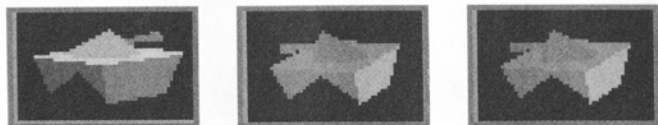


Revenge is ...wild justice

Francis Bacon *On Revenge*



ZEEWOLF 2

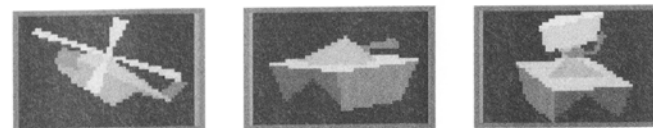
from **WILD JUSTICE**



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Telephone: (01225) 428494
Fax: (01225) 427950

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LOADING

HOW TO LOAD ZEEWOLF

Switch your Amiga off for at least 30 seconds (to protect your Zeewolf 2 disk from viruses). Insert the Zeewolf 2 disk in the Amiga's internal drive. Switch the Amiga on. Zeewolf 2 will now load automatically.

IMPORTANT NOTE: You **MUST LEAVE** the Zeewolf 2 disk in the internal drive during play.

PROBLEMS?

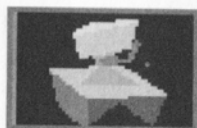
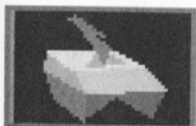
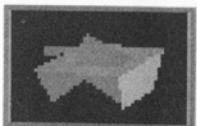
If you're unable to load your copy of Zeewolf 2, check:

1) All power connections. 2) The monitor or TV is connected to the Amiga. 3) If you're using a TV make sure you're switched to the correct channel. 4) If Zeewolf 2 still fails to load then turn off the Amiga and remove all peripherals before trying again.

If you encounter any problems with Zeewolf 2 please contact our customer services dept first on (01225) 427954. If you are requested to return the game to us, please send the **DISK ONLY**, properly packaged, with a covering letter and postage paid to: Technical Support dept, Binary Asylum, 28 Brock Street, Bath, Avon, BA1 2LN.

EPILEPSY WARNING

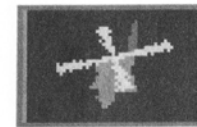
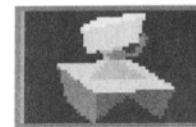
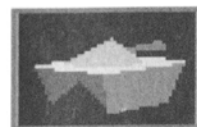
Binary Asylum would like to make you aware that a small percentage of people may experience epileptic seizures when exposed to certain light patterns. It is possible that the light patterns observed whilst watching TV or playing computer games may induce such seizures. If you have an epileptic condition please consult your doctor prior to play. Further more undetected epileptic symptoms may be induced in persons with no prior history of epilepsy. If you experience **ANY** of the following symptoms during play: eye strain, dizziness, muscle twitches, altered vision, disorientation, wooziness, convulsions or involuntary muscle spasms then turn off your computer and consult your doctor.



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SCENARIO

THAT WAS THEN

Thanks to the Zeewolf, Zenith Research won the First Great Corporate War. This experimental attack helicopter, allied with the desperate courage of its crew, turned the tide against Ecliptico – the company whose greed and aggression had kicked the whole thing off.

After their defeat the Ecliptico empire crumbled. Its share price plummeted, corrupt deals were exposed, directors were indicted en masse and work began to repair the environmental destruction they spawned. Life was good. People were happy. The future looked bright.

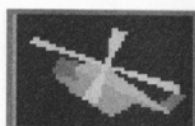
THIS IS NOW

Ecliptico, were defeated but not destroyed. They secretly maintained contact with the power brokers whose pockets they'd lined. Plotting their revenge, Ecliptico hatched a plot that bound together dictators, polluters, gangsters, terrorists and sundry other scum. Their aim was staggering but simple; a global corporate raid!

Ecliptico have combined their burning desire for vengeance with sound military strategy. As Zenith Research is the only force with even a slight chance of stopping Ecliptico, it is their first target.

The situation is critical. Zenith bases all over the world have come under attack and their forces are stretched to breaking point. In a desperate gamble even the untested Zeewolf – with its new remote 'virtual battlefield' control system for tanks, boats and planes – must be thrown into the battle.

Even this may not be enough though, but Zenith must try. They need a pilot brave enough, skilled enough and desperate enough for the cash to take the Zeewolf into battle. Fancy earning a few quid?



ZEEWOLF

ZEEWOLF

Zeewolf is the name, and callsign, of Zenith Research's attack helicopter. The Zeewolf's speed, weaponry and durability make it an excellent front line battlefield platform and, as it can operate from both land bases and capitol ships, it can fight anywhere in the world at very short notice.

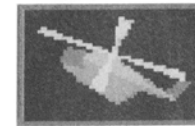
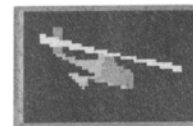
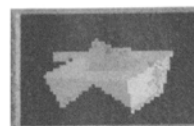
In addition to its combat capabilities, the Zeewolf can also airlift men and vehicles. So it can deliver troops or tanks into battle and rescue vulnerable units before the enemy has a chance to kill them.

The latest Zeewolf variant (v2.31b) can also 'remote link' with other vehicles – tank, boat, fighter plane and transport helicopter – and take direct control of them. This offers the pilot an ever greater range of skills with which to fight the game's 32 battles.

The Zeewolf is built using experimental alloys and techniques. The inherent complexity and cost means that currently there are only four Zeewolf gunships available. But as pilots earn money by destroying other vehicles it is possible to earn enough cash (points) to fund the building of another Zeewolf (an extra life).

THE SECOND GREAT CORPORATE WAR

Zeewolf is chasing the war across the globe. As Ecliptico attacks begin, or are anticipated, the Zeewolf is shipped to the war zone and thrown into battle as soon as possible. This urgency means that sometimes the Zeewolf will have to begin a mission without support or without sufficient fuel or weapons. It's tough, but this is a desperate war that must be won!



CONTROLS

USING A JOYSTICK

This is the preferred control method for beginners.

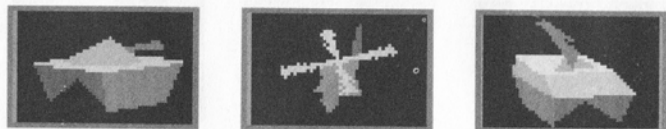
Joystick control is essentially very simple – the helicopter will move in the direction you push the joystick. Once you push the joystick in a direction, the helicopter's nose drops and the helicopter increases speed in that direction. If you release the joystick the helicopter's nose rises until it's almost horizontal and consequently slows down. However the helicopter will continue moving slowly in the direction it's pointed.

If you push the joystick in a different direction the helicopter will swing round to the new heading. Keep the joystick pushed in the new direction and again the helicopter's nose drops and speed is increased.

Bear in mind that as the nose of the helicopter drops, you will lose height and it is possible to collide with the ground (including water) or other objects – but as the helicopter recovers speed it will start to rise.

Experiment with the control method because although it may sound complicated it's very easy to pick up (easier to use than describe anyway!) – bear in mind that if everything seems out of control simply release the joystick and the helicopter will return to a near hover.

Pressing the fire button on the joystick operates the currently selected weapon, however if you have the landing gear down the fire button then applies throttle (which burns up fuel rapidly).



CONTROLS

USING A MOUSE

This control method is trickier to learn than the joystick but ultimately gives you more precise control and greater manoeuvrability.

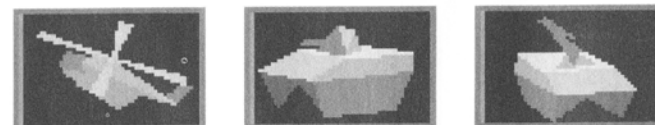
Remember: only very small movements of the mouse are required! The nose of the helicopter will go in whatever direction you push the mouse. The more you push the mouse in a given direction the more the nose of the helicopter dips (increasing speed and losing height). If you then move the mouse back in the opposite direction the nose of the helicopter will rise and the helicopter will then begin to turn to the new direction.

Unlike the joystick method, the helicopter will stay in the position you've put it in and won't return to level flight if you take your hand off the mouse. The mouse control can be tricky to start with but practice with it for a while and you'll soon get the hang of it.

The left mouse button fires your currently selected weapon. The right mouse button applies throttle – especially useful when you're carrying payloads. You do not need to use the throttle button during normal flight as it burns fuel quickly. You only need it when you're carrying payloads – however, it can be used at your discretion for getting yourself out of tricky situations – fast!

IMPORTANT NOTE FOR MOUSE PLAYERS

Two of the REMOTE LINK vehicles can ONLY BE CONTROLLED with a joystick (for full details see page 11). For this reason if you are playing Zeewolf 2 using the mouse, you MUST have a JOYSTICK plugged into PORT 2 on your Amiga before loading the game.



CONTROLS

KEYBOARD CONTROLS

Whether you're using the mouse or joystick you will need to use the following keys:

ENTER – brings up the tactical screen displaying the mission map, the status of your mission targets and current fuel and ammo levels.

Important note: while you're on this screen the action continues in the top left window and you can still play the game just using this window if you wish.

SPACEBAR – changes your selected weapon.

G – toggles landing gear up and down.

P – pause mode (any key to restart).

H – activates hook when over suitable payload and releases payload*.

ESC – aborts the current mission. If your armour level is still in the green you will not lose a life but you will restart the level with the same armour level.

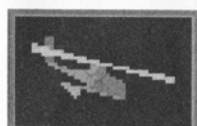
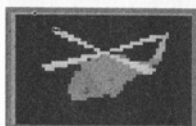
L – breaks REMOTE LINK. Control then switches back to the Zeewolf.

F10 – aborts the game.

CURSOR KEYS – up and down to select required control method, start mission and to cycle through mission objectives on tactics screen. Right key to increase and left key to decrease the munitions carried on the Zeewolf when refuelling.

CTRL – toggles between MOUSE and JOYSTICK control.

*NOTE: It is sometimes too dangerous to release payloads in built up areas. When the H key is pressed in these instances you will receive the message "RELEASE PERMISSION DENIED". To drop the payload move into a more open area.



CONTROLS

CONTROL OF REMOTE LINKED VEHICLES

During play you will be offered the chance to control four other 'remote link' vehicles: Cougar Tank, Barracuda Torpedo Boat, Kestrel VTOL Fighter Plane and a Transport Helicopter. The mouse control system is unsuitable for both the Barracuda and Cougar and so these vehicles CAN ONLY BE CONTROLLED WITH A JOYSTICK. So if you are playing the game on mouse, it is important that you have a joystick plugged in PORT 2 BEFORE loading.

COUGAR AND BARRACUDA

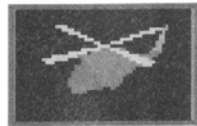
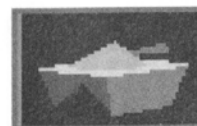
The Tank and Boat can only be controlled with a joystick. If you are playing Zeewolf 2 using a mouse, control will automatically be switched to the joystick when you link to these vehicles.

To move the Tank/Boat press joystick in the desired direction. It will then turn and begin to move in that direction. If you keep the joystick held in that direction the vehicle will slowly gather speed and if the joystick is released it will slow up.

If you wish to change direction once the Tank/Boat is moving, pressing the joystick in a new direction the vehicle will swing through a turn until it is on the new heading. The faster the Tank/Boat is moving, the bigger the arc taken to assume the new heading. All key commands remain the same for the Tank/Boat as for the Zeewolf helicopter.

KESTREL AND TRANSPORT HELICOPTER

The Kestrel/Transport Helicopter can be controlled using either the joystick or mouse. While they behave differently in flight, the control system is identical to that used by the Zeewolf. For full instructions on joystick see page 8 and for full mouse instructions see page 9. All key commands remain the same for the Kestrel/Transport Helicopter as for the Zeewolf helicopter.



MISSIONS

MISSIONS

There are 32 missions in Zeewolf 2. Each mission is broken up into a number of phases (the number depending on the complexity of the mission). These phases can be tackled in any order you see fit, but the mission will not be completed until all of the phases are finished. Most mission phases fit into one of six categories: Seek and Destroy, Airlift, Escort, Rescue, Protect Building/Vehicle and Capture Building.

SEEK AND DESTROY

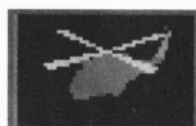
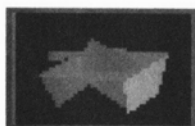
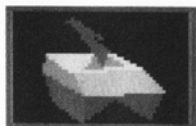
Here you literally have to seek and destroy one or more targets. When targets are destroyed they turn darker and explode – they also show up as “knocked out” when you highlight them on the tactics screen. Once a vehicle has been destroyed it will disappear from the scanner.

AIRLIFT

Airlift missions always involve picking up a friendly vehicle on a cable and carrying it to a specified drop point. Airlifting burns up fuel at a faster rate than normal and can also be used as a tactical device to achieve other mission objectives. When at a specified drop point the payload will release automatically when it is stable enough over the target area, anywhere else you can release the payload manually.

ESCORT

Escort missions always involve accompanying the craft to be escorted along a pre-determined route made up of several waypoints. The craft will stop and wait at each waypoint unless you are in the immediate area, in which case it will travel to its next waypoint. Enemy defenses along the route may target the escorted craft. Escort missions are completed when the craft reaches its final waypoint.



MISSIONS

RESCUE

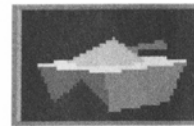
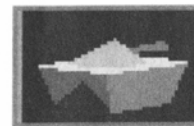
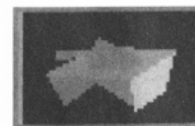
You might be told to rescue one or more men from a landscape. The men may be out in the open or they may be in buildings. If they are in buildings then you will usually have to blow the doors off by shooting at any part of the building. Once the men are in the open you must land nearby and they will run and climb on board. You can carry a maximum of six men. If you get shot down while carrying men then the men die too. To complete a rescue you must land on either the cross at the rear of the Aircraft Carrier or at a specified land base. Then your passengers will disembark. Although your weapons system will not target men, they can be killed by careless shooting, potentially making the mission impossible to complete.

PROTECT BUILDING/VEHICLE

On certain missions you will be told that a specific building or vehicle is of tactical importance. Your job will be to ensure that it survives until the end of that mission. The easiest way of doing this is to destroy ALL possible attackers as there will always be other mission objectives that demand you leave the building/vehicle unguarded.

CAPTURE BUILDING

Certain buildings will prove more useful to Zenith if they are captured intact – rather than blowing them up as normal. Each time you are asked to do this a special assault squad will be supplied. To complete this mission phase you must pick this squad up and then fly them to the building in question. If you land in the area indicated (in the briefing) the squad will then disembark and commence their assault.



BRIEFINGS

MISSION BRIEFINGS

Before each mission begins you will be briefed regarding each of that mission's phases. This sets the general tone for each mission and often carries vital hints. Press ENTER to cycle through the various objectives. The cameo picture will indicate the building/vehicle involved in that objective and give a rough guide to its geographical position. This should help orientate you for the forthcoming mission. Press the FIRE button to start the mission. During the game, pressing ENTER will allow you to review the mission objectives via the Tactics Screen.

MISSION OBJECTIVES

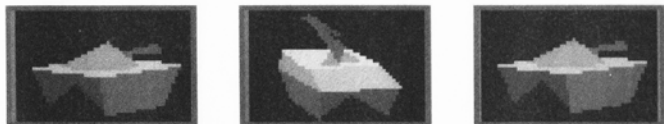
On the Tactics Screen you can cycle through the various objectives using the UP and DOWN cursor keys. As some objectives have multiple targets you can also step through these using the LEFT and RIGHT cursor keys. The exact location of each target/objective is shown as white highlight on the Tactics Screen map. If there is more than one element to a mission objective, then the position of each element is shown as you step through with the LEFT and RIGHT cursor keys.

DEBRIEFINGS

At the end of each successfully completed mission you will be given an update on your score, including any bonuses you may have achieved. Pressing FIRE will step you through these screens.

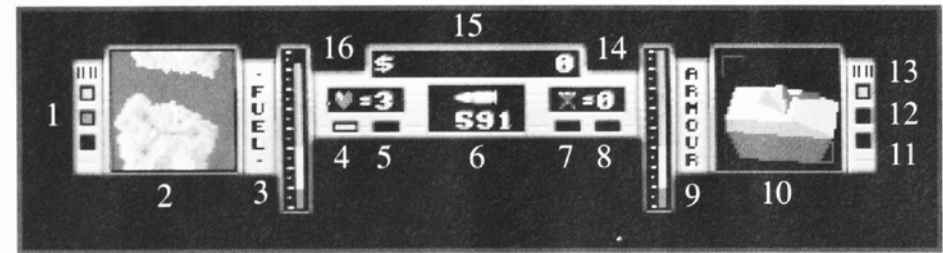
IN-GAME MESSAGES

At times during the game Zeewolf will be contacted by both friendly and enemy units. These messages offer hints and advice. They are printed in yellow and preceded by the hailing vehicle's callsign. These callsigns are based on the initial letter of the vehicle they're controlling. For example Kestrels may be called Kingpin and Pelicans called Patriot.

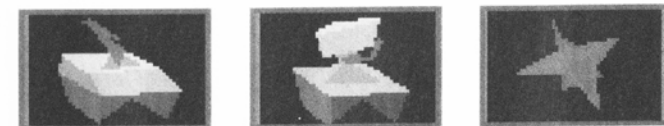


GAME SCREENS

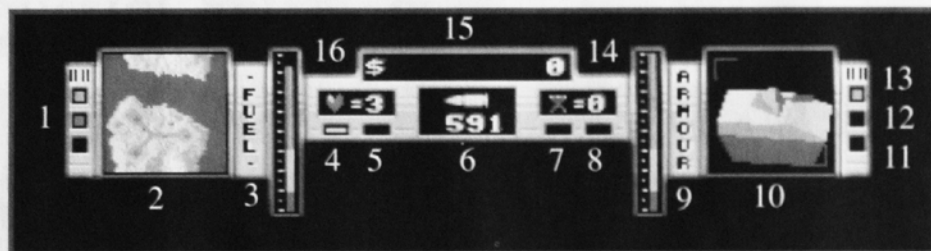
MAIN GAME SCREEN - CONTROL PANEL



- 1) **Ammunition status:** These lights indicate the amount of ammunition for weapons 1, 2 and 3 in descending order. As supplies decrease these change from green (full) to yellow to red to black (empty).
- 2) **Short range scanner:** This indicates any units in the vicinity. You are marked by a white dot in the middle of the scanner, enemy units appear as red dots and friendly units as yellow dots.
- 3) **Fuel gauge:** This bar decreases as fuel is consumed. If gauge strays into the red, refuel immediately!
- 4) **Height warning:** This light changes from green through yellow to red the closer you get to the ground.
- 5) **Gear:** This light turns green when landing gear is extended and is black when gear is retracted during normal flight.
- 6) **Current weapon and ammunition status:** Shows which weapon is currently selected and the exact amount of ammunition left for it.
- 7) **Airlift:** When a load has been picked up with the hoist, this light turns red. When an airliftable load passes over its designated drop zone it will turn green, even if the Zeewolf is moving too fast for a successful drop off and drop permission is denied.
- 8) **Hoist:** This lamp turns green when the Zeewolf is in a position that will allow it to attach a hoist cable to a friendly vehicle.



GAME SCREENS



9) Armour level: As the Zeewolf takes damage the armour level decreases, as this indicates. Armour can be refreshed by returning POWs and men to a valid base or carrier.

10) Gun camera: This shows the currently targeted enemy unit. (Note: not all targetable units will appear on the gun camera.) A unit will only appear in the gun camera if you are pointed towards it. If you are pointing towards more than one unit, the gun camera selects the unit you are more likely to hit. Even though the enemy unit may appear in the gun camera, it doesn't guarantee every shot will be on target. Moving Zeewolf's nose more directly towards the enemy unit increases the likelihood of hitting that target.

11) ECM warning light: This lamp turns red when Zeewolf's scanning system is being jammed.

12) Enemy radar lock: Lights up in red when an enemy unit has a successful lock on the Zeewolf.

13) Gun camera lock: When the gun camera has locked on a target this light turns green. This does not guarantee a hit, just indicates that Zeewolf is in a good firing position.

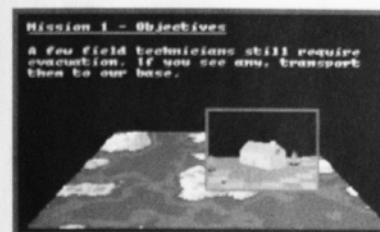
14) Passengers: This counter tallies how many POWs, technicians and other troops are currently aboard Zeewolf. It counts up as they board and counts down as they disembark.

15) Current score: Shows your score for this mission.

16) Lives: Indicates the number of lives you have remaining.



GAME SCREENS



BRIEFING

Briefings are delivered before each mission. These offer an overview of the mission you are about to undertake. The general location of key units and installations are shown to help orientate you.

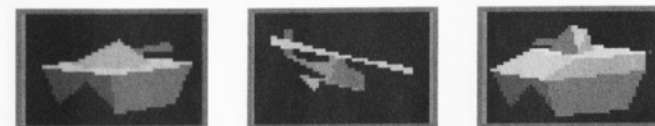
These can be stepped through by hitting ANY KEY. Read them carefully as there may be vital clues contained in this briefing. Once you are familiar with the objectives for the next mission, press FIRE to begin that mission.



TACTICS SCREEN

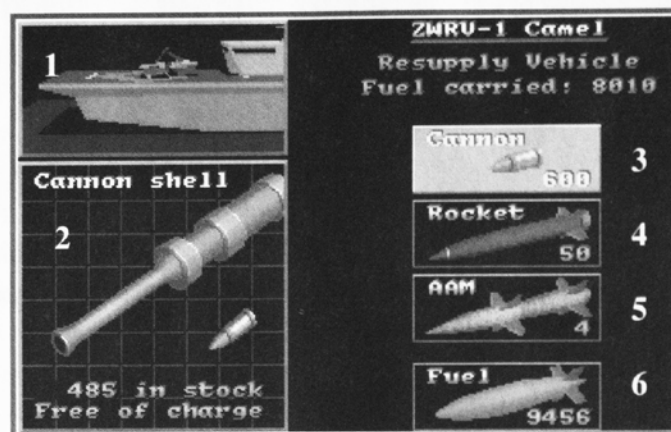
This screen is accessed during play by pressing ENTER. This screen contains a complete mission map (1), a detailed break down of the fuel and weapons remaining on-board (2) and reprise of that missions objectives (3). Each objective is described individually and these can be stepped through using the UP and DOWN cursor keys. Where an objective is made up of a number of elements EG: "Seek and Destroy 4 enemy AFV's" these are detailed individually and can be stepped through by pressing the LEFT and RIGHT Cursor keys. The location of each element is also detailed with a flashing white dot on the main Tactics Screen Map. As each element of an objective is completed the fact is noted on the mission details.

It is important to remember that while you are on the Tactics Screen the game continues to run. So you must pay attention to the Cameo Window (4) in the top left hand corner of the screen in case the Zeewolf comes under threat.



GAME SCREENS

RESUPPLY SCREEN



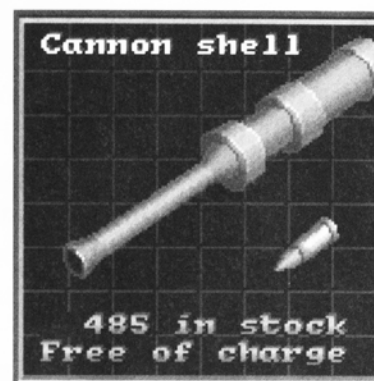
1. CAMEO WINDOW
2. WEAPON CURRENTLY READY TO LOAD
3. CURRENT AMMO LEVEL WEAPON BAY 1 (CANNON)
4. CURRENT AMMO LEVEL WEAPON BAY 2 (ROCKETS)
5. CURRENT AMMO LEVEL WEAPON BAY 3 (AA MISSILES)
6. CURRENT FUEL STATUS

REFUELLING AND REARMING.

In order to refuel and rearm you will have to land either next to a Camel (see unit descriptions later), or on the cross at the rear of your Frigate (see unit descriptions later). Your fuel will be automatically replenished. Weapons can be selected using the UP and DOWN Cursor Keys and then on or off loaded using the RIGHT and LEFT cursor keys respectively. The "cost" of rockets and missiles does not reduce your score – it is the score you will get for each unused weapon on board the Zeewolf at the end of each mission. Any weaponry left in Camels or the Frigate will not count towards the bonus.



WEAPONS



CANNON

Maximum load	600 rounds.
Damage	Low.
Fire rate	High.
Accuracy	Moderate.
Primary use	All targets.



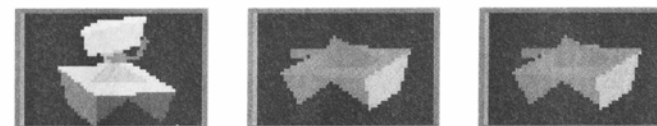
ROCKETS

Maximum load	96.
Damage	Medium.
Fire rate	High.
Accuracy	Low.
Primary use	Ground/sea targets.



MISSILES

Maximum load	8.
Damage	High.
Fire rate	Low.
Accuracy	High (guided).
Primary use	Air targets.



LINKING

REMOTE LINK VEHICLES

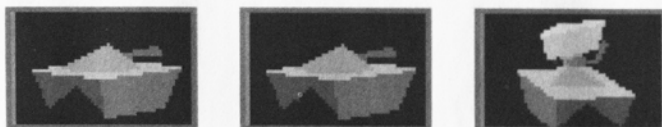
Some missions enable you to use a Remote Link vehicle to help complete objectives. There are four types of remote vehicle: Cougar Tank, Barracuda Patrol Boat, Kestrel VTOL Fighter and a Transport Helicopter. The R/L vehicles are mostly for use in situations where you wouldn't want to risk the Zeewolf itself. In order to control one of these vehicles you first have to find the Remote Link Camel that will hook you up to it. These can always be found using the Tactics Screen.

The R/L Camels look like normal resupply Camels, but they also have two aerals on the back. You will only find one R/L Camel on any one mission. The Zeewolf docks with the R/L Camel in exactly the same way as for resupply, just land near it and the Camel does the rest.

As soon as the 'cherry-picker' arm of the Camel connects to the Zeewolf, the display will switch to show you your R/L vehicle and you will be in control of it. Meanwhile the Zeewolf will stay where it is until the remote vehicle is destroyed or you manually break the link.

If the Zeewolf comes under attack while you are in control of a remote vehicle, you will be advised of the fact and should either see off the attacker with the remote vehicle or switch back to the Zeewolf as soon as possible.

A Remote Link is terminated by pressing the L key, but be careful where you do this, particularly with air units. An air unit will drop out of the sky if the link is terminated while it's airborne and this will be fatal if it's over water. You can reconnect to remote units any number of times, but you cannot rearm or refuel them. Remote link units have different weapons to the Zeewolf but you step through them with the spacebar in the same way. Once the vehicle has run out of weapons it is effectively useless and should be abandoned. If it runs out of fuel it will self destruct, because we don't want working vehicles falling into the hands of the enemy.



LINK VEHICLES

COUGAR

A front line battle tank, the Cougar boasts hard hitting weapons and strong armour but is the least manouverable of the Remote Link craft. It can travel over land and through shallow water. Its independent targeting system rotates the turret to seek out the nearest enemy. This turret contains a light machine gun and highly destructive HEAT shells. Both weapons can attack land units, but only the machine gun can attack air targets.

KESTREL

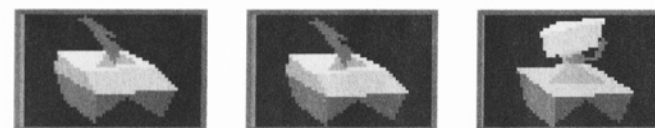
The Remote Link Kestrel is a development of the Kestrel currently used by Zenith units. This VTOL plane is faster but less manouverable than the Zeewolf. The Remote Link Kestrel features a cannon (very similar to the Zeewolf's) and the powerful new experimental Zeus rocket . These rockets are unguided but are strong enough to destroy all enemy vehicles with a single hit.

BARRACUDA

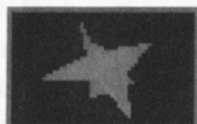
This motor torpedo boat provides a powerful platform from which you can launch sea-based assaults. Armed with a cannon, guided missiles and torpedoes it can hit all targets hard but is vulnerable. The cannon can attack ground targets, the guided missiles can attack both air and land targets while the torpedoes make short work of Sharks.

TRANSPORT HELICOPTER

This vehicle is the latest addition to the Remote Link range. As yet its capabilities are still sketchy. It is known that it will be able to carry more passengers than the Zeewolf and that it will be able to carry larger payloads than the Zeewolf. We'll keep you informed of any developments as the campaign unfolds.

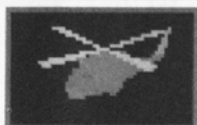


ZENITH



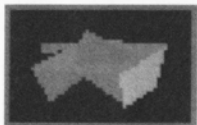
KESTREL

VTOL fighter aircraft, armed with a cannon. Can be airlifted.



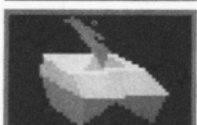
PELICAN

Large transport helicopter used to move marines and equipment. Can be airlifted.



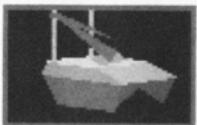
BUFFALO

Tank armed with high-explosive shells fired at a slow rate. Can be airlifted.



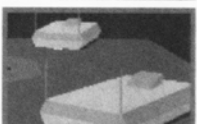
CAMEL

Resupply vehicle used in rearming and refuelling the Zeewolf. Camels are unarmed.



REMOTE LINK CAMEL

Vehicle used in connecting to remote link vehicles. Remote Link Camels are unarmed.



TURTLE

Unarmed landing craft, capable of launching Buffaloes.



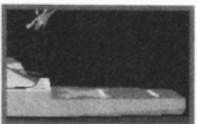
TROOP SHIP

Base for launching Turtles and returning rescued personnel.



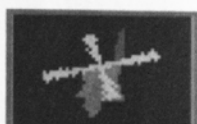
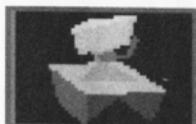
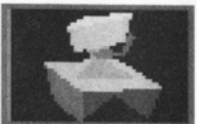
CARRIER

Base for offloading rescued personnel and vehicles. Camels usually appear on bow.



FRIGATE

Base for rearming and refuelling the Zeewolf. Frigates feature a cherry picker arm for this purpose rather than a Resupply Camel.

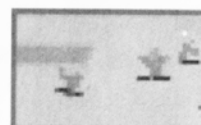


ECLIPTICO



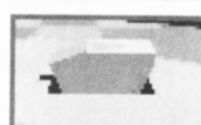
SABOTEUR

Combat engineer. Armed with grenades.



TRAITOR

Ecliptico trooper in Zenith uniform. Armed with grenades.



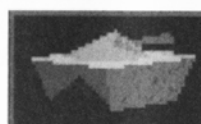
MULE

Armoured personnel carrier. Unarmed.



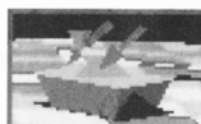
BEAR

Armoured personnel carrier. Fires 50 calibre rounds at a medium rate.



HIPPO

Amphibious tank. Fires high-explosive shells at a slow rate.



RHINO

Mobile anti-aircraft artillery. Fires tracer rounds at a very high rate.



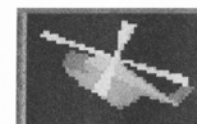
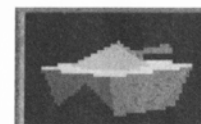
ZEBRA

Improved mobile anti-aircraft artillery. Fires very high-explosive shells at a slow rate.



SHARK

Patrol boat. Fires tracer rounds at a high rate.

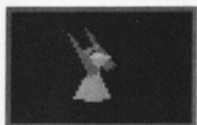


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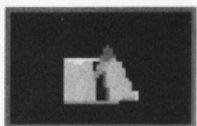
MANTIS

Anti-aircraft artillery. Fires tracer rounds at a high rate.



COBRA

Surface to air missile site. Fires missiles at a medium rate.



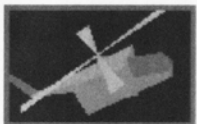
GUN TURRET

Improved anti-aircraft artillery. Fires high-explosive shells at a high rate.



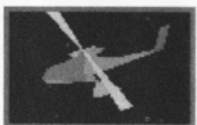
MISSILE TURRET

Improved surface to air missile site. Fires guided missiles at a medium rate.



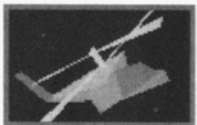
ALBATROSS

Transport helicopter. Fires 50 calibre rounds at a high rate.



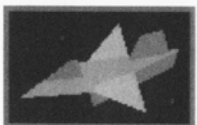
WASP

Scout helicopter. Fires 50 calibre rounds at a slow rate.



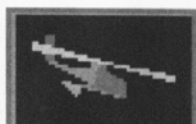
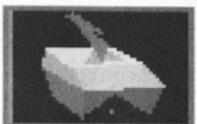
VULTURE

Attack helicopter. Fires tracer rounds at a very high rate.



OSPREY

VTOL interceptor aircraft. Fires homing missiles at a high rate.

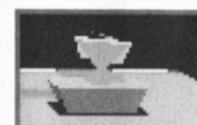


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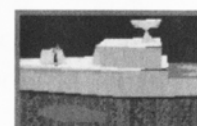
WATCHDOG

Radar tank. Unarmed. Known to assist in Cobra and Mantis firing accuracy.



ECM WATCHDOG

ECM radar tank. Unarmed. May affect our remote link and satellite map technology.



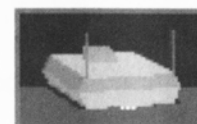
FRIGATE

Frigate. Armed with gun emplacement firing high-explosive shells at a high rate from bow.



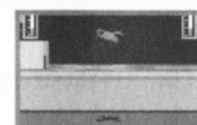
OIL TANKER

Oil tanker. Unarmed.



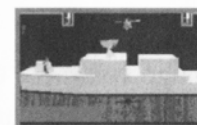
TERRAPIN

Landing craft. Unarmed. Capable of launching marines and ground vehicles.



TROOPSHIP

Turtle transporter. Armed with Cobra on front deck.



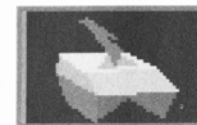
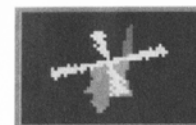
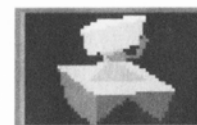
DESTROYER

Armed with either missile or gun turret emplacements on bow and stern.

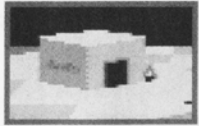


????

Intelligence operatives report that a new enemy vehicle may be close to completion. Its location and features remain a mystery.

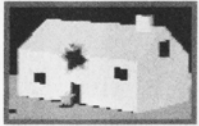


BUILDINGS



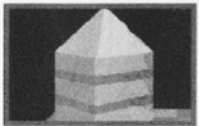
BARRACKS AND BUNKERS

Usually contain captured personnel. Can be destroyed. Design varies with landscape.



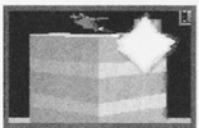
TECHNICIAN REFUGE

Contain technicians trapped by the war. Can be destroyed. Design varies with landscape.



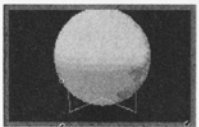
TOWER BLOCKS (SLOPE)

Can be destroyed floor by floor. Troops exit/enter via ground floor. Roof slopes.



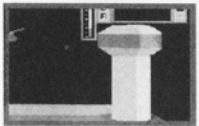
TOWER BLOCKS (FLAT)

Can be destroyed floor by floor. Land on the roof to release/rescue troops.



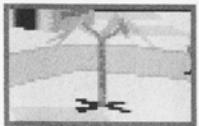
FUSION REACTOR

Protected by enemy units. Cannot be destroyed.



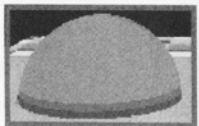
CONTROL TOWERS

Two types available. Can be destroyed. Can release and rescue troops.



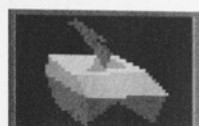
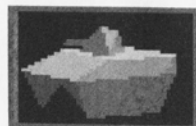
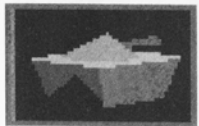
TREES

Watchout! These damage vehicles! Can be destroyed. Type varies with landscape.



DOMES

Can contain both friendly and enemy units. Can be destroyed. Equipped with radar sheilding, so weapons will not lock on.

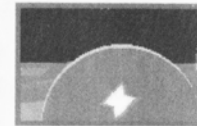


BUILDINGS



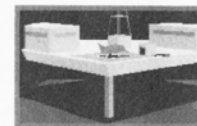
WELLHEAD

Drilling site for oil. Can be destroyed.



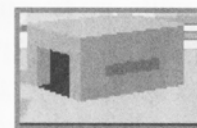
OIL STORAGE

Storage tanks for oil. Can be destroyed.



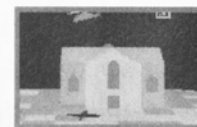
OIL RIGS

Can be partially destroyed. Can release and rescue troops. Design and function varies.



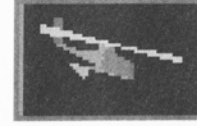
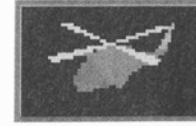
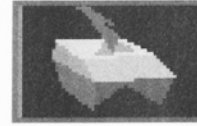
GARAGES

Can contain men or vehicles. These open automatically. Can be destroyed.



TOWN HALL

Large buildings that can contain men. These can be destroyed.



PLAYING TIPS

HINTS AND TIPS

Don't panic! This may be a fast and furious shoot-'em-up but tactics play an important part. Note how each enemy unit moves/acts – for example the turret on a Bear isn't that quick, so if you alter your direction quickly and radically it's going to take longer for the Bear to get a good bead on you – while you blast away with your cannon.

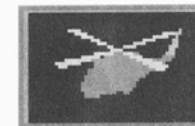
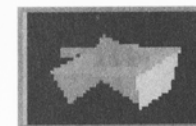
- Remember that any men you're carrying in the Zeewolf die when you die – make sure you get them offloaded as soon as possible.
- Rockets and missiles, but especially rockets, can miss, so don't fire them rapidly, loose off a couple at a time to check your aim.
- When firing cannon keep your finger on the button for quickfire.
- Don't try landing to rescue men when enemy units are bearing down on you (especially if the enemy units are airborne!).
- Bear in mind that your mission ends as soon as all the objectives are achieved, so make sure any non-specified tasks (additional rescues, trashing extra enemies, etc) are done before finishing the specified tasks.
- The armament you have on board counts for bonus points at the end of the mission, so it's important to pick up all the supplies you can from Camels and the frigate before finishing the mission.
- Your guided missiles work best against air targets when they will nearly always get the job done, but against ground and sea targets you have to aim more carefully as they can plough into the ground or water.
- If you're having trouble landing while using the mouse, toggle to joystick control (CTRL key) once you've put the gear down and are close to the ground.
- Joystick players who find it difficult to remain stable enough so that airliftable payloads will release, should try putting the Gear down (G key) during this operation as it gives them control of thrust.



PLAYING TIPS

MISSION 1 WALKTHROUGH

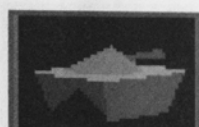
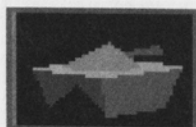
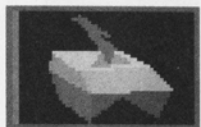
1. The default control method is the joystick, that's best for beginners.
2. Step through the briefing screens (using the CURSOR KEYS) note the Zeewolf's start point on the 1st screen and the location of the enemy vehicles on the 2nd screen. Then press FIRE to start the mission.
3. Start by just letting the Zeewolf hover on its own and then make small movements with the joystick to experiment with the controls.
4. Use the SPACEBAR to step through the 3 weapons you have available. Note that on the 1st mission you only have cannon and rockets.
5. Experiment with firing the cannon at trees or just empty space so that you get an idea of how to aim your weapons.
6. Note the fuel and armour gauges on the control panel, these are vital!
7. Hit ENTER to go to the Tactics screen. Now using the CURSOR KEYS you can step through all the objectives for this mission. ↑ and ↓ cycles through the objectives, while ← and → cycle through the targets making up each objective. The dots on the map change to show you where targets and objectives are, as well as your own position. Note the cameo window at top left – where the game CONTINUES to play.
8. Find a target and switch to the Main Screen by pressing ENTER and make a slow approach to the enemy using the scanner at the top left to guide you in (the enemy is represented by a red dot). Stay level and wait until the vehicle appears in the gun camera (top right of the screen) and then fire, trying to keep the nose of the Zeewolf pointed at the target.
9. Once you've taken out a few vehicles with the cannon, try using the rockets. You need to line up more precisely with these and use them in short bursts by tapping the fire button rather than continuous.
10. After you've killed some vehicles, go back to the Tactics screen and step through the targets, noting that some now show up as "knocked out". Track down any remaining "active" ones and destroy them.



PLAYING TIPS

MISSION 2

1. On this briefing you should note the position of the carrier in relation to your starting point, because that's where you need to head first.
2. When you start the mission you'll notice you've only got 20 cannon shells and that's why you need to head straight to the carrier to re-arm at the Camel positioned on the left of the flight deck. Hit G to lower the landing gear and let the Zeewolf drift down to a point in front of the Camel. The Camel then automatically hooks up and refuels you. While this is happening you can use the cursor keys to select your three weapons and load up with ammo. Hitting G will break the link and return you to flight.
3. Use the tactics screen to locate the wellhead just to the north and fly to it. You'll need to destroy the wellhead itself and the three vehicles that are in the vicinity. You should also notice the 2 small buildings.
4. Switch to cannon and shoot each of these buildings until the door blows off. You will then see a little man appear from each building. Be careful not to hit them with stray shots.
5. Put your gear down and land near the men. They will make their way to the Zeewolf and get on board. The counter on the control panel will then show that you have two men on board.
6. Take off again and fly to the right hand end of the carrier. Land on the "Big X" and the two men will get out and go inside the carrier. This will complete the rescue phase of your mission and also replenish some of your armour if you sustained any damage.
7. Take off again and fly to where the other wellhead is located. Destroy it and the vehicles nearby and you will have completed mission two.



CREDITS

ZEEWOLF 2 – WILD JUSTICE

has been brought to you by:

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ANDY WILTON

And Binary Asylum would like to thank the following people for all their help in producing Zeewolf 2 – Wild Justice :

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MAFF EVANS
SIMON FORRESTER

LINDA GALE
JIM FROM REGICIDE
AMIGA POWER'S GRABBER
AMIGA FORMAT'S A1200

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