



PlayStation

PAL



F I R E S T O R M
T H U N D E R H A W K 2



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If 26 missions, texture-mapped 3D terrains, polygon-generated vehicles, multiple camera views, in-game speech, a fantastic intro sequence and a thumping techno soundtrack aren't enough for you, try admiring the stunning views from Firestorm's virtual cockpit as you bullet your way through global flashpoint situations that will pump your adrenaline to overload.

Diverse variety of terrain including canyons, hills, sea and desert.

Intensive enemy attack patterns for relentless action.

Mission-specific objectives.

Runs at an incredible 25 frames per second.

Intense sound effects.



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This software is only compatible with hardware displaying "PAL" and

Prenez les choses en mains! Ne vous laissez plus attendre! 26 missions vous attendent. Rejoignez le clan des gagnants et abattez vos ennemis... Surveillez vos émotions: l'adrénaline va vous faire exploser la tête!

Décors nombreux et variés (canyons, montagnes, mers, etc...).

Missions précises et réalistes.

Vitesse d'action suprenante.

Effets sonores renversants.

Angles de vue multiples.

Effets 3D mappés/texturés.

Voix et musique de grande qualité.

Si 26 misiones, terrenos tridimensionales con mapeado de texturas, vehículos generados por ordenador, múltiples perspectivas de la cámara, voces incorporadas, unas imágenes de introducción fantásticas y una banda sonora de palpitante música techno no son bastante para ti, prueba a disfrutar de las asombrosas vistas que se ven desde la cabina virtual del Firestorm mientras atraviesas como un rayo numerosos puntos conflictivos de la geografía mundial y tus niveles de adrenalina suben hasta límites insospechados.

Escenarios diversos: cañones, colinas, el mar y el desierto.

Ataques enemigos intensivos, para una acción imparable.

Misiones con objetivos específicos.

Una velocidad de imágenes de 25 fotogramas por segundo.

Efectos de sonido de gran intensidad.



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For Ages - Pour Ages - Para Edades - Für Jahre - Per Anni

3-10

11-14

15-17

18+



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ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



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FIRESTORM THUNDERHAWK 2

SLES-00145



PAL

COMPACT
disc



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Starting Up

Turn on the PlayStation power switch. The power light should come on.

Press the open button to open the CD tray, place the CD in the tray (label up) and close lid.

After a few seconds the PlayStation logo should appear on screen, followed by the title sequence.

NATO RRHTF Orders - F1/99

From: General John T. Maclaine, Supreme Commander NATO

To: NAME DELETED ON NEED-TO-KNOW BASIS

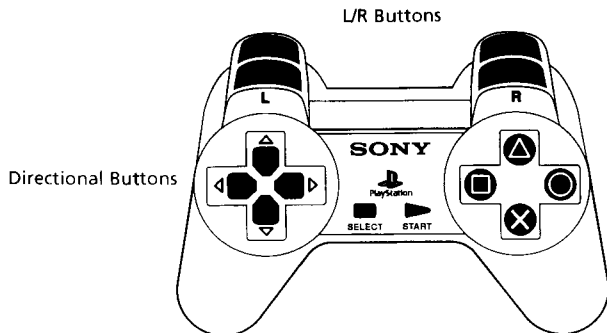
Dateline: 1999. Potential flashpoint situations in all parts of the world have increased to such an extent that NATO has been forced to establish a rapid response, helicopter task force to combat them.

Its codename - FIRESTORM.

As FIRESTORM ONE, the lead pilot of this elite force, you must be on twenty-four hour stand-by, ready to fly your AH-73M Thunderhawk attack helicopter on a variety of highly dangerous missions across the globe.

Good luck.

Controls (default)



Directional Buttons.

Up	Accelerates and moves your Helicopter forward.
Down	Decelerates and moves your Helicopter backwards.
Right	Moves your Helicopter to the Right.
Up & Right	Makes your Helicopter bank Right.
Left	Moves your Helicopter to the Left.
Up & Left	Makes your Helicopter bank Left.

Buttons	L2	Toggles through three varying view points: 1 - With Cockpit. 2 - Without Cockpit. 3 - External view.
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	R2	Used in conjunction with the Directional buttons causes the following:
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- R2 + Right Whilst hovering, rotates right on the spot
- R2 + Left Whilst hovering, rotates left on the spot.
- R2 + Up Whilst hovering, increases altitude.
- R2 + Down Whilst hovering, decreases altitude.

Pressing individually will change currently selected target to the next nearest.



Triangle

Increases altitude whilst in flight, when used in conjunction with forward or backward movement with the Directional buttons.



Square

Fires currently selected weapon.



Circle

Toggles through available weapons.



Cross

Decreases altitude whilst in flight, when used in conjunction with forward or backward movement on the Directional buttons.

Start Button Whilst in game play, pressing the Start button pauses the game, pressing the same button again resumes the game.

L1/R1 Rotates your helicopter to the Left/Right.

VIRTUAL COCKPIT MODE ONLY

L1 Rotates your view to the Left.

R1 Rotates your view to the Right.

N.B. Pressing both together will centre your view.

Hardware Specification

THE AH-73M THUNDERHAWK ATTACK HELICOPTER

Origin: USA. First flight 8th April, 1998.

Engines: Two 1750 SHP (each) T-800B turboshaft engines, with a back-to-base capability with only one engine operational.

Performance: Max. Speed, 235 mph. Minimum hover ceiling, 13, 500ft. Max. Range (own fuel), 500 miles.

Weights: Empty, 9, 127 lbs; Mission Weight (Gross), 12, 048lb

Systems: Designed to withstand enemy fire of 12.7mm and 30mm, thereby greatly reducing combat losses due to damage to critical flight components.

Armament: 30mm Chain Gun: Unlimited supply of ammunition
AGM-214 Firestorm Homing Missile: Maximum of 28 missiles
FFAR Rocket Pod: Maximum of 116 rockets (fires 2 at a time)
RCS-233 Runway Cratering System: Maximum of 4 pods
'Big Boy' Mk-84 500lb bomb: Maximum of 8 bombs
Mac-874A Cluster Bomb: Maximum of 20 bombs
Mk-3 Penguin Anti-shipping Missile: Maximum of 8 missiles

Main Menu

FIRESTORM begins with an animated Introduction. The Introduction is followed by the Title Screen. From the Title Screen, press any button to take you to the Main Menu.

Highlight the option of your choice using the Directional buttons and select by pressing the Cross Button. These are the choices on offer:

LOAD GAME

When Load Game is selected a password screen will appear. To load a previous game input the relevant password by highlighting the characters of your password using the Directional buttons and select by pressing the Cross Buttons, on completion highlight and select OK. Your game will now begin. You may also select your last game which is automatically stored and displayed.

NEW GAME

When New Game is selected a Name Request screen will appear. Input a name by highlighting the character of your choice using the Directional buttons and select by pressing the Cross Button. On completion highlight and select OK. You will now proceed to the Mission Select screen.

OPTIONS SCREEN

When Options screen is selected you will be presented with 4 main option headings. Toggle through the main headings and options using the Directional buttons.

CONTROL: Allows reconfiguration of all controls enabling you to customise your control method.

Within this screen you can also select a virtual cockpit mode, this is achieved by highlighting the Left and Right Paddle button and using the Directional buttons to select 'view left' and 'view right' respectively. This mode is recommended for more experienced pilots.

LEVEL: Select an Easy, Medium or Hard game.

SOUND: Alters the balance between the background music and foreground sound effects.

EXIT: Highlight EXIT using Directional buttons and select by pressing the Cross Button this will return you to the Main Menu.

Campaign Selection

On the Campaign Selection Screen you will see a map of the world.

You may select any one of the 8 Campaigns by highlighting the option of your choice using the Directional buttons and select by pressing the Cross Button.

Once selected you will receive a full mission briefing.

The Campaigns are as follows:

CAMPAIGN: South America #1

Arms Running

Intelligence reports indicate that the Columbian drugs cartels are smuggling in vast quantities of arms at an airstrip in northern Columbia. From a forward command base just over the border in Venezuela, you must co-ordinate your attacks on the arms smuggling operation.

CAMPAIGN: South America #2

Stealth Down

When terrorists of the Red Commando movement took hostage three diplomats from the United States embassy in the Peruvian capital of Lima, a stealth plane was dispatched to pinpoint their whereabouts. This plane was subsequently shot down somewhere over the Cordillera mountain range in eastern Peru. The American hostages have been released, but the stealth pilot is still alive and on the run in Red Commando territory. You must go in there and get him out.

CAMPAIGN: Panama Canal

Canal Crisis

The democratically elected government has been brutally overthrown by a military junta under the command of General Hernando Dorada. Since then, the Panama canal - the main shipping lane between the Pacific and the Caribbean - has been under blockade. Your mission is to break the blockade and free the shipping lane.

CAMPAIGN: Central America

Recapture Town

The Panamanian dictator, General Hernando Dorada, has attacked the neighbouring country of Costa Rica. His troops have established a bridgehead in the town of San Lorenzo, just over the border. Your job is to assist Costa Rican troops in recapturing the town.

CAMPAIGN: Eastern Europe

Escort Convoy

Serbian forces have been besieging the town of Zavnik in the former Yugoslavia for the past three months. The people of Zavnik are starving and aid convoys are unable to get through to them. You're going to be escorting an 'Aid Without Frontiers' convoy into the town and the only way you can do this, is by breaking the siege.

CAMPAIGN: Middle East #1

Recapture Territory.

History repeats itself when Iraq invades Kuwait. NATO is planning an immediate response with the landing of a task force of British and American marines on Kuwait's gulf coast. Before this can happen, you must assist them by clearing the beach-head of enemy forces.

CAMPAIGN: Middle East #2

Oil Dispute.

Tension in the middle east between Iraq and her neighbour, Jordan, reaches a flashpoint when Iraqi troops cross the border, heading for the Jordanian capital, Amman. Your primary objective is to assist the Jordanian army in repelling the invasion force.

CAMPAIGN: South China Sea

Piracy

The South China Sea has been plagued by pirates for many years. Hiding out on the hundreds of tiny islands comprising the Philippines archipelago, they are consequently very difficult to track down. One particular band of pirates, known as the 'Black Skull Gang', has been attacking passenger ships travelling from Malaysia to the Philippine capital, Manila. In the past three months they have attacked no less than twenty-four ships and murdered fifteen people. It's your job to put a stop to their murderous exploits.

Arming The AH-73M

After selecting a campaign you will be presented with an armament selection screen. Each campaign has a weapon default selection but here you have the opportunity of arming to your personal preference. Use the Directional buttons to toggle through the various options of missiles, when you have a selection that you are happy with highlight OK and press Cross Button. If however you wish revert back to the campaign default setting simply highlight RESET press Cross Button, then highlight and select OK. You will now be ready to carry out you mission - good luck!

3. RADAR

This displays all short-range threats within the Mission Zone. Ground-based threats are shown by red dots, airborne threats as yellow dots and missiles as white dots.

4. WEAPON SELECTION

This displays your current weapon. When all of your missiles and bombs are spent your weapon selection will automatically revert to Chain Gun.

5. RADAR DETECTION WARNING DISPLAY (RDWD)

This display flashes amber to warn you when an enemy is tracking your flightpath. It will turn red when your exact position has been pinpointed and the enemy has locked on to you with its weapons. A beeping sound will bring the RDWL to your attention. The display is shown as the word LOCK above the compass.

6. MISSION RESULT INDICATOR

When you have successfully completed all objectives in a mission 'Mission Complete' will flash green on the screen directly below the compass. If however you fail your mission then 'Mission Failed' will flash red on the screen. Once one of these indicators is lit you are free to leave the mission zone.

7. HEADING INDICATOR

The red bar located above your compass indicates the course you must follow to your Primary Targets.

QUITTING THE GAME

To quit your current game firstly, press the Select Button and whilst still holding down this button press the Start Button holding both together for approximately 3 seconds, this will return you to the title screen.

OBJECTIVES

Your overriding objective is to successfully complete every mission in each Campaign. Campaigns can be selected in any order, but missions must be completed chronologically. Some Campaigns are easier than others, but you'll have to try them out to see which.

If you successfully complete a mission, the Debrief Screen will appear.

This shows how skilful you are by the use of percentages and points awarded. A bonus will be awarded if you achieve the Main Objective in a particular mission.

Following the successful completion of a mission, if you have performed above and beyond the call of duty, you will be presented with a medal and will then be returned to the Briefing Room to be briefed on your next mission.

Upon the successful completion of an entire Campaign, you will be presented with a Campaign Ribbon and will then be returned to the Campaign Selection Screen to choose your next Campaign.

If you do not destroy all your Primary Targets/achieve your Mission Objectives but have managed to fly out of the Mission Zone, the Debrief Screen will appear showing your percentage of kills. For your failure, you will receive 1 demerit. If you receive 3 demerits in any one Campaign, you will be stripped of your pilot's wings and grounded.

MISSION MAP

Pressing the Start button will pause the game and bring up the Mission Map. This map shows your position along with the enemies (Red dots) and the friendlies (Blue dots).

COMBAT HINTS

Make sure you listen carefully to each Mission Briefing; doing so will allow you to plan your attack to the best advantage.

Fly low in order to avoid being detected by enemy radar - but watch out for trees!

Try not to get too involved during the early stages of a mission. It's best to head straight for your Primary Targets and then destroy any remaining ground targets if you have sufficient armour integrity.

Only leave the Mission Zone if your armour integrity is low.

Cockpit Instrumentation

The cockpit of your AH-73M Thunderhawk attack helicopter contains the very latest, state-of-the-art instrumentation. These 'multi-functional' monitors enable you to spend less of your time actually controlling the helicopter and more time engaging in combat.



1. ARMOUR LEVEL

This display indicates the level of armour integrity.

2. MAP DISPLAY

The Map Display provides an overhead view of the terrain across which you are flying as well as displaying all ground objects.

Primary targets are shown as coloured dots. You will also see a dotted line on the map which indicates the perimeter of the Mission Zone.