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GAMEBOY®

DMG-ADSE-USA

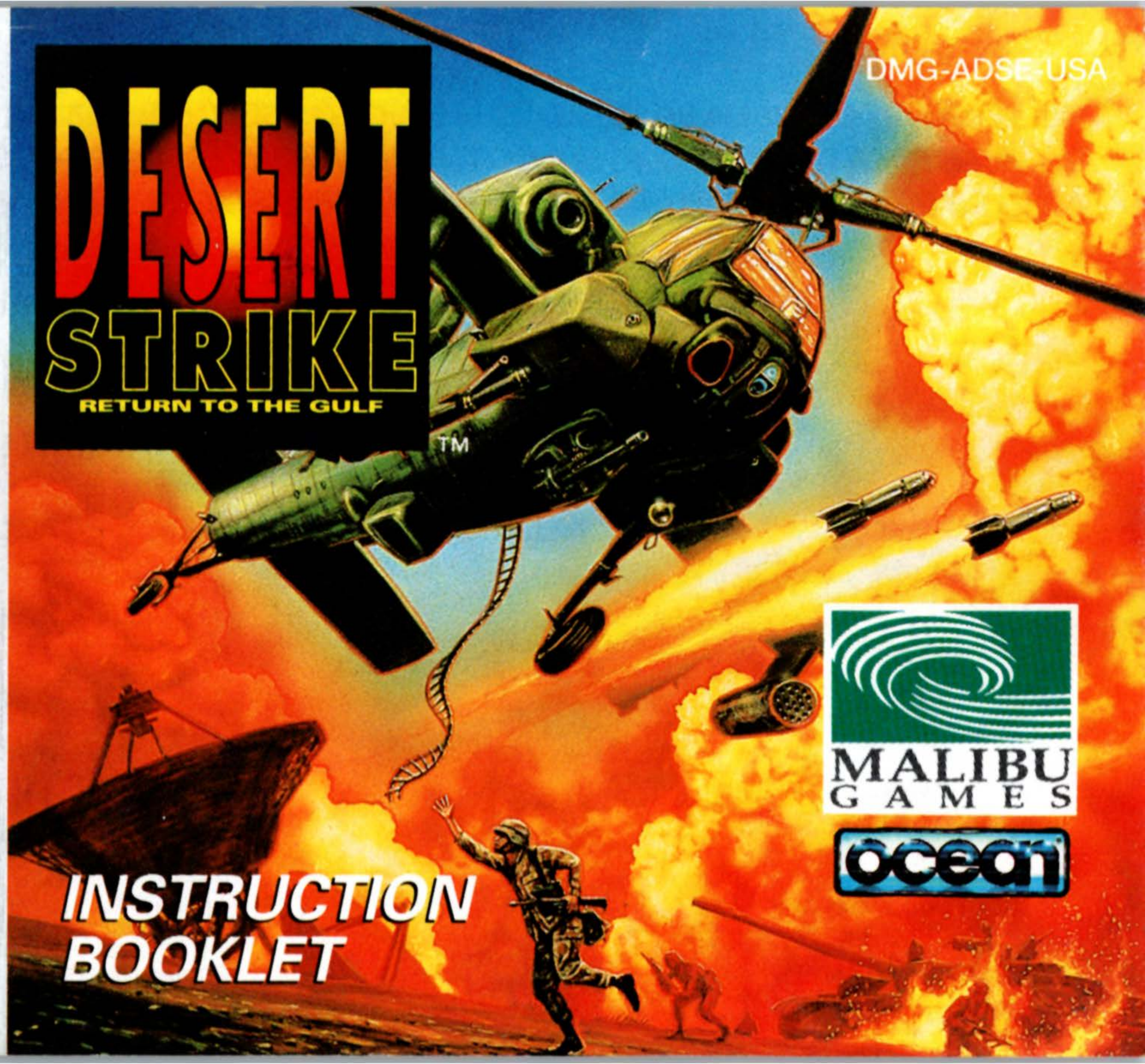
DESERT STRIKE

RETURN TO THE GULF

TM



INSTRUCTION BOOKLET



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DESERT STRIKE

RETURN TO THE GULF

TM

The Middle East. A melting pot of religions, races and conflicting arguments. Without warning, General Kilbaba has emerged from this background and threatened to start Armageddon.

The governments of the world know very little about this menace, but we have enough evidence of his military capabilities to take his threats very seriously. The President has chosen you to fly a series of dangerous pre-emptive desert campaigns to vanquish this inimical despot.

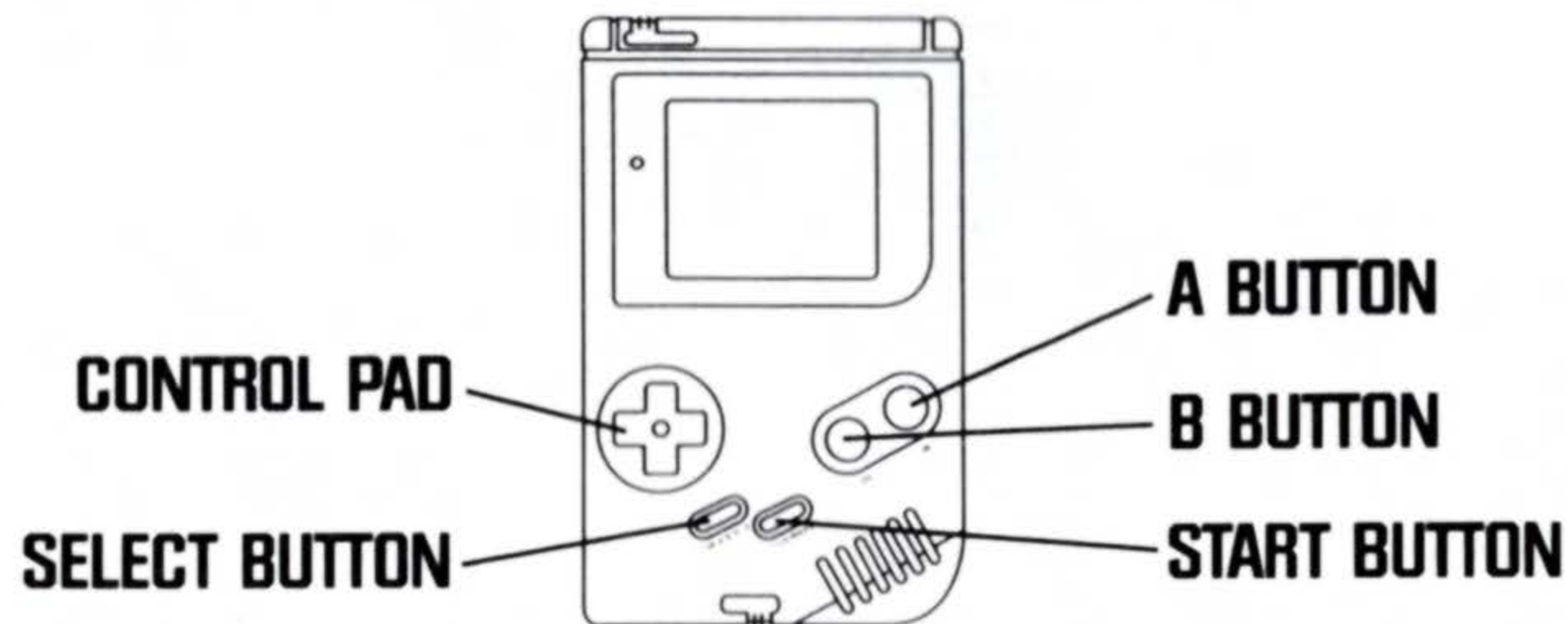


GETTING STARTED

Make sure the power switch is OFF. Insert the Desert Strike game pak into the Game Boy and turn the power switch ON. In a few moments the Desert Strike title screen appears.


CONTROLS

The game controller is referred throughout as follows:-



Default Settings:

<i>Control Pad</i>	<i>UP</i>	<i>Pitch Forward</i>
	<i>DOWN</i>	<i>Pitch Backward</i>
	<i>LEFT</i>	<i>Roll Left</i>
	<i>RIGHT</i>	<i>Roll Right</i>



A Button	Press button A to use H-Fire missiles. Hold button A and use the Control Pad to Jink (slide Apache left and right).
B Button	Press button B to use Hydras. Press and hold button B to use Chain Gun.
SELECT	View Map/Status Screen. Press button B to toggle between the Map and Status Screen.

THE MAIN MENU

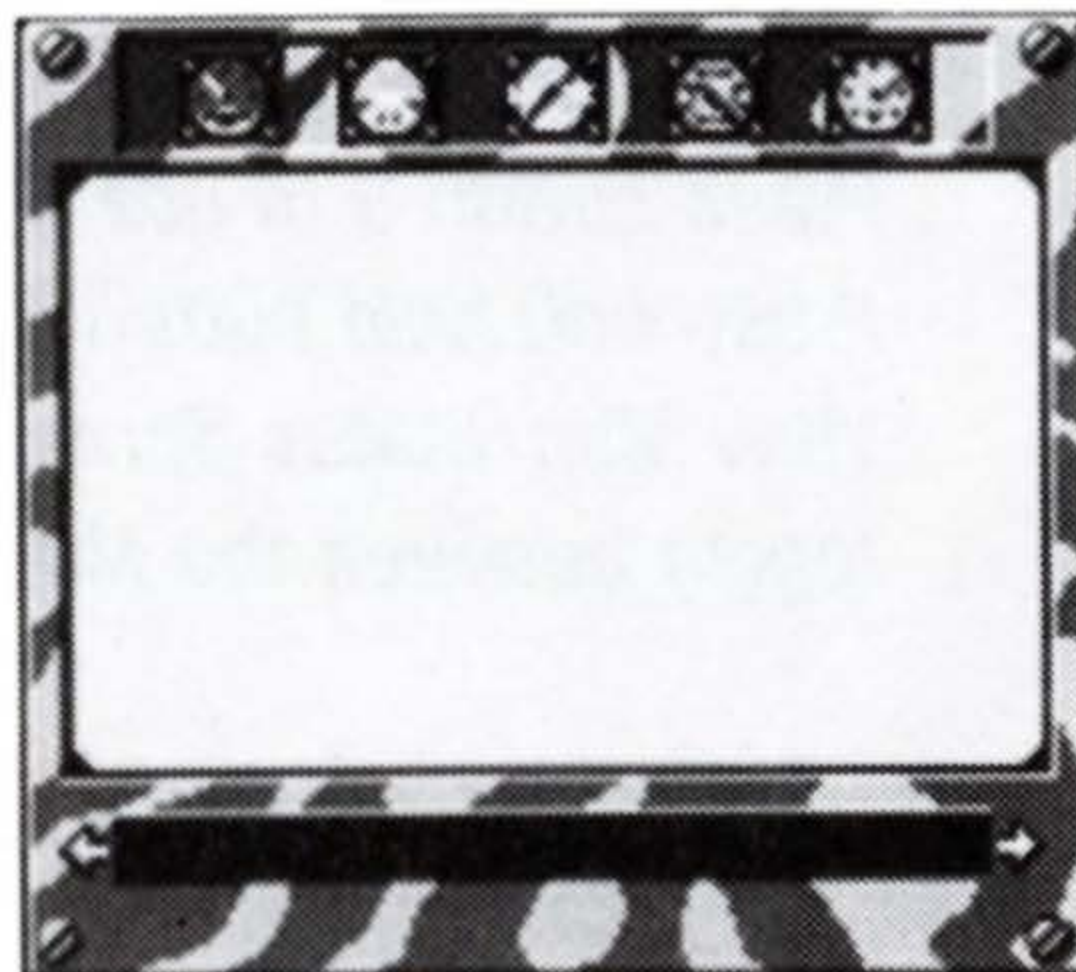
At the Main Menu you will have the following options:

Campaign: *The text next to the campaign heading contains the name of the current campaign.*

Co-Pilot: *Your co-pilot is responsible for aiming the guns and operating the winch. The more capable your co-pilot, the easier your job as pilot will be and the more likely you are to save the world.*

Options: *Allows you to change the Control and Apache default settings. Press UP or DOWN on the Control Pad to move between the options and press button A, B or SELECT to choose CAMPAIGN, CO-PILOT or OPTIONS.*

CAMPAIGN MENU



*If you are playing for the first time press **START** to begin Campaign # 1.
When you complete a campaign you will be given a password to allow you to restart the game from this point. Press button **A**, **B** or **SELECT** to access the Password Screen.*

*To enter your password use **UP** or **DOWN** on the Control Pad and **LEFT** or **RIGHT** to move to the next character. When you have entered your password press **START** to return to the Main Menu.*

CO-PILOT SELECTION



The Special Forces photograph on the screen shows a picture of the co-pilot, his/her name and nickname. Below each photograph is a brief background and evaluation of the co-pilot.

Use the Control Pad LEFT or RIGHT to make your co-pilot selection and press START to return to the Main Menu.

OPTIONS

Here you are presented with the BUTTONS and CONTROL options. Use UP or DOWN on the Control Pad to select either BUTTONS or CONTROL and press LEFT or RIGHT to change the default settings.



CONTROL TYPE

*This section describes the Apache control types available in the **CONTROL** settings.*

With Momentum - *This is the default setting.*

*The Apache carries momentum, and you have to compensate for it while flying. Use **UP**, **DOWN**, **LEFT** or **RIGHT** on the Control Pad to pitch forward, pitch backward, roll left or roll right.*

From Cockpit - *The controls operate exactly as described above, except you do not have to compensate for momentum.*

*When you are satisfied with your choice of options, press **START** to return to the Main Menu.*

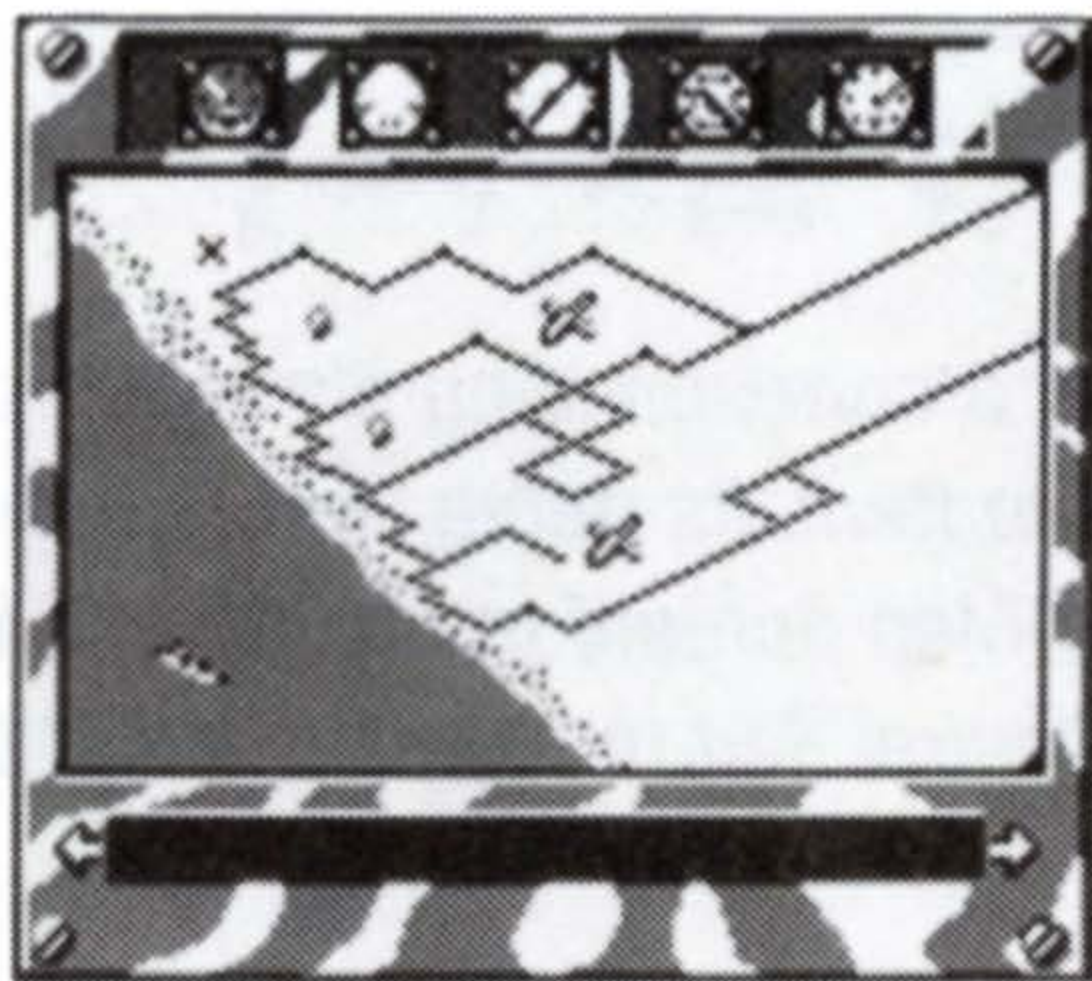
DURING THE GAME

*Press **START** to begin the game. When you begin a mission you are given a brief by the Commander in Chief, who tells you the mission objectives.*

Throughout each mission you will need to view the Map and Status Screen to

locate your targets and objectives and find out your progress in the current campaign.

Press SELECT to call up the Map and button B to toggle between the Map and Status Screen.



THE MAP

The Map shows the region in which you are flying whilst the Apache shows up as a spinning cross. Cycle through the targets and items by pressing LEFT or RIGHT on the Control Pad. As they appear in the text box they appear on the Map as flashing icons. When you refer to the Map the game is paused, the Apache does not use fuel and enemies are unable to attack the helicopter. Press SELECT to leave the Map screen and return to the game.

MISSION INFORMATION



Every item on the Map has a corresponding file in the data log. This is where you will find a picture of the item, its name, and information regarding the item. Hold button A (while at the Map Screen) to call up the Mission Information and use LEFT or RIGHT on the Control Pad to toggle through the items.

ARMOUR POINTS

Armour points are listed for some of the targets. The number represents the amount of damage a target can take before it is obliterated.

POWER POINTS

Power points refer to the enemy's weapons. If you are hit by a Rapier SAM, which packs a 100 point wallop, your armour will lose 100 points.



STATUS SCREEN

The status readout tells you the status of your ammo supplies, lives remaining, load (number of civilians and MIA's on board - maximum load is six), fuel, armour and score.

The ammo carried by the Apache is listed. The remaining Hydras, H-Fires and gun rounds are shown by a number next to the relevant weapon.

The Apache's fuel and armour states are shown here. These are perhaps the two most important numbers in your campaign. Check them often.

MISSION STATUS

The Mission Status contains information on the current status of the campaign missions. Hold button A (while at the Status Screen) to call up the readout.

APACHE INFORMATION

The Apache helicopter is a machine dedicated to destruction.

Packing state-of-the-art weaponry, the Apache is capable of saving the world from General Kilbaba - but only if flown correctly. Apart from your flying capabilities there are three other factors that affect your performance - fuel, ammunition and armour.

FUEL



The Apache can carry a maximum of 100 units of fuel. If the helicopter runs out of fuel it is unable to drive the rotor and will therefore plummet to the ground.

AMMUNITION



You have three weapons:

Chain Gun - *Your co-pilot should target and fire the nearest enemy with the chain gun.*

Hydra rockets - *Hydras are unguided rockets that explode on impact with hard surfaces.*

H-Fire missiles - *H-Fires are missiles best used against heavily armoured enemies.*

The Apache carries a maximum of 1178 cannon rounds, 38 Hydras and 8 H-Fires. Pick up the ammo crates to replenish H-Fires, Hydras and Chain Gun.

ARMOUR REPAIR



The Apache has a layer of armour measured in power units. The armour protects the Apache from bullets, shells and missiles. When the helicopter sustains attack, the number of units drops.

When the armour surrounding the Apache becomes so thin as to be life-threatening, you receive an audible warning followed by an on-screen message. You can obtain replacement armour points when you drop MIA's or civilians off at a landing zone or you can pick up cases of armour. (Maximum amount of armour is 600 units).

EXTRA LIFE



If you are lucky enough to find this item, pick it up and you will gain an extra life.



CAMPAIGN # 1 - AIR SUPERIORITY

The first order of business in any modern military conflict is to establish air superiority. Accordingly, in your first mission you must demolish the enemy's airfields. Before you can do that safely, you need to take out the radar sites and power plants. Complete the following missions in order.

1. Destroy the Radar Sites

Take out the Rapiers and AAAs guarding the Power Station.

2. Destroy the Power Plant

This target is well guarded, but you should be able to demolish it without taking too much damage if you know how to dodge the enemy's weapons.

3. Destroy the Airfields

The next target is the two airfields. Both targets have a strong defence. Try to sneak up on the AAAs and Rapiers and destroy them before they turn around and fire.

4. Destroy the Command Posts

Destroy the Command Centre and take the enemy commander prisoner. Only then will you learn where the secret agent is being held captive.

5. Rescue the Secret Agent

Find the secret agent, pick him up and return to the frigate.

CAMPAIGN #2 - SCUD BUSTER

In Campaign #1 you established Air Superiority. Now it is time to take out General Kilbaba's scud launchers.

Complete the following missions in order.

1. Destroy the Radar Sites

This time there are three sites to destroy.

2. Start a Jailbreak

Make sure you clear the area before you blast a hole in the jail. You only need to pick up ten prisoners for the mission to be a success.

3. Destroy the Power Plant

This target is well guarded, but you should be able to demolish it without taking too much damage if you know how to dodge the enemy's weapons.



4. Destroy the Chemical Plant

Make sure you have plenty of armour and ammo before attempting this mission.

5. Destroy the Scud Launchers

Capture the Scud Commanders to find out the location of the Scud launchers.

6. Rescue POWs

There are sixteen POWs in all. Don't let more than two men be destroyed or your work will have been for nothing.

CAMPAIGN #3 - NUCLEAR STORM

1. Save the Oil Fields

Airlift the commandos to the landing site in the middle of the oil field to destroy the enemy tanks around the oil fields.

2. Stop the Oil Spills

Take out the enemy forces stationed near the oil dock. Once the area is safe, close off the pipes to stop the oil gushing out.

There are other missions, the details of which are only revealed as you go

along. Information will be sent to you on your Status Screen as the campaign progresses.




Now you're on your own. Completing the game is hard, but far from impossible.

WEAPONS APPENDIX

Chain Gun *inflicts 3 points of damage.*

Hydra *inflicts 25 points of damage.*

Hellfire *inflicts 100 points of damage.*

Enemy weapon	Armour	Power (Damage)	Rate of Fire	Speed Projectile
 AK47	<i>10 Points</i>	<i>5 Points</i>	<i>0.5 Sec.</i>	<i>Fast</i>
 APHID	<i>25 Points</i>	<i>75 Points</i>	<i>3.0 Sec.</i>	<i>Fast</i>
 AAA	<i>50 Points</i>	<i>20 Points</i>	<i>0.5 Sec.</i>	<i>Fast</i>



RAPIER

75 Points

100 Points

2.5 Sec.

Fast



VDA

100 Points

25 Points

0.33 Sec.

Very Fast



ZSU

150 Points

40 Points

0.33 Sec.

Very Fast

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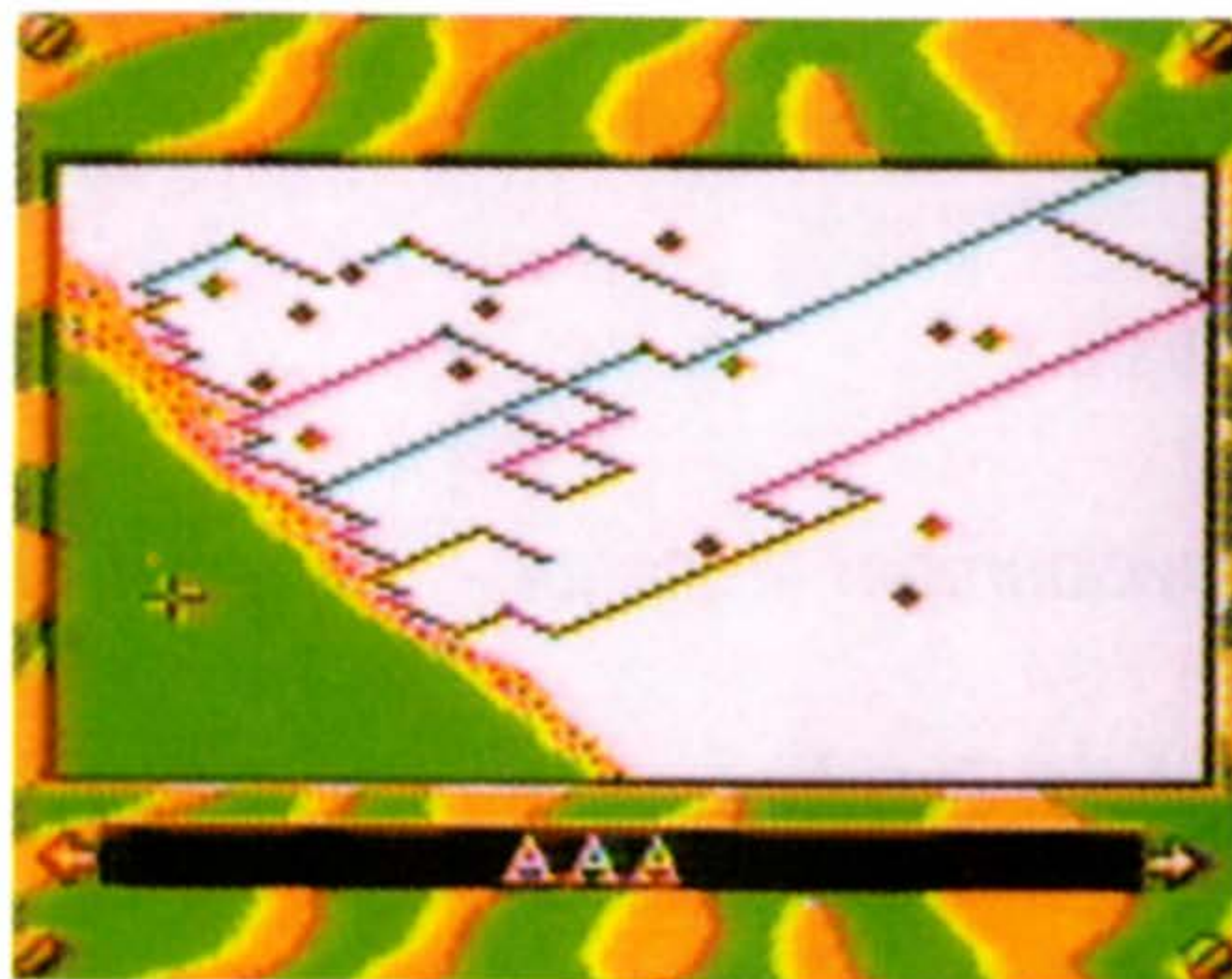
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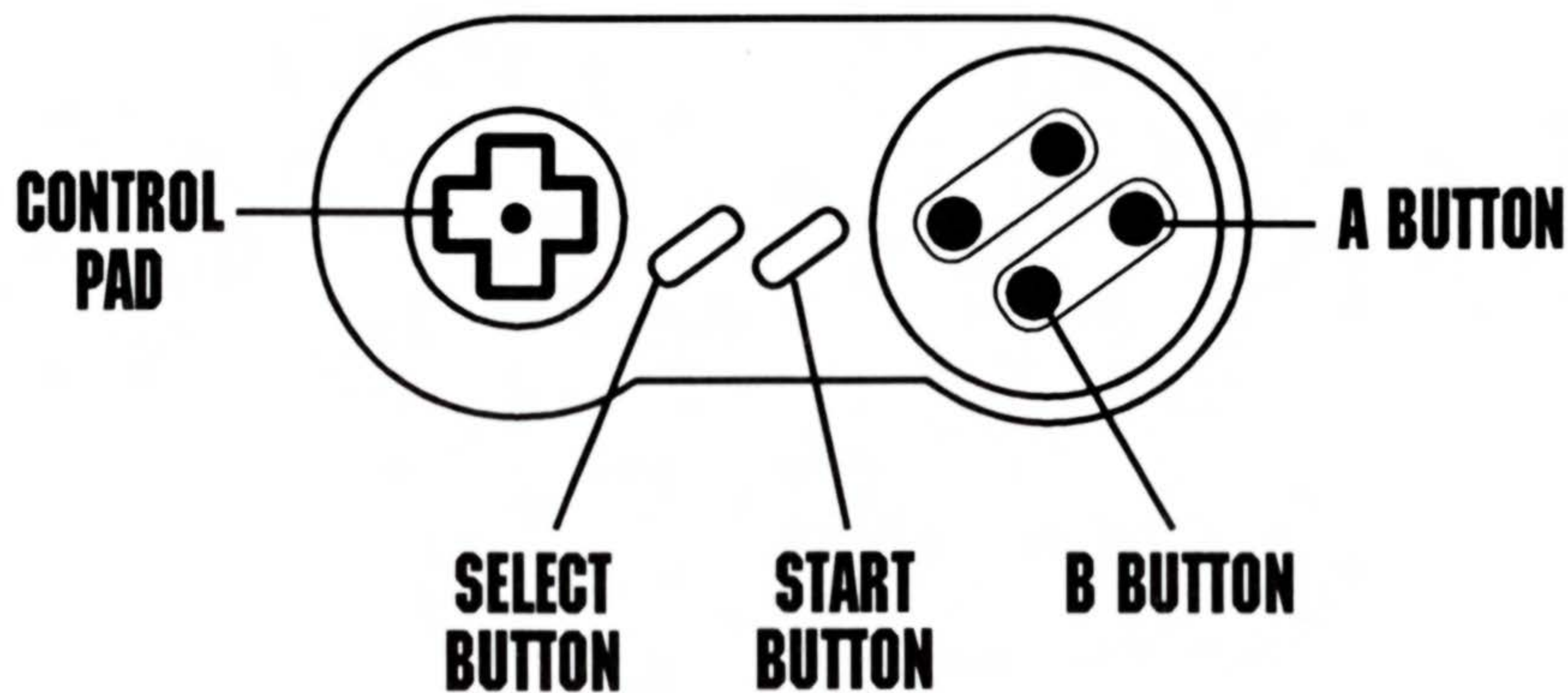
USING THE SUPER GAME BOY ADAPTER

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.



Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction manual.



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2. Notify the MALIBU GAMES Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the MALIBU GAMES service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

MALIBU GAMES Consumer Service Department,

5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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