

# Manual

**COLLABORATORS**

	<i>TITLE :</i> Manual		
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# Chapter 1

## Manual

### 1.1 Tiger's Bane AmigaGuide Documentation

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Tiger's Bane is a Shareware product, if you enjoy playing the game, please support Amiga development by

Registering  
!

Introduction

Quick Start

Flight Controls

The Debriefing

Helicopters

Weapons Systems

Friendly Units

Enemy Units

Combat Tactics

Registration

Copyright

Credits/Thanks

Contacting LDA

## 1.2 Introduction to Tiger's Bane

Welcome to Tiger's Bane, a game of modern helicopter combat. The action takes place on multiple side-scrolling maps, but is slightly more realistic and tactically oriented than your average shoot-em-up.

Tiger's Bane has been in development for around 4 years, in one form or another. It started life as simply "Flying Tigers", and later migrated to the Dark Unicorn Productions label, before ending up as "Tiger's Bane" from Longbow Digital Arts.

My inspirations for the game include Choplifter, JetStrike, Gunship 2000, and Desert Strike. I wanted a game that could capture some of the realism of multi-helicopter air combat and combined-arms ground combat in a side-view environment, without being overly fast and furious, and also without hurting gameplay with too much hard-core simulation realism.

The Operations in Tiger's Bane are designed first to be fun, and second to be replayable. Most Operations (except Training) contain about twice as many missions as you will actually get to play in one game. They are usually chosen randomly, but some branches in the mission tree are based on your performance up to that point. Within each mission there are also random factors at work, so one time there might be an air threat, another time there might be an extra mobile SAM launcher, etc.

Hope you enjoy the game!

Seumas McNally,  
Lead Programmer, Longbow Digital Arts.

## 1.3 Getting started quickly

To install Tiger's Bane, simply drag the directory to a ↔ location on your hard drive. No assigns or other installation steps are necessary. To play the game, your system is required to have a monitor capable of 15khz, e.g. "NTSC:High Res Laced". High scan frequency modes such as "DblNTSC" are not supported. Sorry for any inconvenience this may cause.

Once Tiger's Bane is running, you can access online help for most menus by clicking the "Help" balloon in the upper left, either with the mouse or the joystick. If you have a CD32 Joypad, you should enter the Options Screen and select that as your desired method of flight control. The "lowlevel.library", included with AmigaDOS 3.1, is required for CD32 joypad support.

On the Main Menu, select Start a New Game to get under way. If you have never played Tiger's Bane before, you should start with the Training Operation to get a feel for the controls. On the next screen, select a skill level, and then choose Fly Operation to begin.

Once on the Mission Briefing, note the Primary, and if present, Secondary Targets, along with any other pertinent information. The "Sightings" report what

Enemy

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and other  
Friendly  
forces are known to be present in the mission  
area. Select Skip to bypass the mission, or select Arming to choose your  
helicopters and weapons for the fight.

The first  
helicopter  
you select on the left hand roster is the one  
you will fly. You can have up to 2 extra Wingmen and one Air Support Jet  
Aircraft (you can only fly helicopters). To change an Aircraft's weapons  
loadout, select it on the right hand list (if it isn't already selected)  
and modify its  
armaments  
in the lower right panels. To select a weapon,  
click on it in the Stores area on the left. To place a weapon system on the  
Aircraft, click on one of the Hardpoints in the right panel. The type of  
weapon that was previously there, if any, will then be selected. Once done,  
put on your flight suit and helmet, and click Fly Mission.

Please see the  
Flight Controls  
section for an overview, and details,  
of the helicopter control systems in Tiger's Bane.

Once you're armed and at your base, take off, complete the mission  
objectives, and land back where you started (most of the time). If your  
helicopter gets too damaged to return to base, try to make an emergency  
landing on something flat, or eject if all else fails. Breaking a bird and  
surviving is better than breaking a bird and getting killed in the process.

After the mission, you will see the  
Debriefing  
screens.

## 1.4 Learning to fly a helicopter

First a word of warning. The controls in Tiger's Bane are NOT those of  
your average side-scrolling shooter. They will likely take some getting  
used to, but it shouldn't take too long. Some points to remember:

- o Your helicopters have lots of mass, and lots of inertia to go along  
with it. Especially in windy conditions, it may take a little time for your  
helicopter to start moving in the direction you want it to. Think ahead.

- o The controls don't auto-center by default, so to stop moving you have  
to bring them back to center yourself. (This IS handy in combat, once you  
get the hang of it.) Watch the little green HUD pips around your chopper,  
they show you how your controls are set.

- o Some helicopters have Fly By Wire systems installed, which will assist  
you by making it easier to level out your rate of climb, and by (trying) to  
help you avoid collisions with structures and the ground. The system can  
become damaged, though, so you should learn to fly choppers that don't have  
it. Without Fly By Wire, you will lose vertical thrust as you start  
accelerating horizontally, and must compensate so as to not hit the ground.

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With that out of the way, on to the basics. In all methods of control, your main joystick/joypad/keys move your helicopter. Up and down set your collective, or rate of climb and descent, and left and right control your pitch forward and backward, which dictate your horizontal movement. In general, most weapons require you to press and then let go of the key/button/direction associated with them, however Chainguns will auto-fire. The Evasive manouvre can sometimes be used to dodge past missiles and bullets that are flying your way.

#### -One Joystick-

Weapons: Press and hold fire, then move the stick in one of the four main directions (see diagram). Do NOT have autofire set on your joystick.

Turning: Tap the stick twice backwards to turn around, or leave the stick centered and tap the fire button.

Evasive: Tap the stick up twice or down twice.

#### -Two Joysticks-

Weapons: Push the second joystick in any direction (see diagram).

Turning: Tap the main joystick twice backwards, or tap either joystick's fire button.

Evasive: Tap the main stick up twice or down twice.

#### -CD32 Joypad-

Weapons: Press one of the main fire buttons (see diagram).

Turning: Press the "Rewind" button.

Evasive: Press the "Fast Forward" button.

Pausing: Push the "Play/Pause" button to freeze the action.

Ejecting: Press both the "Fast Forward" and "Rewind" buttons at once.

Weapon vs. Direction Diagram:

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Up/Yellow
-Wingtip-
(def. Sidearm/
Sidewinder)

Left/Green   |   Right/Blue
-Outboard-  --O--  -Inboard-
(def. Rockets) | (def. Hellfires)

Down/Red
-Gun Mount-
(def. Chaingun)

```

#### -Keyboard-

The keyboard controls are fully configurable on the Options Screen. As with the CD32 Joypad controls, one tap of a key designated as firing a certian hardpoint will fire the weapon. Keyboard controls are active regardless of the primary control method, and both can be used at the same time. For example, the joystick can be used to fly the helicopter, and the keyboard can be used to fire weapons, turn around, and evade. Some useful default keys are:

Space, Eject (blades are detonated first, you'll live).

P, Pause on/off.

I, FLIR on/off (Forward Looking Infra Red).

Escape, Emergency Abort (generally bad news).

## 1.5 After the mission, stats on the carnage

After each mission, you will be shown how many Carnage Points you scored (one for each enemy unit and structure destroyed), and how successfully the Primary, and if present, Secondary objectives were completed. You might receive bonus Carnage Points for flying weaker helicopters without Wingmen as support. Note that Carnage Points have no bearing on whether you are victorious in an Operation, your Mission Success Rate determines whether you win or lose in the end. Carnage Points are simply an indicator of your destructive abilities in combat, and will be recorded on the High Score Table along with your Success Rate for posterity.

If the operation is over (either because you played to the end, lost your base, or were killed in action) you'll be shown an ending screen and then the high score table for the operation. If you survived till the end and your Mission Success Rate was 80% or higher, you'll get to see the winning screen for the operation. Between 70% and 79% is a stalemate, and less than 70% is a defeat.

## 1.6 The Tigers you can fly

Note: Blackhawks will only carry one squad of troops at a time. Wingman Blackhawks should automatically land to pick up and drop off troops at the proper locations in a mission requiring it, as long as you hover in the area around the pick up or drop off zone.

For further details on the helicopters available to you, please see the online help page for the Arming screen while in the game.

## 1.7 Weapons Systems you can use

For details on the weapon systems available, please see the online help page for the Arming screen while in the game.

## 1.8 What your buddies will be driving

Note: You can't shoot your own troops, so it is safe to fire weapons into a mixed crowd of friendly and enemy ground troops.

For details on the Allied units you will encounter, please see the online help page for the Mission Briefing screen while in the game.

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## 1.9 What will be trying to kill you

For details on the Enemy units you will encounter, please see the online help page for the Mission Briefing screen while in the game.

## 1.10 Tactics and tips in the Tiger's Bane game world

### WEAPON SYSTEMS:

The most important thing to remember when attacking enemy units and structures is to use the right weapon for the job. Effective use of the weapons available will cause maximum damage while conserving your limited resources.

Chainguns and Hydra Rockets should be used against soft or lightly armored targets. Examples of such targets are troop squads, transport trucks, gun emplacements, SAM radars and missile launchers, aircraft hangars, houses, most factories, wooden bridges, and comms towers. Since the range of Rockets and especially Chaingun is rather limited, it can be dangerous to use them against large concentrations of heavy air defences. Tip: If you come across enemy main battle tanks without anti-aircraft support, enough Rockets will take them out without using up valuable Hellfires.

When attacking a large group of light to medium armored targets with your Rockets, try positioning yourself fairly close to the ground, and then pitch forwards until your unguided weapons sight (a little green cross on the ground in front of you) is located at the approximate maximum range of your Rockets. As you slowly drift towards the targets, simply fire off a salvo of rockets whenever a target comes into range. This technique works especially well against targets in wooded areas, or enemies hiding amongst light structures.

Hellfires are your primary anti-armor weapon, and will home in on the target currently painted by your laser targetting system. (If it becomes destroyed, your Hellfires will no longer track.) Use them to quickly dispatch tanks, and to destroy dangerous targets at long range. Hellfires also pack the most destructive punch against structures, and are the only sensible weapon to use against bunkers, hardened aircraft shelters, and iron girder bridges. It is important to keep in mind that Hellfires are nearly useless against troop squads and aircraft, and should be used as a weapon of utter last resort.

SideWinders are the preferred weapon for use against air threats, though Rockets and Chaingun are also effective at close range. Fire when you see a red diamond surrounding the target aircraft.

SideArms are a variant on the SideWinder with a radar seeking head, intended for use against ground based radar sources. If you expect to encounter significant radar guided SAM threats, SideArms can be an invaluable assistance. While Hellfires will take out threats that are closest to you, SideArms will seek directly towards the nearest emitting radar source (signified by a green diamond) and destroy it. In a crowded target area, firing a SideArm first can quickly

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neutralize a large portion of the anti-aircraft defences.

#### ENEMIES:

You can prevent enemy radar (fixed radar at SAM sites, mobile radar guided SAM launchers, and some ZSU-23s) from detecting you by flying close enough to the ground, or by putting a building or hill between you and the radar. If the enemy's radar lock is broken, radar guided missiles in the air at that time should stop tracking. IR guided SAM launchers and missiles do not have this disadvantage, and can fire at you no matter what your altitude above ground if they acquire a lock.

If enemy Migs are bothering you, try flying very close to the ground and behind obstacles. Their high speed makes it dangerous for them to venture too close to the ground, and their high altitude makes it harder for their radar to pick you out of the ground noise. Turn around before the Mig makes its pass over you, and launch a SideWinder up its tailpipe as soon as you get a lock.

## 1.11 Supporting Amiga game development

Tiger's Bane is being distributed as Registration Code based Shareware. Prior to registering Tiger's Bane, you will only be able to play a small number of the total available Operations. Once you register, you will be sent a Registration Code that will unlock all the available missions for you to play. We are trying to make purchasing Tiger's Bane as convenient for you as possible, so please do your part to support this concept by not accepting anyone else's Registration Code, and by not giving away your Registration Code.

Registering Tiger's Bane costs \$10 U.S. Dollars, \$14 Canadian Dollars, £6 British Pounds, DM\$17 German Marks, or the equivalent in your local currency. Personal Cheques are accepted in U.S. and Canadian funds, Money Orders are accepted in all major currencies.

Please make cheques or money orders payable to "Longbow Digital Arts", and send along with your name and E-Mail address (required!) to:

Longbow Digital Arts  
General Delivery  
Providence Bay  
Ontario, P0P 1T0  
Canada

You may also pay the registration fee using a credit card. Visa and MasterCard are currently accepted. Simply print (clearly) on a piece of paper the type of credit card, the name on the card, the card number, and the expiration date, along with the card holder's signature, and mail it to the above address. Please indicate that it is for the registration of Tiger's Bane.

Your support is greatly appreciated!

P.S., we're planning on releasing level editing tools for Tiger's Bane in early 1998, which will allow you to design your own Operations. These

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will be free to use, but a registered copy of Tiger's Bane will be required to play add-on levels.

## 1.12 The gritty legalities

Tiger's Bane is Copyright 1997 by Longbow Digital Arts. No portion of Tiger's Bane may be modified or distributed seperately without the written consent of the copyright holder.

You may freely redistribute the Tiger's Bane .lha archive as long as no files are modified in, removed from, or added to the archive in its original form. The Tiger's Bane archive may be sold, but only if the amount charged is no more than to cover the cost of the distribution media and shipping. Permission is hereby specifically granted to include the archive on the "AmiNet" CD-Rom collections.

Tiger's Bane is provided "as-is", with no warranty of any kind, expressed or implied. By using this software, you assume all liability for any damages it may cause.

If you are interested in distributing Tiger's Bane on a magazine cover disk, you must first  
notify  
Longbow Digital Arts. This will  
also ensure that you have the latest version.

## 1.13 Credits and 'thank you's

Designer and lead programmer:  
Seumas McNally

3D artist and sound help:  
Philippe McNally

Art director:  
Wendy McNally

CEO and designer:  
Jim McNally

Special thanks to:  
Aaron Fothergill  
Douglas Rudd  
Dirk Farin  
Michael Welch  
Valorie King  
Robby King  
Adam Burns  
Shane Monroe  
Sean Emerson

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John Graham

Products that made Tiger's Bane possible:

Amos 1.36 & Compiler  
Devpac 3  
TOME & CText  
Brilliance 2.0  
LightWave 3D  
World Construction Set  
ImageFX 2.6  
Final Writer  
MegaloSound  
MED

In memory of:

Kit Felice

## 1.14 Contacting Longbow Digital Arts

If you have questions or comments regarding Tiger's Bane, you can send email to "longbow@sympatico.ca". Please include the word "Bane" somewhere in the Subject: line of your email. Thank you!