# YOUR MISSION

In **Return Fire**, your main objective is to destroy enemy defenses, capture your enemy's flag, and bring it back safely to your Bunker before your opponent does the same.

You can play the game in either Training (One Player) or Tournament (Two Player) mode.   The one player mode allows you to practice and hone your skills, while the two player mode allows you to apply your skills and strategy in head-to-head competition with a live opponent.

Your first task is to locate and destroy each of your enemy's flag towers to reveal the one containing your opponent's flag.   In your Bunker you have access to a map detailing both your territory and your opponent's territory with all flag towers marked.   Once outside your Bunker, you will no longer have access to the territory map.   While out of the Bunker though, you will have access to radar (expect in the Jeep) that will show you a limited view of your surroundings. You are allocated four different vehicles for transportation and battle in the game.   Three of the vehicles - the Helicopter, the Tank, and the Armored Support Vehicle (ASV) are best suited for searching for your enemy's flag and destroying your enemy's turrets.   Once you have found your enemy's flag you will need to transport it safely to your Bunker.

The fourth vehicle, the Jeep, is the only vehicle that can transport the flag.   The Jeep has no armor, so it is very vulnerable to enemy fire.   You must make a safe passageway for your Jeep by destroying your enemy's turrets between the flag and your Bunker.   If your Jeep is destroyed while you are transporting the flag to your Bunker, the flag remains at the location where the Jeep was destroyed. You must then start again from your Bunker with a new Jeep.

**Good Luck!**

# CONTROLS

Here are the default keyboard controls for **Return Fire**.   Familiarize yourself with them before you begin play.

|  | *Player 1* | *Player 2* |
| --- | --- | --- |
| **While in the Bunker:** | | |
| Highlight a vehicle | W, S, A, D | 8, 5, 4, 6 |
| Select a vehicle | H | – |
| View map | J | + |
| | | |
| **While on the battlefield:** | | |
| Ground Fire/Grenade | H | – |
| Air Fire | J | + |
| Switch Weapons, | | |
| Drop Mines, or | | |
| Center Turret | K | Enter |
| Forward | W | 8 |
| Reverse | S | 5 |
| Turn/Rotate Left | A | 4 |
| Turn/Rotate Right | D | 6 |
| Rotate Tank Turret or | | |
| Bank Helicopter Left | Q | 7 |
| Aim Tank Turret or | | |
| Bank Helicopter Right | E | 9 |
| Destroy current vehicle | Ctrl + Shift | Ins + Del |
| Toggle Data Panel On/Off | Alt + 0 | Alt + 0 |

*Note: Player 2 numeric keys correspond to the keys on the Numeric Key Pad.*

**Return to the Bunker:**
Drive or fly your vehicle over the Bunker so that the Bunker light comes on, then press one of your Fire keys.

**System Controls:**
- New Game (F2) - Select this option at any time to begin a new game.
- Restart (F6) - Choose this option to restart the current game selected.   The game resets, returning you to your Bunker.
- Pause/Resume (F3) - This option pauses or resumes the game.
- Exit (Esc) - Quits **Return Fire**.

# MAIN GAME SCREEN

After viewing the title screen and opening cinematics, the Main Game Screen appears.   Three options are displayed on the menu bar as you play.   If you're playing the game in "Full-Screen" mode, the options will not appear on the menu bar.   Familiarize yourself with the keyboard commands that correspond with the following options:

**Game:**
- New Game (F2) - Select this option at any time to begin a new game.
- Restart (F6) - Choose this option to restart the current game selected.   The game resets, returning you to your Bunker (see The Bunker, pg.   7-8).
- Pause/Resume (F3) - This option pauses or resumes the game when selected.
- Exit (Esc) - Quits **Return Fire**.

**Options:**
- Screen - **Return Fire** has three screen display options available.   Keyboard commands are listed for quick access to these settings during gameplay.   Select from these options to change the display size:
    - Full Screen (F4) - This option maximizes the game to play on your entire screen. The menu bar will not be visible, so use corresponding keyboard commands to access the game options.
    - 640x480 (Alt + 1) - This setting displays the game in high resolution.   The size of the window depends on your desktop resolution.
    - 320x240 (Alt + 2) - This is your low resolution setting.   **Return Fire** will play faster in this mode.   *Note: For fastest gameplay, we suggest using 320x240 resolution with the Panel displayed.*
- Music - Turns the game's music On or Off.

**Help:**
- Help Topics (Alt + F1) - This on-line help file is available at any time during the game to answer any questions you may have as you play.
- System Info (Shift + F1) - This option is a readout of your computer's system information, detected by the **Return Fire** program.
- About **Return Fire** (Ctrl + F1) - Information about the game's developers.

# PLAY SELECTION SCREEN

The Play Selection Screen lets you choose two different forms of play.   They are:

**Training:**
This game mode is a one player training battle that lets you become familiar with each vehicle's weapons and general fighting tactics. Select this option, type your name in the window to play as the Brown squad, then select 'OK'.

**Tournament:**
This game mode is intended for a two player battle. Select this option, type both names in the windows to play as the Brown and Green squads, then select 'OK'.

*Note: Select* '***Cancel***' *at any time to abort starting a new game.*

# THE BUNKER

At the underground Bunker screen, you'll choose from four vehicles to begin your attack. Within the Bunker, you can view a detailed map of enemy strongholds and the surrounding terrain.

**To view a map of the playing field using default keys:**
Press either the 'J' Key (Player 1) or the '+' Key (Player 2).

**Vehicle Status and Joystick illustration:**
When you select a vehicle in the Bunker the number of vehicles and its ammunition supply is displayed below.   As you lose vehicles, the number will decrease.   The ammunition will always be reloaded and will read full when you return to the Bunker.

*Note: In Tournament Play, there is a limit to the number of mines that each player is supplied.*

An illustration of a two button joystick appears next to your vehicle's status.   Button 1 is indicated with an arrow and is used to select your vehicle.   Button 2 brings up an overview of the map you've selected.

# VEHICLE SELECTION

Inside your underground Bunker are up to four vehicles to choose from - the Helicopter, the Tank, the ASV (Armored Support Vehicle), and the Jeep.   Press the 'W', 'S', 'A' or 'D' Keys (Player 1) or the '8', '5', '4', or '6' Numeric Keys (Player 2) to cycle through and highlight each vehicle.

**To select a vehicle:**
Highlight the vehicle you want, then press the 'H' Key (Player 1) or the '−' Key (Player 2).   The vehicle will move onto the elevator and rise out of the Bunker.

*Note: As you play **Return Fire**, you may lose all the vehicles of a certain type.   If this happens, the slot where that vehicle would have been displayed will be empty.*

# RETURNING TO THE BUNKER

During your campaign, you will want to return to your Bunker for repairs or to select a different vehicle.   To do so, drive or fly your vehicle directly over the top of the Bunker.   When the Bunker illuminates, press the 'H' Key (Player 1) or the '–' Key (Player 2) to open the doors and enter.   This process is quite simple for the ground vehicles, but will take a bit of practice to position your helicopter correctly.

# LAND NAVIGATION

No war can be fought without information about the battleground.   In **Return Fire**, you have access to terrain data collected by your unit's Intelligence Gathering Division (IGD).   This data includes the following:

- The outline of the island(s) on which you will be fighting.
- The location of your Bunker, as well as the enemy's (if you're in Tournament mode).
- The positions of all turrets.
- Walls surrounding built-up areas and cities.
- All flag towers.
- The location of the flag(s) (once they have been exposed).
- All mines.

An entire map of the war zone is available from the Bunker.   The IGD is constantly updating this data, but since there are limits to communications, you can see the full map only while in the Bunker.

The Helicopter, the Tank and the ASV each have RADAR installed on their consoles.   The RADAR screens will only show information about your immediate area, so be sure to study your map before you leave the Bunker.

*Note: Special provisions have been made for deserters.   Do not leave the bounds of your assigned sector! You have been warned!*

# DAMAGE CONTROL

The Helicopter, Tank and ASV can each withstand some enemy fire.   Their radar screens will let you know how bad the damage is.   As you are taking direct hits, a red (turning to yellow) filled circle will begin to fill the radar screen.   The larger the circle, the closer you are to destruction.   Get back to your Bunker to repair the vehicle.   Because the Jeep has no damage meter and can take only one direct missile hit before it is destroyed, there is no warning before destruction.

# GROUND TARGETS AND DEPOTS

**The Flag:**
Use your Helicopter, Tank,or ASV, to search for your enemy's flag.   Once you find the flag and the area is secure, use your Jeep to capture it, then return to your Bunker.

**The Bunker:**
Return to your Bunker to select another vehicle, repair and reload, or deliver your enemy's flag and celebrate your victory.

**The Flag Tower:**
There is only one flag hidden in one of your enemy's towers.   There can be many towers, so destroy each one until you find the flag.   Be careful, the towers can be protected heavily by turrets.

**Gun Turrets:**
Eliminate these turrets from the area surrounding the towers, so you can drive your Jeep in safely to capture the flag.   These turrets have the capability to destroy air, ground and floating targets.

**Fuel and Ammo Depots:**
When your Tank, ASV or Jeep is low on fuel or ammo, pull up next to the depots, and they will be replenished.   Your helicopter must return to your Bunker to refuel and replenish ammo. Don't sit still too long, though.   Enemy drones will pick you up on their radar.

**Enemy Drones:**
These can be a real problem as you are trying to destroy turrets and find your enemy's flag.   If your vehicle is motionless (sitting still) for a period of time, enemy choppers will find you via radar, and try to take you out.   They do not go away unless you enter your Bunker or shoot them down.

*Note: Drones do not appear until you reach level four.   Destroy a drone quickly, or you may be taking on more than one.*

# THE ART OF WARFARE

**Generic Hints:**
1. As you drive across the landscape leaving a path of rubble and destruction in your wake, you may find that you will be running low on ammo and fuel. These may be replenished at special supply depot buildings. Park in front. As the bell rings, your vehicle will be refueled or re-armed. The helicopter cannot be refueled or re-armed while it is in flight; you must land at your own Bunker.
2. Bring your vehicles back to your Bunker before they are completely destroyed. The Bunker will repair all damage.
3. You can self-destruct by pressing 'Ctrl + Shift' (Player 1) or 'Ins + Del' (Player 2) simultaneously. You will sacrifice the vehicle, but it's a quick way to get back to your Bunker.
4. If you head too far out to sea, a submarine will attack with a heat-seeking missile. The submarine is deadly and cannot be destroyed. Once you have a heat-seeker on your tail, you are toast - unless something else is closer to the missile. The missile really is heat-seeking, so if a drone or even your enemy is closer to the missile, it may be destroyed instead. This holds true even if you are the one who caused the sub to surface. With a bit of practice, the heat-seeker can be used quite creatively.
5. Always check the map when you are in the Bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position as they move around, but remember, player two may sneak a peek. Do not look at your map too long.

**Two Player Hints:**
Learn to play very well. If your enemy finds your flag, take your Jeep and go retrieve your own flag. Then:
1. Hide it behind a building or turret.
2. Move it to the farthest location on the map.
3. Bring it back to your own Bunker (it will randomly be placed in a flag tower or on a flag tower site).
4. Take it out to sea, and it will slowly float back to shore. Let your enemy have fun trying to find a moving flag.

**Mines:**
1. Mine the bridges which are useful to your enemy instead of destroying the bridges. When your enemy hits the mine, you will have taken out an enemy vehicle and destroyed the useful bridge.
2. Lay mines on or near your flag.
3. Lay mines on or near your enemy's Bunker.
4. The helicopter can destroy mines by firing missiles (and only missiles) directly at the mines.

**Use radar screens to:**
1. Keep track of your location.
2. See your enemy.
3. Prepare to fight an approaching drone.

**The Jeep beacon light:**

1.  The beacon lights bright green and chimes when you are headed toward your enemy's exposed flag.
2.  The beacon lights bright red when you are heading toward your Bunker.

# CREDITS

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# THE HELICOPTER

Default Quantity = 3
Ammunition = 100 Shells, 50 Missiles

**Strengths:**
- Flies straight to the target.
- The only vehicle that can destroy mines.
- Great firepower when using its missiles.   Two shots will destroy a turret.

**Weaknesses:**
- Limited armor.   Direct hits from missiles and rounds will affect your control and inflict heavy damage.   Keep an eye on your damage control.
- Uses fuel quickly.
- Cannot refuel or rearm unless you return to the Bunker.

Although your ground forces are superior, this special helicopter is an excellent weapon for quick and decisive maneuvers, including but not limited to:
- Anti-armor missions.
- Forward area intelligence gathering .
- Strafing of strategic targets.
- General harassment of the enemy.

These helicopters are fast.   They also have two separate weapons systems that can be switched while in battle if needed.   Press the 'K' key (Player 1) or 'Enter' key (Player 2) to switch between the two.   These would make excellent weapons of war if their armor wasn't so light. Just a few direct hits, and this bird goes down.

**The Console:**
The helicopter's console consists of a radar screen, a fuel gauge, and two weapons gauges (Rounds displayed on the bottom, and Missiles on the right).   When you switch between weapons, the selected weapon system will illuminate.   The radar screen has eight hash marks on its outside edges.   When a hash mark illuminates, it indicates the direction of your enemy.

*See Also:*

The Tank
The ASV
The Jeep
Vehicle Summary

# THE ARMORED SUPPORT VEHICLE (ASV)

Default Quantity = 3
Ammunition = 100 Missiles, 30 Mines (a single ASV can carry only ten mines)

**Strengths:**
· More armor than a tank.   The 26th hit from a turret destroys an ASV.
· More firepower - three shots to destroy a turret.
· The only vehicle that can lay mines (2-player mode only).

**Weaknesses:**
• Travels slower than a tank.
• Fires slower than a tank.
• Uses more fuel than a tank.

The ASV has the strongest armor and weapons of the four vehicles.   It can even lay mines to thwart the enemy's efforts (2-Player mode only).   However, the additional armor and munitions slow this vehicle down.

**The Console**
The ASV's console consists of a weapons gauge, fuel gauge, mine gauge, and radar screen. Vehicles are represented by a marker on the radar.   A "plus sign" indicates a helicopter.   A square indicates a Tank, ASV or Jeep.   The marker is brown or green, corresponding to player one or player two.   Mines will appear as purple dots.   The mine gauge always reads empty in one player mode.   If you lose an ASV in two player mode, you will lose all the mines the ASV was carrying.

*See Also:*

The Helicopter
The Tank
The Jeep
Vehicle Summary

# THE TANK

Default Quantity = 3
Ammunition = 150 Shells

**Strengths:**
- Travels faster than an ASV.
- Fires faster than an ASV.
- The turret can be rotated 360º to continue shooting at a target while you are moving.

**Weaknesses:**
- Less armor than ASV.   19th hit from a turret destroys a tank
- Weaker firepower – five shots to destroy a turret.

The tank is faster than the ASV, and thus has a better chance of avoiding incoming fire. Although it cannot lay mines like the ASV, the tank can turn its turret independent of its body. This allows it to fire in any direction while moving.

**The Console:**
The Tank's console has a radar screen, a fuel gauge and an ammunition gauge.   Keep an eye on your gauges.   Make sure you refuel and load-up on weapons when needed.   On the radar screen, a "plus sign" indicates an enemy chopper.   A green or brown square indicates a Tank, ASV or Jeep.   Mines appear as purple dots.

*See Also:*

The Helicopter
The ASV
The Jeep
Vehicle Summary

# THE JEEP

Default Quantity = 8
Ammunition = 16 Grenades

**Strengths:**
- The only vehicle that can carry a flag (your flag or your opponent's flag).
- It is the fastest of the four vehicles.
- This vehicle can drive over deep water by inflating its tires.

**Weaknesses:**
- No armor (One missile shot will destroy the Jeep).
- Limited firepower - five grenades to destroy a turret.

This special vehicle is used for retrieving your enemy's flag once it has been exposed.   The Jeep is the fastest of the vehicles - quick in and quick out.   The Jeep has been optimized for speed and carries no weapons other than a crate of grenades.   These are effective for clearing the landscape of trees and brush or clearing debris from around the exposed flag.   To pick up a flag, just touch the flag with the Jeep.   The Jeep has no armor.   One direct missile hit, and it is history.   Any captured flag is dropped on the ground where the jeep is destoyed.

The Jeep is amphibious, so the tires can be inflated to traverse water or land.   Inflate the tires in shallow water by pressing the 'J' Key (Player 1) or the '+' Key (Player 2).   When you reach shallow water again, press the key again to deflate the tires.

**The Console:**
While the Jeep does not carry the heavy radar equipment of the armored vehicles, it does carry a primitive directional beacon.   The Jeep's beacon light is bright red when you are facing directly toward the Bunker.   When the Jeep is facing toward your enemy's exposed flag, the beacon will chime and glow bright green.   The crate of grenades and the fuel gauge are also visible in the console.

*See Also:*

The Helicopter
The Tank
The ASV
Vehicle Summary

# VEHICLE SUMMARY

- All ground vehicles can re-arm, and refuel at the supply depots.
- All vehicles exit from the Bunker with full armor and supplies.
- No matter how low your resources are, if you can get back to the Bunker, you will be able to refuel, rearm, and repair your vehicle.   However, your mines are limited to 30 and cannot be replenished beyond that.
- Vehicles are permanently lost when they are destroyed, run out of fuel, or when they sink in the water.


*See Also:*

The Helicopter
The Tank
The ASV
The Jeep