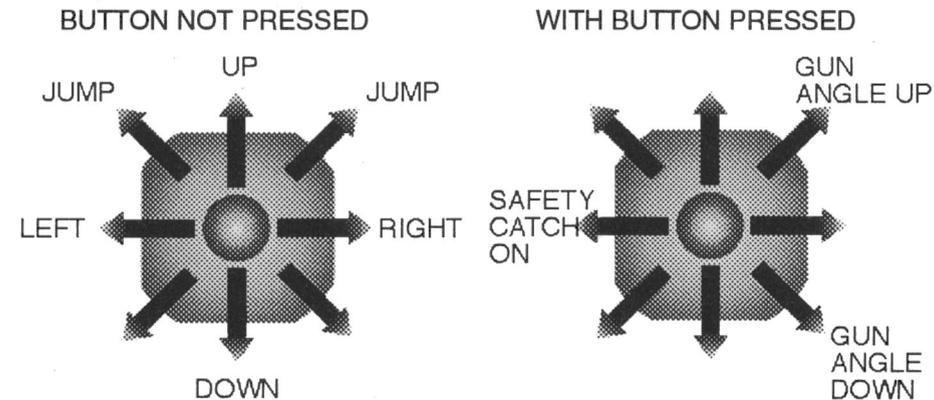
The gun selection screen can be accessed by clicking on the gun in the top right corner of the screen. If another gun cannot be selected then load factor maybe too high. To solve this problem return to the Armory and drop some equipment before selecting the required gun.

When finished click the 'EXIT' icon to return to the Deployment screen.

RETURN TO DEPLOYMENT SCREEN
BEGIN YOUR SELECTED MISSION

HERO CONTROL

The hero is controlled by a combination of both joystick (in port 2) and the keyboard.



Keys

F1/F2	Select knife	Return	Drop Beacon
F3/F4	Select M72 Law	Space	Search body/ Pick up item
F5/F6	Select Current Gun		
F7/F8	Drop Detonator		
F9/F10/DEL	Select Grenade.		
1-6	Trigger Detonators		
Help	Use field dressing		
P	Pause		

GAME SCREEN

The main portion of the screen is taken up by the play area where all the action happens. Below this is a panel which shows various information and statistics



The window on the left hand side of the panel shows you which weapon you are currently using. This can be changed as described previously with the use of the keyboard. The quantity of the weapon shown will also be display. For example, if you were using a MP5 Sub Machine Gun, the number of cartridges that you have left will be displayed underneath the barrel.

The window on the right hand side of the panel details information about your current state.

The Red/Yellow/Green Bar is an indication of your current health. This bar will go down every time you get injured, but can be increased with the use of field dressing packs. If the bar is in the green, it signifies that you are healthy, but watch out because the nearer the bar gets to the red area, the nearer you will get to death.

Above your health bar are the following, from right to left.

The current Mission time :- Keep an eye on this as you will have to meet your pickup at a specified time.



The number of Field Dressing packs left.
The number of C4 Explosives left.
The number of M203 Grenades left.

Above these in grey is the mission grid reference. At the end of the mission you will need to make sure this is the same as that given in your mission briefing, otherwise you will not be at the correct pickup point.

The line above your grid reference is a general information line which you should keep an eye on, especially when searching, picking up objects or laying beacons down.

When you place C4 Explosives onto the ground, the detonator numbers will light up. So for example, if you plant four C4 Explosives, detonator numbers 1-4 will light up. This signifies that you are able to trigger the detonators with the appropriate keys on the keyboard. (I.E Key 1 triggers the first C4 Explosive you dropped)

SEARCHING BODIES AND PICKING UP OBJECTS

You have the ability to search Enemy soldiers and pick up various objects throughout the game. To search a enemy soldier, simply walk in front of their body and press the <SPACE> key on your keyboard.

The main game screen colours will get darker and you will be presented with a scrolling menu which can be moved up and down with your joystick. Down the centre of the panel you will see a list of all the available items that you are able to pick up.

On each side of this list is a column of numbers showing how many of each of the items you and the body you are searching has. The column on the left corresponds to what items you have and the column on the right corresponds to the items the enemy has.

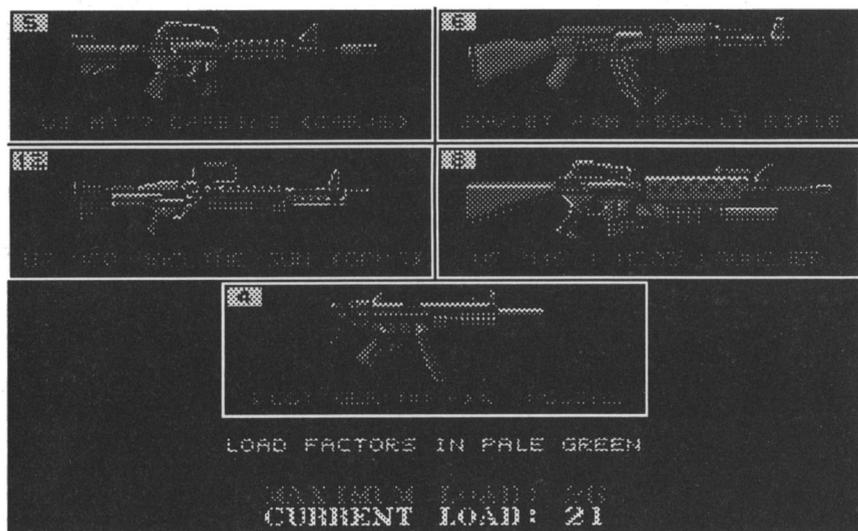
If the enemy has something that you want, simply highlight the item you want to take from the enemy and push <LEFT> on the joystick. If you are able to carry any more, you will have picked up the object, otherwise you will be told that you cannot carry anymore. To drop/give an object you are carrying to an enemy soldier, simply highlight the item you wish to drop and push <RIGHT> on the joystick.

To exit the menu, press the <FIRE> button on your joystick.

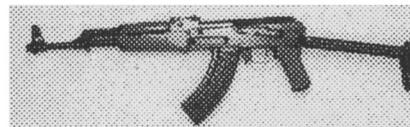
WEAPONS OF FIREFORCE

The following details represent a brief description of the weapons available to you for your use in a wide range of missions that you will be called upon to undertake as a member of Fireforce.

They are, in the main, specialist weapons for use in close combat situations, particularly thickly wooded terrain and in jungle conditions, as were experienced in Vietnam. Indeed many of these weapons were developed for use in that conflict and are favoured by Elite Groups of the Special Operations Forces throughout the world.



AK47 and AKM

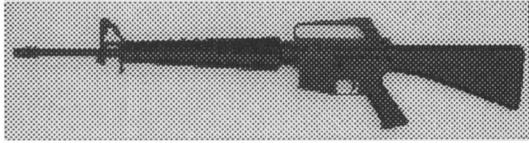


Origin:	Soviet Union
Type:	Assault rifle
Dimensions:	AK-47 Butt extended 869 mm (34.8 in) Butt folded 699 mm (30 in) Barrel 414 mm (16.6 in) AKM Length 876 mm (35 in) Barrel 414 mm (16.6 in)
Weights:	AK-47 4.3 kg (9.5 lb) AKM 3.15 kg (6.9 lb)
Cartridge:	7.62 mm x 39 M1943
Feed:	30-round detachable box magazine
Muzzle velocity:	AK-47 710 m (2,343 ft) per second AKM 715 m (2,306 ft) per second
Rate of fire, cyclic:	600 rpm
Description:	

The AK-47 must be rated as one of the most successful and widely used of any type of small arm ever produced. The gun was designed by Avtomat Kalashnikova in 1947, thus referred to as the AK-47, and was entered into service in 1951. The AK-47 was the basic infantry weapon of the Soviet Army until the AKM was developed in 1959.

The 7.62 Kalashnikov assault weapons are highly dependable weapons which produce a high volume of fire and are simple to maintain. The weapon has been produced in greater quantity than any other modern small arm in at least 5 countries and is used in at least 35 armies around the world. The AKM is still being produced and the AK-47 and AKM will remain in service until well into the next century, if not beyond.

M16

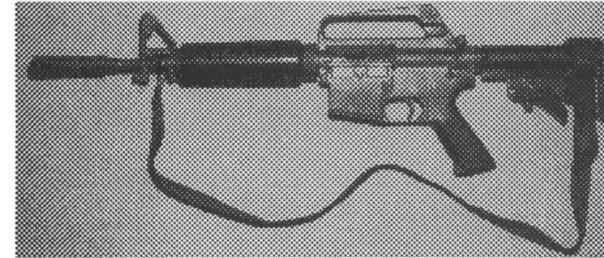


Origin:	US
Type:	Rifle
Dimensions:	Length 990 mm (38.9 in) Barrel 508 mm (19.8 in)
Weights:	3.81 kg (7.0 lb)
Caliber:	5.56 mm
Feed:	20 and 30 round box magazine
Muzzle velocity:	1000 m (3,280 ft) per second
Rate of fire:	cyclic 700-950 rpm automatic 150-200 rpm semi automatic 45-65 rpm
Description:	

The M16, designed by Eugene Stoner, was a development of the earlier 7.62 mm AR-10 assault rifle. It was first adopted for use in Vietnam where numerous faults were found and corrected. Millions have been produced by Colt Firearms and has been adopted by 21 armies.

The M16 can perhaps be regarded as the AK-47 of the western world. Both 20 and 30 round magazines can be fitted as can a bipod, bayonet, telescope and night sights. In addition the weapon can be fitted with the M203 40 mm grenade launcher. Later versions have been adapted to use the new NATO 5.56 mm round which increases its effective range to about 500 metres. The M16 and its variants seem set to remain in production for many years to come. The M16 is also widely used as a police weapon and can even be purchased commercially in many countries. It is already a favoured guerrilla weapon.

CAR 15 Colt Commando



Origin:	US
Type:	Assault rifle/sub-machine gun
Dimensions:	Butt extended 787 mm (31.5 in) Butt telescoped 711 mm (28.4 in) Barrel 254 mm (10.2 in)
Weights:	With sling and loaded 3.23 kg (7.1 lb)
Cartridge:	5.56 mm
Feed:	Magazine
Muzzle velocity:	924 m (3,049 ft) per second
Rate of fire:	cyclic 700-800 rpm
Description:	

The Colt commando is essentially a shorter version of the M16 and was developed for battle in Vietnam for battle at close quarters. Mechanically it is identical to the M16 but with a much shorter barrel. This shorter barrel made the weapon less effective at long ranges and also caused considerable muzzle flash. This was corrected with the addition of a flash suppressor.

The Colt commando was designed as a survival weapon, it filled the sub-machine gun role so well it was issued to US Special Operations Forces. It is also believed to be in limited use by the British SAS.

MP5SD3



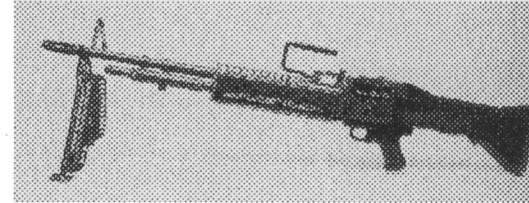
Origin:	Federal Republic of Germany
Type:	Sub-machine gun
Dimensions:	Overall length 610 mm (24 in) Barrel 146 mm (6 in)
Weights:	3.4 kg (7.5 lb)
Calibre:	9 mm x 19
Feed:	10/15/30 round box magazine
Muzzle velocity:	400 m (1,320 ft) per second
Rate of fire:	650 rpm

Description:

The MP5 was produced by Heckler&Koch in 1960. It is a sophisticated weapon which satisfies the requirements of the worlds elite forces. It is known to be one of the most favoured weapons of the SAS for closequarter combat.

The MP5 can fire in one of three modes, semi-automatic, fully-automatic or three round bursts.The MP5 provides an excellent and reliable sub machine gun.

M60



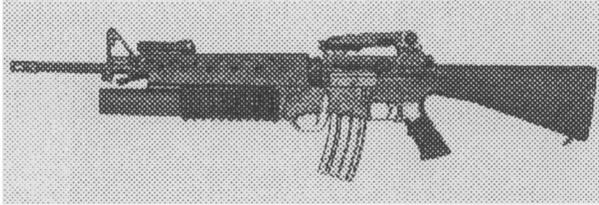
Origin:	US
Type:	General purpose machine gun
Dimensions:	Overall gun 1,105 mm (44.2 in) Barrel 560 mm (22.4 in)
Weights:	Gun 10.51 kg (23.1 lb) Barrel 3.74 kg (8.2 lb)
Cartridge:	7.62 mm X 51 mm
Muzzle velocity:	855 m (2,820 ft) per second
Rate of fire:	cyclic 4450 rpm

Description:

The M60 is the standard General Purpose Machine Gun (GPMG) of the US Army and has now replaced the older 0.30 Browning machine gun. The Weapon is gas-operated, air cooled and is normally used with a 100 round belt of ammunition. The weapon is provided with a stock, carrying handle and a built in bipod.

The original M60 was not a complete success but after the experience produced from its use in Vietnam it was improved considerably. The M60 is now in service with several armies around the world including El Salvador, South Korea, Taiwan and Australia.

M203 40 mm grenade Launcher



Origin:	US
Type:	Grenade launcher
Dimensions:	Launcher length 394 mm (15.8 in) Barrel length 305 mm (12.2 in)
Weights:	Unloaded 1.36 kg (3.0 lb) Loaded 1.63 kg (3.6 lb)
Caliber:	40 mm
Muzzle velocity:	71 m (234 ft) per second
Description:	

The M203 grenade launcher was developed by the AAI corporation at the direction of the US Army. It is a single shot, breechloaded, pump action, shoulder-fired weapon which is attached to the M16 rifle.

The M203 can fire a range of low velocity grenades which include high explosive, high explosive air burst, buckshot, a dual purpose round which can penetrate light armour, and a wide range of smoke, illuminating and riot control ammunition.

These launchers are the only small arms capable of dealing with light armored vehicles. The M203s are used by the US special forces, including the Delta, Rangers and the SEALs as well as by foreign forces.

LAW 72 Light Anti-Tank Weapon

Origin:	US
Type:	Portable anti-tank weapon
Dimensions:	Closed 655 mm (26 in) Extended 893 mm (35 in)
Weights:	2.36 kg (5 lb)
Caliber:	66 mm one shot
Muzzle velocity:	145 m (478 ft) per second
Penetration:	300 mm (1.2 in) of armour
Description:	

The M72 Light anti-tank weapon (LAW) is a low cost, disposable, short range anti-tank weapon system. The M72 is less effective against newer tanks and is used more as a 'Bunker-Buster'.

The M72 has a range of 250 m but against tanks 150 m or less is a more realistic distance. It is also advised that against tanks multiple launches are used. The M72 is favoured by special forces and was often used in Vietnam and the Falklands.

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