

HELL HEROES



MANUAL

HEROES



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EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, **TURN IT OFF IMMEDIATELY** and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

- ⊕ Do not sit too close to the monitor. Sit as far as comfortably possible.
- ⊕ Use as small a monitor as possible.
- ⊕ Do not play when tired or short on sleep.
- ⊕ Take care that there is sufficient lighting in the room.
- ⊕ While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

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HISTORY

Revolution Now - this is the name of the most formidable terrorist group existing for the past few years. It was formed in the early ninety's when a rapid progress of Internet and electronic mass media took over the entire world. Cash flows, share purchase and sale via global net, information power. These were the reason why new criminal associations came into being. When electronic hackers and thieves became threatening to the environment, it was necessary to appoint counteract groups to deal with this problem. One of such groups was American "7th Department" formed by the Department of Defense. The group was enlarging pretty fast and its members were the most talented software programmers and engineers. The first member of "7th Department" was Thomas "Grey" Savage, expert in coding and security. In within five years he significantly improved his skills and his innovative ideas led the "Seven" to series of successes. In 2001, at the conference on "Civil security systems and data protection" in Paris, Savage met Lionel Genoe. He was a French programmer who officially worked for the well-known car company but secretly backed up "Revolution Now", a small anarchist organization by committing little electronical deceptions. A subversive character of the French man and as it turned out later an enormous influence that Genoe had on Savage's personality made him to commit numerous intrusions into security systems of many significant internet portals, banks and corporations. At the same time, a series of terrorist attacks held on Parisian embassies made a big do about "Revolution Now". When located by his ex work colleagues from the "7th Department", Savage left USA previously changing his identity. He arrived in Paris on May 15, 1999. Just in a week time he and Genoe broke into the Federal Reserve Bank. By doing that he enriched the organization with 200 million dollars. Raiding parties aided by Savage and Genoe were committing daring and daring attacks. Due to their skills, a small subversive organization evolved into a huge organized criminal group with its own military and economical hinterland. Having a big impact on social and political life, the organization was rapidly growing, wining over new members even some influential ones. Soon, the entire Europe was tangled in the web of corruption, media manipulation, smuggling, and illegal weapon trade. In January 2002, the server in Pentagon rejected the administrator password. That was when all hell broke loose...

INTERNAT. SPECIAL FORCES - STRIKING GROUP ALPHA

In 1972, after a number of tragic events that took place in Munich, the Government of German Federal Republic made a decision to create a special striking unit to fight the terrorism. It was named GSG9. Simultaneously to GSG9, there was another secret counteract group arising to participate in future in extra dangerous tasks. Blitzangriffstruppen, was a self-reliant unit consisting of carefully selected elite of soldiers, engineers and logistics sent there, where all means have failed. Their ruthless methods were based on principles applied by Russian special and reconnaissance services. Blitzangriffstruppen soldiers never negotiated or took prisoners. The only solution was to get rid of the threat by force. During 19 years of their existence, the unit took part in 52 operations all successfully accomplished. 478 so called "aims" were eliminated with the loss of only 4 agents. In 1991 under the agreement between Germany, France, Great Britain and USA, a new international anti-terrorist organization was formed with Blitzangriffstruppen as its hard core. Reorganized and reinforced with new people it was given a name "International Special Forces". The unit never changed its status still remaining an anonymous organization based on very strict rules. The first 3 years proved ISF importance in the international filed. The group's operation area was board and it not only was used to fight terrorism but also drug dealing and financial embezzlement as well as it took part in armed conflicts. There were two subgroups in within the organization. The first was operational unit working with the aid of conventional means and the other was a special unit using the latest technological achievements e.g. computer networks, taps, bugs, cameras or satellite connection. Their list of sponsors is long but ONZ and USA Department of Defense are the main ones.

PILOTS

Kurt Glossier - 33 years old - German, enlisted in 1999. His military career began in 1992. He served for German Air Forces with a rank of lieutenant. He completed military training with a total note of 92.732 points. This gave him a place in elite reconnaissance unit called "Red Arrow" which made 446 combat flights and 1125 training flights. Among others, he flew over territory of Turkey, Iraq, Poland and Yugoslavia. In '97, at NATO's military training ground in Spain he attracted observers' attention. During a reconnaissance flight his helicopter was shot and Kurt Glossier officially considered missing. That was the beginning of his collaboration with the organization. Up till now he participated in over 10 operations. The ones that gave him a fame one was, close down of Bolivian cocaine factory, destruction of new generation processors being transported to Iraq or shot down a helicopter carrying Balkan Criminals who were to escape to Mexico.

Olga Ivanova - 27 years old - Russian pilot- recruited by ISF in 1998. She comes from a family of military traditions and currently works as a trainer for GRU agents. Her brother- Alosha - is a fighter pilot and he serves in Chechnya. Tamara intended to work for reconnaissance but her twin brother's passion for flying strongly infected her. When studying in Military Academy she took up a major course of air engineering.

She is a well-known and precious expert on jet engines and rocket propulsion. She is exemplary pilot, known to every one from her astonishing precision in low ceiling flights. She did 1523 training flights. Her skills have far-reaching repercussions among NATO command and the organization. In 1998, the organization came with a proposal to "lend" Tamara from the Soviet Army. Tamara took an offer with no objection. This "favour" cost the organization 300 million dollars. Either the organization or Russians were satisfied with a deal they struck.

SYSTEM REQUIREMENTS

MINIMUM

- ⊕ Pentium MMX 300 MHz
- ⊕ 64 MB RAM
- ⊕ 320 MB free disk space
- ⊕ DirectX- compatible graphic card
- ⊕ Hardware-acceleration with Direct3D
- ⊕ 4-X CD-ROM drive
- ⊕ Mouse
- ⊕ Windows '9x, ME, 2000

RECOMMENDED

- ⊕ Pentium III 800 MHz
- ⊕ 128 MB RAM
- ⊕ 800 MB free disk space
- ⊕ 16 MB RAM graphic card with acceleration
- ⊕ 12-X CD-ROM drive
- ⊕ Windows '9x, ME
- ⊕ SoundBlaster Live-card

INSTALLING THE GAME

You must install Heli Heroes game files to your hard drive and have the Heli Heroes CD in your CD-ROM drive to play this game.

To install the game, insert Heli Heroes CD into the CD-ROM drive. When the pop-up window appears, click on the Installation option. If you have disabled the Windows Autorun, or if it does not function, Explore the CD and double-click on the Setup icon.

Follow all on-screen prompts after selecting your option to complete the installation.

UNINSTALLING THE GAME

To uninstall the game, choose Settings from the Windows 95/98 Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left click on the Heli Heroes, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, expect for your saved games.

SAVING GAMES

Heli Heroes requires space on your hard drive for saved games and temporary files. Each saved game can take up to 150 Kb of hard drive space.

GETTING STARTED

Start the game by choosing Heli Heroes in the Start Menu (you will find it under /Programs/Reality Pump/Heli Heroes\Heli Heroes). If you have not inserted Heli Heroes CD into the drive, you are prompted to do so. In order to play Heli Heroes, CD must be in the CD-ROM drive.

PLAYING HELI HEROES

Shortly after you start the game, the Main Menu appears.



BUTTON DESCRIPTION

Competition - In **Competition** mode you always start with the first mission. The difficulty level is always set to Hard and cannot be changed. Results are saved in the High-Score list. In addition, the results are sent to the results server. You can go up against each other in **Competition** mode

Campaign - In this mode, you have access to all missions that you have successfully completed since the software was installed. Here you can select the difficulty level and start a 2-player game. Successful completions are not saved in this mode.

Options – Here you can change graphics and sound settings.

Controllers – Here you can choose controllers (keyboard, joystick etc.) for each players.

Highscores – With this option you may upload your best game result to a public server.

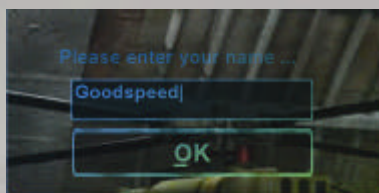
Exit – exit from the game to the operating system.

NET COMPETITION

After pressing Net Competition button the foregoing screen will appear. There you can choose your battle helicopter. You have two options:

- AH 64 Apache
- Ka 50 Hokum

Select one helicopter (click on the icon), and click 'Start competition' button to start the game. If you want back to the previous menu click 'Back' button.



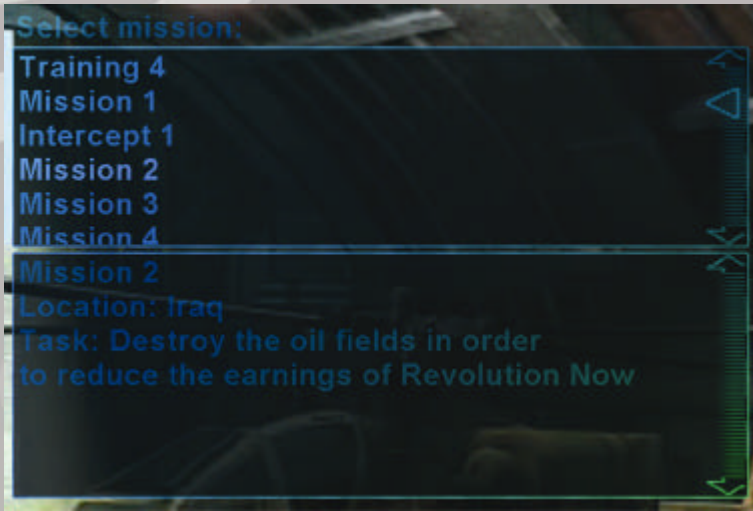
Remember that in Competition mode, difficult level is always set to Hard, and you will always start with first game mission (except training missions).

After finished competition enter your name to save result on the list.

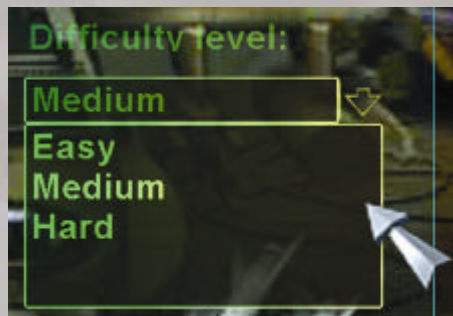
Gained result is saved on the 'Local best scores' list. If you are connected to the internet network, you may upload your best score to public server to the 'Net best scores' list. More details you will find in Highscores chapter.

CAMPAIGN

Before you will start Campaign mode you may switch following settings:



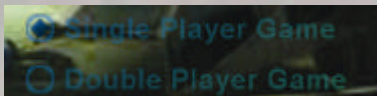
Select Mission window includes all game mission, to start any mission select it from the list, and click 'OK' button. Remember that latest missions may need complete previous missions. In description window you will find short description of the each selected missions.



Here you can choose the game difficult level. There are three levels: easy, medium and hard.

SINGLE OR DOUBLE PLAYER MODE

Heli Heroes in Campaign game offers you two modes – for one – Single Player, and for two players – Double Player Game. In Double Player Game you may play with another player on the same screen. If you choose this mode remember to set control devices to both players in Controllers menu.



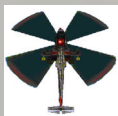
Selecting Helicopter

By clicking on the icon, you may decide which of helicopter you will fly selected mission. There are two options:

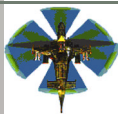


⛶ AH 64 Apache ⛶ ⛶ Ka 50 Hokum ⛶

Helicopter differences



AH 64 Apache has **60%** better machinegun damage than Hokum.



Ka 50 Hokum has **50%** better armor than Apache.

Remember that selecting helicopter is available only in Single Player Game mode, in Double Player Game this option is disabled – player #1 will fly with Ah 64, player #2 with Ka 50.

To start the game click the 'OK' button, if you want back to the previous menu click 'Back' button.

GAME SCREEN

Shortly after the game has started, the mission screen appears. Here you can control your helicopter.



B1, B2...	Bonuses (Armour, fuel, etc.)
C	Locked target
F	Fuel indicator
H	Your helicopter
K	Points
P	Armour indicator
S	Defensive and offensive systems (flares, rockets etc.) are grouped in this column. Each symbol represents one system. Number at the left shows the ammunition amount, when will be zero, symbol will disappear.
W	Hit points indicator
T	Number of targets remains to finish the mission successfully.
Z	Number of helicopters left.

CONTROLLING THE GAME

In the game, the camera moves along the flight path. You can change the flight speed. In some cases the camera can be stopped.

Control is either achieved through cursor keys, a joystick or a game pad. Pressing the ALT and Ctrl keys, or Fire 1 or Fire 2 on joystick or game pad will make the helicopter fire. You can switch between weapons types using “[” (to the next weapon) and “]” (to the previous weapon) keys.

Keyboard	Joystick or Gamepad	Function
Right CTRL	Button 1	Machinegun
Right Shift	Button 2	Additional weapon (rockets, laser cannon, etc.)
]	Button 3	Next weapon
[Button 4	Previous weapon
ESC	-	Menu
Pause/Break	-	Pause
F1	-	Help Screen
F2	-	Weapon panel on/off for player 1
F3	-	Weapon panel on/off for player 1
F4	-	Show briefing
F5	-	Set camera angle to 70 degrees
F6	-	Set camera angle to 55 degrees
F7	-	Set camera angle to 40 degrees
F8	-	Switch graphic detail level
F9/F10	-	Music volume
F11/F12	-	Sound volume

The helicopter uses fuel while in flight.



Fuel consumption depends upon how fast the helicopter flies. Fuel consumption will not rise as rapidly as speed increases, however. This means that a flight at high speed will use the same amount of fuel as flight at low speed, over the same leg. **Refueling** can occur if the player receives the necessary bonus.



Fuel Low warning appears when your fuel level is extremely low, you should immediately replenish fuel otherwise your helicopter will crash.

Main weapon – The cannon is suitable for destroying ground and airborne targets. An automatic cursor in a targeting beam takes a bearing on the next target. The beam is narrow and has an angle of about 10°. Pressing **Fire 1** fires one shot and holding the key down gives a continuous stream of fire.

Important: When you hold Fire Button a few seconds the frequency of shooting will decrease. This is caused by gun heating. To cool down the gun and increase shooting frequency just release fire button and then press it again.

You can upgrade your primary weapon (chain gun) by mounting additional guns on your helicopter (additional gun it is one of the game bonus which you can find during the mission). You can mount maximum 4 guns. On the beginning and after destroying your helicopter you will always start with 1 gun.

Additional weapon – Fire 2 fires this weapon. Ammo for this weapon is gained as the mission proceeds. Additional weapons:

- ✦ Hydra Rocket – uncontrolled rocket unguided, one rocket in one shot
- ✦ Stinger – rocket – guided, one rocket in one shoot, 50% more damage than Hydra
- ✦ Laser – very effective weapon, fast firing, heavy damage
- ✦ Hellfire Rocket – controlled rocket – when fired they will fly to the target located beneath the targeting cursor, two rockets in one shot, big splash
- ✦ Plasma – four plasma sphere in one shoot, unguided, heavy damage, big splash
- ✦ Rocket with atomic warhead – The target cannot be locked on when firing this rocket. It flies off and explodes a half-screen distant from the helicopter, destroying everything in the vicinity. (To lunch nuke, press both fire buttons)

PLAYING IN PAIRS

There is a 2-player simultaneous mode. The main characteristics of this mode are:

- ✦ Both players can play on the same screen at the same time
- ✦ Their helicopters are located right next to each other
- ✦ If there is a danger of both helicopters colliding, Player 2 will automatically make room for Player 1 by flying above him
- ✦ The camera speed depends on the mathematical average of both helicopter positions
- ✦ At junctions, Player 1's flight path will always be the chosen route

PAUSING THE GAME

During the game in every moment you can switch game to pause mode, using 'Pause' key, to return to the game press 'Pause' key again.



ABORTING THE GAME

If you want abort from the game press 'Esc' key, and then choose 'Yes' option.







ADD-ONS AND BONUSES:










During the mission, you must make sure his helicopter has enough ammunition, fuel and new weapon types. Repairs and shield will also be needed to keep the machinery running. These are all done by picking up Bonuses. Here is a list of the available Bonuses and what they do:

Increases fuel 25%	
Increases fuel 100%	
Repair 25%	
Repair 100%	
Shield 25%	
Shield 100%	
Extra life	
Mega pack – gives you max repair armor and fuel	
1000 points	
5000 points	
10000 points	

SPECIAL BONUS – STAYS IN EFFECT FOR A LIMITED TIME

Invulnerability – 30 seconds	
Invisibility - 30 seconds	
After-burners (speed up) - 30 seconds	
Turn 180° on both axis (negative Bonus) - 20 sec.	

AMMUNITION

Additional Canon - Max 4 canons can be mounted	
Hydra-rockets - 40 rockets	
Stinger-rockets - 40 rockets	
Hellfire-rockets - 40 rockets	
Decoys - 20 flares	
Laser - 200 shots	
Plasma - 20 shots	
Nuclear rocket - 1 shot	
All Ammo	

INVULNERABILITY

Makes your helicopter unaffected by enemy weapons and collisions with terrain and any objects for 30 seconds.



This warning will warn you that your invulnerability will be soon deactivate.



INVISIBILITY

Makes your helicopter invisible for enemy (for 30 seconds) – they will not shoot to you, but remember that this bonus won't protect you from collisions.



This warning will warn you that your invisibility will be soon deactivate.



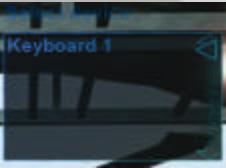


AFTER-BURNERS

With this bonus the maximum speed of your helicopter will be increased for a period of 30 seconds.



CONTROLLERS

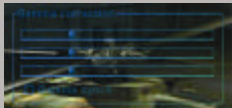
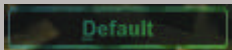
In the game option window you may set the Controllers for each player, and change the graphics Options.

	<p>Heli Heroes support most of the available controllers from the keyboard through a various pads from standard to advanced joysticks with force feed-feedback too. Heli Heroes automatically detects controllers, and shows it in the 'Select device' section.</p>
	<p>You can select control device for each players – switch between players in 'Select player' section.</p>
	<p>If you chose 'Keyboard 1' or 'Keyboard 2' device, you may also configure the keys 'Action Mappings' – click on the action you want to change, and then press new key.</p>

OPTIONS

This window contains options for graphics and sound.

COLORS SATURATION

<p>With gamma correction sliders you may change RGB colors saturation. Switch 'Gamma synch.' check box for moving sliders simultaneously.</p>	
<p>'Default' button adjust gamma settings to default position.</p>	

3D SOUND



If your sound card supports 3D sound, you may switch 'Enable 3D sound' check box. This will improve sound effects in the game.

HIGHSCORES

In charts menu you can see the 'Local best scores' list with your scores and 'Net best scores' with scores of another players. Net scores are store on the internet server specified in the 'Specify server' field.

Remember that scores on the 'Net best scores' will appears only if you are connected to the internet network.



UPDATING GLOBAL CHARTS

Scores on the 'Net best scores' list will be change many times, if you want refresh your list click 'Update net highscores' button.

After that game will try connect with internet server with net best scores download to your computer actual best scores list and upload your scores (from 'Local best score list') to the server.



CHANGING PLAYER SETTINGS

If you want receive weekly information about net best scores or information when another player beats you, you must enter your e-mail address in 'e-mail address' field, and check one or both options:







- ☒ Send me an email when someone beats me!
- ☒ I wanna get weekly news



BONUS POINTS IN MISSION

After mission is over game calculate additional points for player accuracy.



	POINTS – all points gained in mission
	TIME – this bonus is calculated only in missions where time is limited.
	UNITS – this indicates how many enemy units were destroyed during the mission.
	BUILDINGS – this indicates how many enemy structures were destroyed during the mission.
	SQUADRONS – this indicates how many enemy squadrons you destroyed. Only 100% destroyed squadron is counted.
	CONDITION – this bonus calculate condition of player helicopter at the end of the mission.

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Franciszek Pal: celli

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Wojciech Kamionka: french
horns

Tomasz Nowak: brass

Grzegorz Krawczyk: woodwinds
and ethnic

Śławomir Berny: drums and
ethnic

Michał Turnau: additional
drums

Lukasz Targosz: guitars and
ethnic

Maciej Pawlowski: piano and
keys

vocals:

Miranda Golebiowska - Exner:
mezzosoprano

Joasia i Justyna Kulig: the kids

Krzysiu Jaworski: the boy

Robert Docew: additional vocs
and SPOT Studio choir

CREDITS

Movie sound postproduction: Robert Docew & Maciej Pawlowski

Foley artist: Michal Turnau

Re-recording mixer/producer: Maciej Pawlowski

Recorded and mastered at
SPOT Studio - Poland

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BETA TEST SUPERVISORS Krzysztof "Hitman" Janeczek
Sebastian "Sickboy" Kus
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To all those who participated in the project creation

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