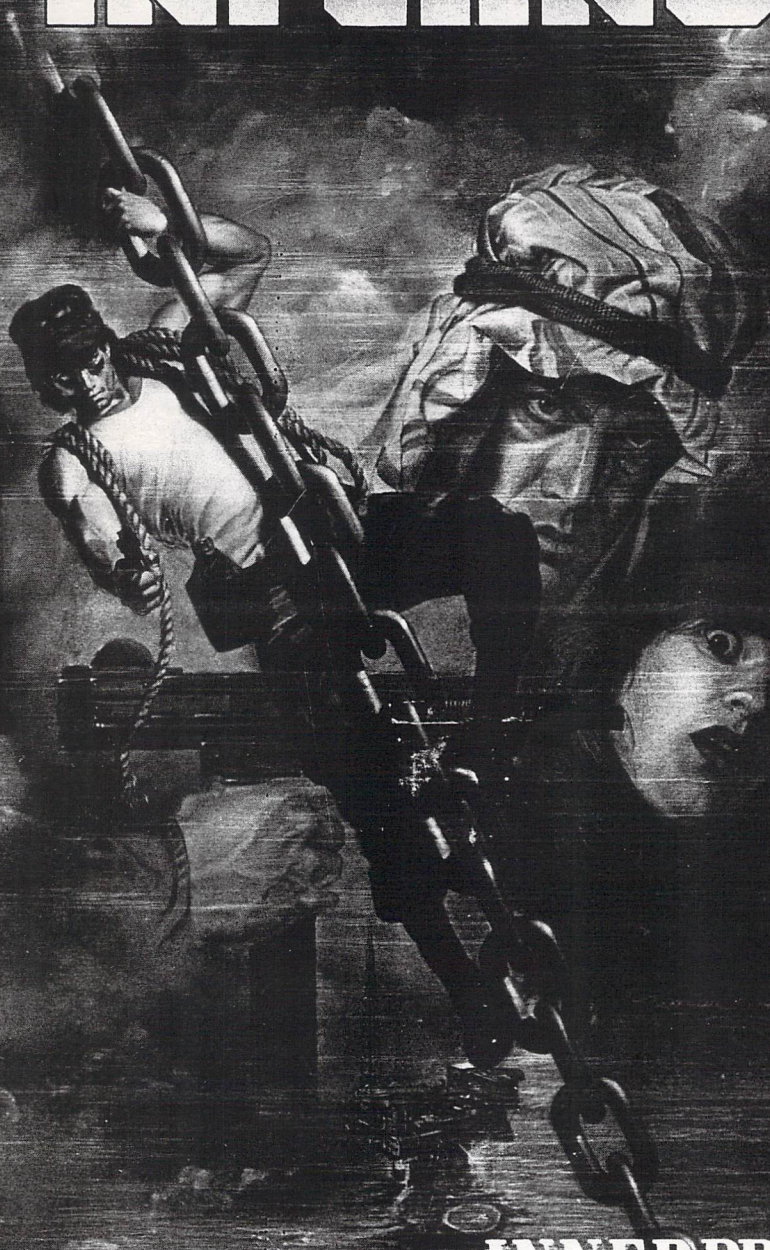
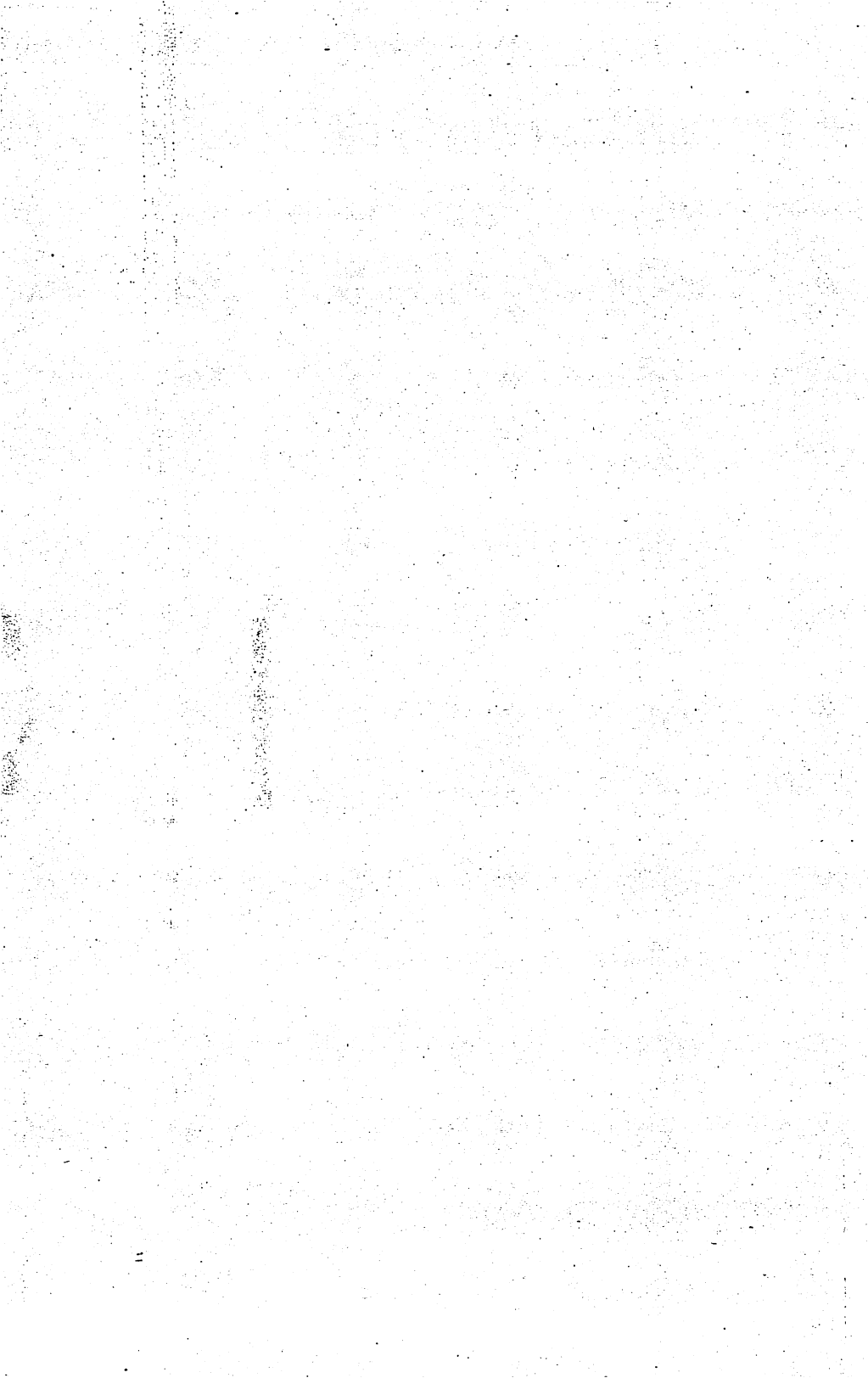


PERSIAN GULF INFERNO



INNERPRISE
Software, Inc.



PERSIAN GULF INFERNO

A Timeline

October 1978

A confidential report made by the newly formed Department of Energy to then U.S. President Jimmy Carter predicts a coming world energy crisis as fossil fuel reserves dwindle.

February 1979

President Carter sets up a U.S. Government Commission to both search for, and encourage others to search for, new oil reserves.

August 1979

A series of bombs rock London, over 15 people are killed many more are wounded. The terrorist group "Mashad" takes credit for the incidents.

January 1980

Acts of international terrorism increase to a record 532 world wide. This figure represents a 400% increase since 1968.

August 1980

With U.S. financial backing, NATO nations enter into a cooperative venture and form E.O.S. - European Oil Search.

December 1980

E.O.S. confirms U.S. findings that the world oil supply will be depleted by the year 2008.

February 1981

President Reagan in an effort to streamline line his administration makes major budgets cuts to the Department of Energy.

June 1981

Without U.S. funding E.O.S. pares down its operation to a highly motivated core of professionals.

September 1984

E.O.S. begins work on a new satellite designed to search for untapped oil supplies. At a press conference an E.O.S. spokesman Martin Kestrell promises that the state of the art device will help the world survive the coming energy crisis.

January 1986

The number of terrorist incidents per year increases to a record new high of 944.

May 1987

A fire bomb destroys E.O.S.'s Paris based research lab. The first satellite prototype is destroyed. Martin Kestrell and two others are killed in the blaze. The terrorist group "Mashad" takes credit for the incident.

January 1988

The number of terrorist incidents per year is now 855. While the number has decreased the scale of the incidents seems to be growing.

March 1988

United Nations mediates "official" ending of the Iran-Iraq war.

Summer 1989

During a long hot summer the U.S. Navy is plagued by a bizarre series of accidents, some of which result in fatalities. Sources inside the Pentagon suspect a high level conspiracy with in the Department of Defence.

July 21 1989

During routine naval maneuvers the U.S. Missile Carrier "Chisholm" accidentally fires a nuclear armed S.L.C.M. (Sea Launched Cruise Missile). It crashes into the Southern part of Iran.

The U.S. cover up begins.

July 22 1989

Satellite photography reveals a two mile trench cut into the Iranian Desert by the path of the missile. A crew of technicians are photographed by high altitude recon-aircraft in the process dismantling the warhead.

The C.I.A. begins a covert investigation working under the assumption that there exists a high level conspiracy within the Department of Defence.

July 23 1989

President Bush tries to regain the warhead through discreet diplomatic channels. His efforts prove fruitless as the Iranian government does the diplomatic equivalent of laughing in his face.

Captain Craig Freeman of the carrier "Chisholm" is relieved of his command.

July 24 1989

A team of scientists and technicians from Red China arrive on the scene as U.S. forces stand by helplessly and the warhead is spirited away into the interior of Iran. China ignores U.S. protests.

July 25 1989

President Bush rejects the option of direct U.S. involvement as too risky both militarily and politically. A decision is made to wait out the crisis.

July 26 1989

It become apparent that the Iranians plan to keep the matter quiet as the Iranian Secretary of Defence announces that their air force had "forced down an American fighter plane that had entered our airspace".

The U.S. Government makes all the usual public protests over the supposed downed fighter.

November 1989

First indication of the Iranian's use of the warhead as a psychological weapon comes as Iraq makes a series of mysterious concessions to Iran.

February 1990

The Belgian oil tanker "Jasmine" is the first destroyed in a series of missile attacks. Fragments of the devise recovered from the wreckage lead experts to believe the terrorists are now using Chinese Silkworm missiles. The "Mashad" take credit for the attack.

April 1990

The space shuttle "Victory" in it's maiden flight puts E.O.S's geological survey satellite in orbit.

July 1990

Hostilities once again flare up in the Middle East as the Iran-Iraq war reignites.

October 1990

Plans stolen from within Red China confirm one of the worst of the U.S.'s fears. The Red Chinese are building new missiles based on technology stolen from the lost warhead. The guidance system is almost a direct clone.

November 1990

E.O.S. announces the oil find of the century. As a huge deposit is located from space by the E.S.O. geological survey satellite. This mammoth oil field is situated beneath the Persian Gulf in international waters. A heated debate begins at the U.N. over ownership and the exploitation of the oil field.

December 1990

The increasing number of missile attacks in the Persian Gulf result in an international response as the naval forces of many nations mass in the area. Represented prominently are the U.S., The United Kingdom, Belgium and Russia. Particularly hard hit are Kuwaitis and it is believed that their backing of Iraq is a factor in the singling out of their tankers.

January 1991

Terrorist incidents hit the new high of 1257 per year as an international panic sets in. Both NATO and Warsaw Pact nations take steps to end the problem. The terrorists seem unaffected as the incidents continue to grow bolder.

February 1991

In a landmark decision the U.N. announces a plan of international

cooperation to exploit the oil field. Member nations are invited to invest in the construction of the largest oil rig ever built. E.O.S. is commissioned to supervise the project.

April 1991

The Americans surprise the world by allowing Kuwait tankers to travel the Gulf under the U.S. flag. This seems to provide at least temporary protection to the remnants of the Kuwaitian fleet.

May 1991

Construction begins on the mammoth oil rig. An international task force is created to safe guard the rig.

July 1991

Minor clashes between the U.S. and Iranian forces become an almost daily occurrence.

The price of oil world wide sky rockets and long lines at gas stations become commonplace as one of the hottest summers in years drags on.

September 1991

A Kuwaitian tanker flying the American flag is destroyed by missile fire. The world community is first outraged then puzzled as the U.S. refuses to take punitive measures.

January 7 1992

United Nations representatives gather for the next day opening of the mammoth E.O.S. oil rig and are flown by helicopter to the rig itself. After a tour of the facility a party for the officials and members of the

international press is held on the upper platform.

At 10:00 PM all radio contact with the facility is cut off.

January 8 1992

1:00 AM

The terrorist Group "Mashad" announces that it has taken over the E.O.S. facility and that a nonnegotiable series of demands will be issued soon. If their demands are not met they plan to detonate a nuclear warhead at midnight. Experts predict that the resulting radiation will contaminate the entire oil field, rendering it unusable. It is also speculated that the explosion could unleash the Dresden effect where the very air itself burns in a raging firestorm.

1:20 AM

The U.N. Security Council enters an emergency session to discuss the problem.

2:00 AM

"Mashad" begins announcing it's demands, which include the release of many political prisoners, the international censure of Iraq and it's allies, and the delivery to them of the President of the United States.

2:45 AM

The serial numbers read off the warhead confirms the worst, that there is indeed a nuclear weapon aboard the E.O.S. oil rig.

3:05 AM

The United Nations Security Council decides that only a surgical strike by a small group or preferably one man has any chance of success. They begin to review possible candidates.

3:22 AM

A low level fly by estimates at least 7 casualties before it is blasted out of the air by a shoulder mounted anti-aircraft missile.

3:35 AM

NORAD's situation simulating computers confirm the Security Council's decision.

4:05 AM

The General Secretary of the United Nations places a phone call to the one person that both the council and the computers agree has the best chance of getting the job done.

4:06 AM

You are awakened from a deep sleep by the ringing of the phone and you are asked to volunteer for the most dangerous covert assignment of the 20th century.

It's all in your hands now.

Transportation is ready and it's up to you free the hostages and stop the Persian Gulf from exploding into the biggest fireball that world's ever seen. Are you ready? You better be. Ahead of you awaits the greatest challenge of your life ... and the most intense experience in game play history!

Instructions:

Loading:

Persian Gulf Inferno is compatible with all Commodore Amiga Models with at least 512K of memory (500, 1000, and 2000). However, differences between systems require variations in the loading procedure, they are noted. User customisation, that is the use of non standard chips may interfere with game performance.

1. Turn off your computer. If you have extra disk drives they must be turned off or disconnected, unless you have 1MB or more of RAM.
2. Connect the joy-stick to port #2.
3. Turn on your computer. Amiga 1000 users will need to insert the Kickstart disk before continuing.
4. At the Workbench prompt, insert the disk and the game will load automatically.
5. Once the game has finished loading, the computer will run a short intro sequence, to interrupt this sequence press the fire button on your joy-stick.
6. The game is now ready to play. Depressing the fire button on your joy-stick will start the game.

Playing the Game:

Game Objective:

Somewhere hidden on the massive oil rig is a live nuclear warhead on a preset countdown to destruction. You must find and properly disarm the warhead before

the timer reaches zero and the warhead detonates. To do this you are going to need both equipment and expert help.

The rig is a massive structure divided into two sections. As the game begins you start the smaller right hand section. To move about, use the stairs and ladders. There are also four elevators. You'll only have access to one in the beginning , but by finding the three elevator cards you'll be able to unlock the others. Through out the complex you'll find many doors. Most are locked and to open these you'll need to find key cards . Behind these doors are both the equipment you'll need (Key cards, elevator cards and weapons) and the hostages that you'll need to rescue for their technical expertise.

As the game starts you are armed with only an automatic pistol and 5 magazines. You must conserve your ammo until more can be located. Weapons and ammunition may be found through out the complex. Look for a shot gun and a sub-machine pistol, each are very effective in their own way.

The only other equipment you start with are shaped plastic explosive charges that can be used as alternatives to the key cards for opening doors.

Controls:

Joy-Stick Controls:

Joy-Stick Up:

- | | |
|-------------------------------|----------------------------------|
| 1. When on stairs or ladders | - Hero moves up |
| 2. In front of unlocked doors | - Hero enters room |
| 3. In front of elevator | - gets elevator to current floor |
| 4. Inside elevator | - takes elevator up |

Joy-Stick Right:

Hero runs right

Joy-Stick Down:

- | | |
|--|--|
| 1. When on stairs or ladders | - Hero moves down |
| 2. Inside elevator | - takes elevator down |
| 3. Normal conditions | - Hero kneels in firing position |
| 4. Step left or right after immediately after pulling the joy-stick down | - Hero tumbles into kneeling firing position |

Joy-Stick Left:

Hero runs left

Keyboard Commands:

Space Bar:	When in front of door, places an explosive charge.
-------------------	--

F1, F2, F3, Keys:	After finding other weapons, change weapons by depressing Function Keys.
--------------------------	--

Screen Layout:

The upper two thirds of the screen is used for the scrolling play field.

The lower third is a menu containing the following:

1. Weapon and ammunition information

2. Elevator and key card information
3. Current floor level indicator
4. Hero's damage indicator

Hints and Tips:

To find the bomb you must rescue the hostages and gather information from them.

Writing down what the hostages say can be a good idea.

Somewhere among the hostages is a Doctor who can field treat your wounds.

Some of the hostages are frightened and confused and their insights are often very general. Starting a search pattern based on the information you've received is a sound strategy.

Remember to move quickly away after placing an explosive charge.

The Pistol is the most ineffective weapon, it has low muzzle velocity, the chamber action is slow, and it will take several shots to take out a target.

The 12 Gauge Pump Shotgun is slow to fire. Each round must be hand pumped into the chamber. It is very effective however, one round will take out one of the terrorists.

The Uzi has low stopping power but it's rapid fire makes up for this. Take out whole corridors in seconds.

IF you succeed in finding the bomb, you'll still have to disarm it. There are four colored wires and you must cut one of them ... but which one? Cut the wrong wire and you'll be standing at ground zero in the biggest fireball the worlds ever seen.

Attention: Game Designers/Authors

InnerPrise Software, Inc., a leading publisher and developer of entertainment software for home and personal computers, is looking for new game designs and product submissions. If you would like our product development team to evaluate one of your ideas or projects, send it to:

InnerPrise Software, Inc.
128 Cockeysville Road
Hunt Valley, MD 21030

COPYRIGHT © 1989 by InnerPrise Software, Inc.
All Rights Reserved.

This manual and the computer programs on the accompanying floppy disks are copyrighted and contain proprietary information belonging to InnerPrise Software, Inc. No one may give or sell copies of this manual or the accompanying disks to any person, without the written permission of InnerPrise Software, Inc. Any person or persons reproducing any portion of this program, for any reason, shall be guilty of a copyright violation, and shall be subject to civil liability at the discretion of the copyright holder.

INNERPRISE

Software, Inc.

**128 Cockeysville Road
Hunt Valley, MD 21030
(301) 785-2266**