

APACHE STRIKE™

SILICON
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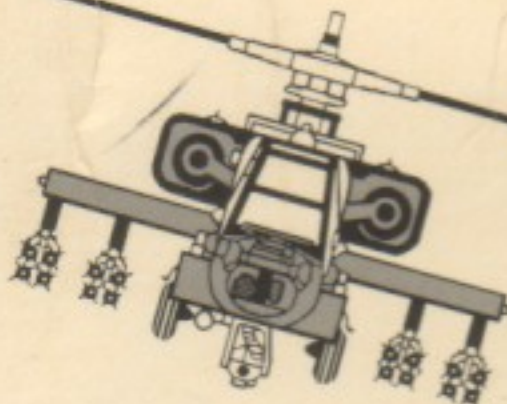
APACHE STRIKE

A 3-D Action Game
featuring RealSound™

For the Macintosh

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Your Mission:

Pilot the helicopter that will penetrate enemy cities and destroy their Strategic Defense Computers before they are used to launch an all-out nuclear attack.

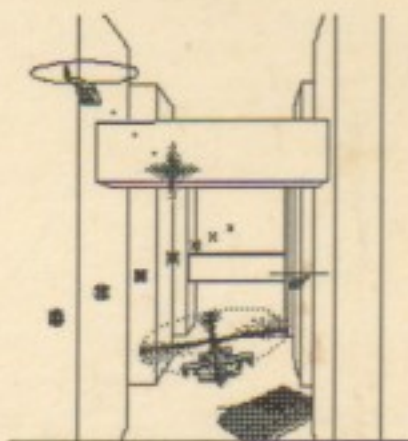
Apache Strike is fast-paced and easy to play at first, yet constantly challenging because of its unlimited levels of difficulty. All the action is controlled by the mouse. You make the chopper dive, climb, and take dangerous corners in a split second simply by moving your mouse forward, back, left, and right. Your machine guns and missiles are controlled with the mouse button.

Apache Strike has 3-D animation like you've never seen before on a Macintosh. Animation that's so good, it rivals coin-operated arcade machines! And then there are the sounds of furious battle exploding all around you, provided by Silicon Beach's unique *RealSound*. You'll be riveted to your seat as your heart pounds and the tension mounts.

Scramble, scramble! The klaxon has just sounded. The flight crew reports that your bird is ready to launch. Hop in and grab the stick...er, the mouse that is. You're about to experience combat at its fiercest!

System Requirements:

Macintosh 512E, Plus, or SE. One disk drive. (Some sounds not functional with only 512K of RAM)



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Apache StrikeTM

"Apache Alpha, this is Mother Hen. You are five minutes from drop. Acknowledge."

"Mother Hen, this is Apache Alpha. Ready for drop."

Who could be ready for this? I'm sitting in a dark helicopter inside a pod suspended beneath an overloaded Stealth bomber. I've been here for eight hours now, and it's getting old. I feel like I should pull the car over, get out, walk around, take a break. But this isn't my Chevy Saturn and it sure as heck ain't Interstate 5. The next time I do any walking, it's probably going to be through the Pearly Gates.

"You're the best qualified," they said. "You know the Apache better than anyone," they said. "We need you, Captain," they said. Yeah, right. Translated, that comes to, "To be honest, Captain, we couldn't find anyone else stupid enough to take on this suicide mission. You're all we've got." And I went for it.

As usual, it was the politicians that got us into this mess. But it's not the politicians who are going to get us out of it. It's the military. Actually, the Roget Treaty of 1995 looked like a good idea at the time. We would put our SDI system up at the same time as the other guys. That way, neither of us would get an itchy trigger—or should I say "button"—finger. We'd both be safe under our strategic defense shields. Yeah, it sounded good.

Nobody thought much of it when the head of NASA told the congressional committee how NASA was never going to lose another Shuttle. After all, he said, they had redesigned all of the marginal systems, checking them over and over again in trial runs. And the Shuttles had been flying safely for six years. There was no way the United States was going to lose its launch capacity again.

That was until the Rota Accident of 1996. Three of Discovery's five computers failed soon after liftoff. Houston ordered an emergency landing at the US Naval Air Station in Rota, Spain. Because it was an SDI mission—and therefore under the control of the military—the telemetry data has never been declassified, but experts outside NASA think the other two computers must have failed as Discovery was making its final approach to Rota. Whatever happened, the results were clear—and seen on television worldwide. She banked coming off of her final turn and never pulled up. Half the Naval Air Station went up in flames.

That left us with three Shuttles and a nation wanting some answers. NASA wanted to ground the fleet again until the hardware and software people could agree on whose fault it was. But that was until the President pointed out that grounding the Shuttle fleet would put our SDI program on hold—while the other guys kept theirs going at full speed. So the Shuttles kept flying.

Until the Columbia-Argo accident of 1997, that is. Another unexplained accident, but this time, we lost two birds instead of one. A buddy of mine in the Pentagon says the two shuttles were nose-to-nose at 180 miles deploying the primary power grid for our SDI battle station when Argo's main engines suddenly fired. She ripped through twenty meters of grid and plowed head-on into Columbia's flight deck.

So there we were, one year away from the other guys activating their SDI shield and no way to get ours into orbit. I guess it's no surprise by now that they announced they were going to deploy SDI on schedule, according to the letter of the treaty.

Our mole in their National Security Council told us that once their shield was operational, they were launching a first strike—complete nuclear devastation. The United States would be history, a note in some textbook a thousand years hence. If we didn't do something, and fast, North America would look like the dark side of the moon.

Desperate men, it's said, make desperate plans, and the Pentagon is no exception. Since each city is protected by a local missile network, controlled by a Strategic Defense Computer, bombing them from above is impossible. And the SDCs hold the key to the orbital defense shield above each city. So something has to fly in, low and fast, taking out each SDC. There is no way fighters can negotiate the narrow confines between the skyscrapers of the cities. Choppers are the only answer. And that's where I come in.

The Stealth bomber carrying the Apache I'm in will drop me just outside of Novgorod. I'll fly in low, trying to avoid their radar detection. Staying low will also help me orient myself in all those buildings. Being able to see the ground helps a lot.

"All systems go."

That's L. I. N. D. A., the onboard computer. L. I. N. D. A. stands for Lifelike Inboard Narrative Damage Assessment. She's supposed to give me reports when I'm hit; that way, I don't have to waste my time scanning gauges. If I'm damaged, L. I. N. D. A. will let me know.

"Apache Alpha, this is Mother Hen. You are one minute from drop. Is your pre-flight checklist complete?"

"Mother Hen, this is Apache Alpha. Pre-flight in progress."

There's the Bearing and Distance Indicator, or BDI. The arrow will show me the direction to the Strategic Defense Computer; the digital readout in the center will show the distance. If it works. The detector attached to the BDI is supposed to track the electromagnetic emissions of an SDC. The engineers say they can detect an SDC's brain ticking from orbit, so it shouldn't be a problem here on the ground. Of course, engineers have been wrong before. Once or twice.

Fuel gauge looks okay, but there isn't room for any extra fuel because of all the rockets and machine gun ammo I'm carrying. And I know I'm going to need all the firepower I can carry. The boys in G-2 said I'd better try to take out all the bad guys in each city first before I try any passes at an SDC. They said it'll take all my concentration because some of the SDCs have advanced programming in them that make 'em bob and weave if they sense a target tracking system locking on. I figure it this way, those bogeys have to come to me, or else their SDC is history, so I'll just keep moving toward the SDC and take 'em on as they engage. That way, I just might make it on the fuel I've got.

And then there's the radar. Because I'll be flying within a city, weaving in and out of skyscrapers, the radar's range will be limited to about four blocks. I won't see any bogeys until they're practically on top of me. Wonderful.

"Mother Hen, this is Apache Alpha. Pre-flight checklist complete. Ready for drop."

"Roger, Apache Alpha. Ten seconds to drop. Good luck, Captain."

"Thanks." I'll sure as heck need it!

"Talk to me, L.I.N.D.A.!"

Instructions

Getting Started

Before you do anything else, make a backup copy of your Apache Strike disk. Apache Strike is not copy-protected so that you can do this.

You may play Apache Strike using one of three configurations: one 800K disk, a hard disk or two 400K disks. We recommend playing Apache Strike on a copy of the 800K disk it comes on. Complete directions for preparing a backup disk for each of the configurations are given below:

Apache Strike on One 800K Disk

Making a Back Up

If you have an 800K disk drive, use standard Finder copying procedures to copy the entire disk to a fresh double-sided disk. Next, select the file entitled *Launcher* and choose the **Set Startup** command from the Finder's **Special** menu. You now have a useable, working copy of Apache Strike.

Booting the Game

If your Macintosh is turned off, insert the Apache Strike disk in your internal disk drive and turn on the computer. If your Macintosh is turned on, shut it down and restart it with the Apache Strike disk in the internal drive. The game will automatically load and take you to the High Scores screen—click on the "Play" button to start a new game. When you quit the game the Apache Strike disk will automatically be ejected and your Macintosh will be restarted.

Apache Strike on a Hard Disk

Making a Back Up

Although playing Apache Strike from a hard disk does not speed up game play, it does make the process of starting the game somewhat faster. To take advantage of this, insert the Apache Strike disk in your disk drive and copy the files *Apache Strike*, *Data A*, *Data B* and *Apache Scores* to your hard disk. Ensure the four files are in the same folder or all at the Desktop level of your hard disk. You may name the folder anything you like, but do not rename the game's files. Do not copy the files *Finder*, *System*, or *Launcher* onto your hard drive!

You will probably also want to make a backup copy of the Apache Strike disk using the procedures detailed under the previous section, **Apache Strike on One 800K Disk**.

Booting the Game

The easiest way to ensure that Apache Strike has enough memory to run (see the **Memory Considerations** section below for an explanation of its requirements) is to start your Macintosh with your Apache Strike backup disk in the internal drive, then run the copy of Apache Strike on your hard disk. To prepare your Apache Strike disk for this purpose, select the file on it called *Finder* and choose "Set Startup" from the Finder's **Special** menu (if you don't do this, the game will automatically run from the disk when you boot from it).

If you do boot from your Apache Strike disk as recommended above, you must switch back to the System on your hard disk after you quit the game. The System and Finder on the Apache Strike disk are special versions that have been stripped down to fit on an 800K disk. They work with Apache Strike, but will not work with other programs.

Run Apache Strike on a hard disk just as you would any other application: double-click on its icon. The game will automatically load and take you to the High Scores screen—click on the "Play" button to start a new game. When you quit the game you will be returned to the Finder.

Apache Strike on Two 400K Disks

Making a Back Up

To play Apache Strike using two 400K disks, you need to use a Macintosh equipped with an 800K drive. First, make two 400K disks. The first must be titled *Apache Strike 1*. Copy the following files to Apache Strike 1: *Apache Strike*, *Data A*, *Apache Scores*, *System* and *Launcher*. You must rename *Launcher* to *Finder*. The second disk must be named *Apache Strike 2*. Copy the file *Data B* to it.

If you do not have access to a machine with an 800K disk drive, you may mail your Apache Strike master disk to Silicon Beach Software, Inc. In return, we will send you a version of Apache Strike on two 400K disks.

Apache Strike on Two 400K Disks (cont'd)

Booting the Game

You do not need two disk drives to play Apache Strike on 400K disks. In fact, it works quite well on a single 400K drive system. Start up your Macintosh with the Apache Strike 1 disk. The game will prompt you to insert the other disk at the appropriate time. If you have two 400K disk drives, insert the Apache Strike 1 disk in one drive and the Apache Strike 2 in the other drive and start up your machine.

Once you have started your Macintosh, the game will automatically load from both disks and take you to the High Scores screen—click on the "Play" button to start a new game. When you quit the game the Apache Strike disks will be automatically ejected and your Macintosh will be restarted.

Memory Considerations

Apache Strike can run only when the entire memory of the Macintosh is available to it. It cannot run when software which permanently uses some of the Macintosh's memory has been installed. This includes MultiFinder, AppleShare, MacServe, TOPS, Tempo, Switcher, Servant, RAM disks, most print spoolers, some desk accessories, RAM-based HFS (Apple HD-20 or 800K external drive with old ROMs), non-SCSI hard drives with RAM-based drivers (MacBottom, Hyperdrive, etc.), many "INITs" and debuggers. Apache Strike will run with Apple's RAM Cache, available through the Control Panel desk accessory. When you boot from your working copy of Apache Strike, the RAM cache is turned off during game play and turned back on when you quit. When you run Apache Strike from an already booted hard drive, the RAM cache is turned off, but is not turned back on.

The Apache Strike disk is set up so that all of your memory is available to it if you use it to start up your Mac. Hard disk users should refer to the **Apache Strike on Your Hard Disk** section on the previous page for a foolproof way to avoid memory conflicts when running Apache Strike from hard disks.

Notes for Those Using 512K Machines

Apache Strike runs best in one megabyte of memory or more, but it will also run in 512K of memory. However, when you play Apache Strike on a 512K machine, you will not hear the voice announcements from L.I.N.D.A., the onboard computer. These messages are displayed in the Message Center explained on page 4. In addition, the rotor blades of your helicopter will not be animated.

Large Screen Monitors

Apache Strike only runs on Macintoshes with standard 512 by 342 pixel monitors. If you have an additional monitor such as a MegaScreen or Radius screen, it has to be turned off before you can play Apache Strike. Don't forget to restore any special control panel settings such as "wide menu bars" on the Radius as these can act like permanent memory users and interfere with the normal operation of the game.

Note: Special System and Finder

The System and Finder on the Apache Strike disk have been modified to fit, along with the game, in 800K of disk space. They should not be used with any other software, and you should not copy them to your hard disk.

Setting the Sound Volume

When you first start the game, sound is set to volume 7 by Apache Strike. You can use the 0 - 7 keys to change that level at any time. We recommend setting your Macintosh at full volume (7) so that you can best appreciate the game's digitized sound effects. Once you quit the game, your previous Control Panel volume is restored.

Mouse Control

When flying the helicopter, a slow, steady motion gives the most control. If you have a tendency to move the mouse by flicking your wrist, you may find you are sending the helicopter up and right whenever you want to move right. Try holding the mouse in front of the screen when you play instead of off to the side. This makes it easier to keep your right, left, up and down orientation. As with most Macintosh software, a clean mouse is important for controlled movement.

Joy Sticks and Trackballs

Apache Strike can be played with these alternates to the mouse. In fact, many people find that these devices allow for more accurate control of the helicopter.

How To Play Apache Strike

Once you start Apache Strike using one of the three methods described on Page 1, you are taken to the High Scores screen and the Apache Strike theme music is played. From here, press the "Play" button to start playing, the "Quit" button to exit from the game and the "Credits" button to list the many people responsible for bringing you Apache Strike.

Once you select "Play," a teletype message giving information about the first city is displayed. To abort this type of screen at any time, click the mouse button. Then, you are transported to the first city and can begin controlling your helicopter.

Controlling the Helicopter

The helicopter is flown with the mouse. To turn your helicopter from side to side, move the mouse left and right. To climb up, pull the mouse toward you. To descend, push the mouse away from you. These controls are the same as most other flight simulation games on the Macintosh.

To fire a bullet at your enemies, click the mouse button. For a continuous stream of bullets, hold the mouse button down. To fire a missile, double-click the mouse button. Missiles can also be fired by using the Space Bar. Practice a while to see which method you prefer. **Note:** At most, four bullets and one missile may be in the air at one time. You will not be able to fire additional rounds or missiles until those in flight have hit something.

Apache Strike is not meant to be an exact simulation. It is an arcade game. For example, when you destroy an enemy, you get a fuel bonus. There is no real-life equivalent to this. Also, although you are flying an Apache helicopter, there is no hover command. There is also no way to control the speed of the helicopter.

Setting and Objectives

Apache Strike is set in the year 1997. You pilot an AH-64 Apache helicopter dropped from a Stealth bomber over cities belonging to The Enemy. You must fly between tall skyscrapers to locate and destroy the Strategic Defense Computer in each city, avoiding or shooting enemy helicopters and tanks along the way. When you have destroyed the SDC of a given city, you have finished that city, and are transported to the next. Each city is a separate level. The game gets more difficult as the levels increase.

There are a limited number of enemies defending each city. As you progress to higher levels, the total number of enemies increases. If you destroy all enemies in a city, you will receive a bonus to your score. The exact bonus depends on the number of enemies and is explained under **Scoring**. Since you only have a limited amount of fuel, there are times when you will have to decide between chasing down those last few enemies and going for the SDC. It might help your decision to know that enemies try to circle back and protect the SDC once they've lost sight of you.

Apache Strike is an action-packed, arcade-style game. While a story has been provided to enhance your play, there is no overall objective that, once reached, ends the game. There is no limit to the number of levels. Like all arcade-type games, a skillful pilot can continue playing forever!

Which Level to Start At

Normally, when you play Apache Strike, you start at level 1. However, it is possible to start at level 20 or level 40. Once you get very good at the game, you may want to do this. Doing so affects the total score you can receive. If you start at level 20 or 40 and successfully complete it, you receive a special level bonus (see **Enemies and Scoring** for more details). This bonus is still not as many points as are possible if you start at level 1 and destroy all enemies at each level. Starting at level 1 and destroying all enemies at each level is the best way to play if you are playing for high scores. Starting at a higher level is the best way to play if you want to be constantly challenged and aren't as worried about your score.

Pausing and Ending the Game

To pause the game at any time, press the *tab* key. Pressing any key resumes play.

The game ends when all your allotted helicopters are destroyed. You are allotted three helicopters per level. To quit an Apache Strike game in progress, press Command-Q—you will still be able to record a high score if you have qualified.

Screen Layout and Instrument Panel

The Apache Strike game screen contains a main display and seven indicators: radar, distance and bearing indicator, message center, helicopters remaining, enemies remaining, fuel gauge and score display.

The **main display** is essentially a "movie camera" view from a fixed distance above and behind your helicopter. This is the most exciting view because you get to see yourself playing. However, this camera angle has a blind spot directly beneath you, so when you first start a level, don't dive right away as you risk hitting a walkway you can't see.

The **radar** shows the position of enemies in your immediate area. Your helicopter is shown as a steady dot. Enemy helicopters are flashing dots, and the Strategic Defense Computer is a somewhat larger flashing dot.

The **distance and bearing indicator** shows the direction and distance to the Strategic Defense Computer. It is a true bearing indicator and is very sensitive, so as you move from side to side in a corridor, the indicator will change. Use this feature to help track down the precise location of the SDC.

There is also a **message center** where status messages are displayed. If you have at least 1 megabyte of memory, these messages are also spoken to you by the L.I.N.D.A. (Lifelike Inboard Narrative Damage Assessment) computer.

The **helicopters remaining** display lets you know how many helicopters you have in reserve; you begin with two for a total of three. When you complete a level, you begin the next level with two helicopters in reserve again. Near-misses damage your helicopter; a number of near-misses will cause you to lose a helicopter. Crashing into a building or an enemy causes you to lose a helicopter immediately.

The **enemies remaining** display lets you know how many enemies you still need to destroy to receive a bonus. When you first enter a city, the **enemies remaining** display indicates the total number of enemies you will need to destroy to get the bonus. Once you have destroyed all the enemies, the **enemies remaining** display is replaced with the word "BONUS" and your score is increased.

The **fuel gauge** shows the amount of fuel you have left. If you run out of fuel, you will crash. At the start of each level, your fuel tank is full. Fuel is depleted as you fly. The only way to increase your fuel level is to destroy an enemy.

Finally, the **score display** gives you a running total of your score.

Enemies and Scoring

Points are scored in three ways: destroying an enemy, destroying all enemies on a given level and completing a level. In addition, if you start on level 20 or level 40 and successfully complete that level, you get a special level bonus. Points are subtracted for firing a missile. All enemy points and bonuses are detailed below:

Enemies/Missiles

	How to Destroy	Score
Helicopter	2 bullets or 1 missile	100 points + extra fuel
Tank	3 bullets or 1 missile	150 points + extra fuel
SDC	1 missile	2500 points
Firing Missiles		-5 points

Bonuses/No. of Enemies

	Formula or Points
Destroying All Enemies on a Level	$2000 + (\text{level} * 500)$ [level 1 = 2,500; level 20 = 12,000; level 40 = 22,000; level 60 = 32,000]
Starting on Level 20 and Finishing It	100,000 points
Starting on Level 40 and Finishing It	200,000 points
Total Enemies Per Level	$3 * (\text{Level} / 2)$

High Scores

Apache Strike keeps a record of the ten highest scores. You can clear the high scores by removing the *Apache Scores* file from your disk using the Finder. Press the "Cancel" button instead of entering your name, if you don't wish to record a score.