BARRAGE ™

Mango Grits

ACTIVISION.

3-D ACCELERATOR
CARD REQUIRED

Dealin' Al's Freelance Fighter Pilot Agreement

This Freelance Fighter Pilot Agreement is made between (name of pilot), hereinafter known as PILOT and Dealin' Al's Freelance Combat Sales and Service, hereinafter known as COMPANY.

A. PILOT shall fly contracted air combat missions for COMPANY and services should be rendered in a diligent and conscientious manner. In return, COMPANY will remunerate the pilot for services at rates to be negotiated from time to time while services are being rendered.

B. PILOT shall provide professional services as requested from time to time by COMPANY in either verbal or written work order. Refusal to take missions will be considered a breach of contract.

C. Should PILOT be injured or killed while executing the terms of this contract, the contract is considered null and void. COMPANY may recover losses from estate of deceased PILOT, not to exceed the value of the aircraft in question. As this is a Freelance Contract and PILOT is not an employee of COMPANY, COMPANY has no obligation to pay funeral expenses.

D. COMPANY does not warranty the condition of craft leased or sold to PILOT.

E. While in the employ of COMPANY, PILOT may not work for any of the following corporations or organizations including but not limited to: FODER (Franchise of Dis-Enfranchised Rebels), TOLL (Tunnel OverLord Liberators), COYOTE (Covert Operations Yielding Outrage To Enemies), or COPS (Computer Operated Police Services).

F. COMPANY agrees to sell PILOT a Multiple Atmosphere Dynamic Maneuver Attack Vehicle (MADMAV) craft marketed under the name FREELANCER 550 in compensation for his services with COMPANY.

G. COMPANY will consider missions completed as partial payments for the craft. Sale and bonuses are not complete until all missions are successfully performed.

This constitutes the complete Agreement between COMPANY and PILOT. COMPANY reserves the right to modify any or all provisions of this contract at any time. Signature below indicates that PILOT has read this Agreement, understands it, and accepts its terms.

By: _____ AUTHORIZED SIGNATURE   Date: _____

National ID No.: _____

Table of Contents

System Requirements

Barrage has been designed to take advantage of every bit of your PC hardware. Try different settings to optimize the game for your particular system setup. For more details see the Performance Tips section of the online manual.

Minimum System Requirements

- 100% Windows® 95/98-compatible computer system (including compatible 32-bit drivers for CD-ROM, video card, sound card, and input devices)
- 32 MB of RAM
- Supported 3D hardware accelerator*
- 98 MB of uncompressed hard disk space
- Quad-speed CD-ROM drive (600 K/sec transfer rate) or higher
- 100% Windows 95/98-compatible sound card and drivers
- 100% Windows 95/98-compatible mouse and driver
- Modem play requires 100% Windows 95/98-compatible 28.8 Kbps modem (33.6 Kbps or faster recommended)
- Internet (TCP/IP), LAN (IPX), and serial cable play supported
- Joystick supported (three-axis joystick recommended)

* System Requirements for 3Dfx/GLide-supported video cards
- Intel® Pentium 133 MHz processor (Intel Pentium 166 MHz or higher recommended)
- 3Dfx Voodoo, Voodoo Rush, Voodoo2, or Voodoo Banshee Graphics Card

* System Requirements for Direct3D-supported video cards
- Intel® Pentium 166 MHz processor (Intel Pentium 200 MHz or higher recommended)
- 100% Direct 3D-compatible video card, supporting all features of Microsoft's Direct 3D**

**Barrage currently supports the following Direct 3D video cards based on the following chipsets: Riva TNT; Rendition V2200; Matrox G200; Permedia 2.

Barrage uses 3Dfx's GLide and Microsoft's Direct 3D to support 3D hardware acceleration. It has been tested on many but not all Direct 3D-compatible video cards. Some 3D accelerator cards may not be fully compatible with the 3D acceleration features of *Barrage*. For a list of cards and drivers that have been tested, please visit **www.activision.com**.

Quick Start

You must have the Barrage CD in the CD-ROM drive to start a game.

- To install *Barrage*: Insert the CD into your computer. Follow the instructions for the installer.

  1. Windows should detect the disc and take you to the installer; if Windows does not detect the disc, then double-click on **setup.exe**.

  2. At the Information screen, click **OK**.

  3. At the Electronic Registration screen, click **Register Now** if you wish to register the game or click **Register Later**.

  4. At the Choose Destination screen, select where you would like *Barrage* to be installed. Once you have chosen a destination, click **Install**. The game files will now be copied to your computer.

  5. At the next Information screen, click **OK**.

  6. Click on **Start/Programs/Barrage/Barrage** to play.

- At the Main menu: press **Enter** for a solo game.

- At the Difficulty menu: select a difficulty level with the arrow keys and press **Enter**. Note: The higher the difficulty setting the higher your possible score!

- When the first environment is loaded: fire the weapon once to skip playback, twice to skip the mission briefing.

Main Menu

- **Solo Game:** Select this to access the game environment and difficulty menu for starting a game in single player mode.

- **Network Game:** Used to start a game in multiplayer mode, through a local area network (LAN), a modem to modem connection, a serial cable, or via the Internet.
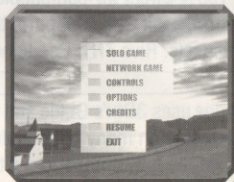
- **Controls Menu:** Access this when you want to set or adjust the controls of your input device (keyboard, joystick, or other gaming device). See the Controls Menu section for details.

- **Options Menu:** Access this menu to change some of the parameters of your game (music, sound, graphic detail, fog, force feedback, resolution). See the Options Menu section for details.

- **Credits:** Click here to learn the names of those who created *Barrage*.

- **Resume:** Choose this to go back to a game session in progress. During a game session, pressing the **Esc** key at any time will send you to the Main menu. There you can access the other menus to make adjustments to Control or Options settings. During this time, the game is completely paused. The clock does not tick, enemies do not shoot. Selecting **Resume** lets you come back to the exact state in which you left the game.

- **Exit:** Use this to exit the game and return to the desktop. Confirm that you wish to exit by changing the selected box from Cancel to **OK** with the left arrow key. Press **Enter**.

Difficulty Menu

Barrage can be played in three different levels of difficulty: Easy, Medium, and Difficult. Use the arrow keys to highlight your choice and press **Enter** to select it.

To return to the Difficulty menu after completing a level, press **Esc** and select **Solo Game**. See the Level Selection Menu section for details on access to levels. See the online manual for additional information.
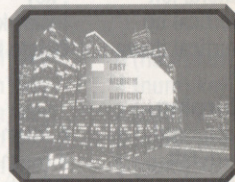
Primary Controls

Exit = Esc   **Statistics = Tab**   **Pause = P key**

To select your desired input device, press the indicated function key:

Keyboard	F2
Joystick (2 axis)	F3
Joystick + (3 axis)	F4
6 DOF Device	F5
Custom	F6
Mouse Control	F7 (see Controls menu for set up instructions)

Controls

Controls	Input Device			
Movement	**F2: Keyboard**	**F3: Joystick**	**F4: Joystick +**	**F5: 6 DOF**
forward speed	/ key	up key	joy 1 axis z-	joy 1 axis z-
reverse speed	M key	down key	joy 1 axis z+	joy 1 axis z+
lateral right	. key	right key	joy 1 axis r-	joy 1 axis u+
lateral left	, key	left key	joy 1 axis r+	joy 1 axis u-
vertical up	Insert key	Pg Up key	joy 1 hat up	joy 1 axis v-
vertical down	Delete key	Pg Down key	joy 1 hat down	joy 1 axis v+
Turning				
turn right	6 (num) key	joy 1 axis x+	joy 1 axis x+	joy 1 axis r+
turn left	4 (num) key	joy 1 axis x-	joy 1 axis x-	joy 1 axis r-
tilt up	5 (num) key	joy 1 axis y+	joy 1 axis y+	joy 1 axis y+
tilt down	8 (num) key	joy 1 axis y-	joy 1 axis y-	joy 1 axis y-

Controls

Controls	Input Device			
Movement	**F2: Keyboard**	**F3: Joystick**	**F4: Joystick +**	**F5: 6 DOF**
Weapons				
fire one	0 (num) key	joy 1 button A	joy 1 button A	joy 1 button A
fire two	Enter (num) key	joy 1 button B	joy 1 button B	joy 1 button B
select one	Pg Up key	Home key	joy 1 button C	joy 1 button C
select two	Pg Down key	End key	joy 1 button D	joy 1 button D
View				
look right	right key	6 (num) key	6 (num) key	6 (num) key
look left	left key	4 (num) key	4 (num) key	4 (num) key
look back	down key	2 (num) key	2 (num) key	2 (num) key
zoom in	Home key	8 (num) key	8 (num) key	8 (num) key
zoom out	End key	5 (num) key	5 (num) key	5 (num) key
toggle HUD	H key	H key	H key	H key
toggle textures	T key	T key	T key	T key

AutoPlay

If the Barrage title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.

2. Select the **Refresh** option located in the View pull-down menu.

3. Double-click on the **Barrage CD** icon in the window or right-click on the icon and choose the **AutoPlay** option.

4. After the Barrage title screen appears, click on the **Install/Play** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.

2. Your CD-ROM driver may not be optimized for use with Windows 95. To verify this, perform the following steps:

   a. Open the Windows 95 Control Panel folder and double-click on the **System** icon.

   b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

   OR

   a. Open the Windows 95 Control Panel folder and double-click on the **System** icon.

   b. Click on the **Device Manager** tab. Click on the **plus sign** next to CDROM, select your CD-ROM and choose **Properties**.

   c. Click on the **Settings** tab. Insert a **check mark** in the box to the left of Auto Insert Notification and select **OK**.

DirectX 5

During the Barrage setup, the install process will determine if Microsoft DirectX needs to be installed on your computer. If so, the Microsoft DirectX setup program will install the appropriate files on your computer. See the Barrage Technical Help file for additional information.

Q. What is DirectX 5 and why do I need it?

A. Microsoft's DirectX 5 is a set of functions that gives Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95 games.

Q. If I don't install DirectX 5 when I install the game, can I install it later?

A. Yes. You will need to manually install it. To do so, use the following instructions:

1. Place the disc in the CD-ROM drive and exit from any autoplay screens.

2. Double-click on **My Computer**.

3. Right-click on your CD-ROM drive and choose **Install DirectX**.

4. Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

Q. I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A. If you already have other Windows 95 games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 5. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 5 installed on your computer, the Microsoft DirectX 5 installer will detect that and not overwrite any DirectX 5 files. You will not need to restart your computer after installation in order to run *Barrage*

For your convenience, video drivers for some commonly used video cards have been supplied on the Barrage disc, which can be restored on your system if you experience problems after installing DirectX 5.

Level Selection Menu

Game Environment Levels

Barrage has five environments or levels for single player. They are: Prairie, Tunnel, Canyon, Chicago, and Ocean. See the Game Description section for details.

Difficulty Settings vs. Level Access

To access each successive level of the game on the Easy, Medium, or Difficult settings, the previous level must have been successfully completed on the same or higher difficulty setting. For example, to be able to play Tunnel on the Medium setting, Prairie must have been played completely on Medium or Difficult. If an environment level and difficulty setting is not available, it will appear grayed out in the menu.

Championship vs. Single Level Play

After Prairie has been completed successfully, you may choose to play Prairie again on a higher difficulty setting, play the Tunnel environment on the same or lower difficulty setting, or start a Championship run by selecting **Championship**. If you select the Tunnel map then you will be able to move forward in the levels one at a time while practicing each one as many times as you want, going back to a previously completed level to try for a better score or a higher difficulty setting. If you choose Championship, you will advance automatically through the levels. Remember that a higher difficulty setting can only be accessed on the next environment when all previous environments have been completed at that difficulty setting or higher.

Controls Menu

Quick Tips

For a printout of Default Controls go to **Quick Start**.

Make sure that **ALL** joystick axes and the throttle are in neutral before making any control changes. Try the default settings first. We actually play using them. If you want to make changes, use the **arrow keys** to highlight, the **Enter** key to select, then type, press buttons, or move an axis to enter your choice for each control.

The Controls menu page lets you redefine most of the elements of the interface in *Barrage*. The Interface Device option in the upper left corner defines the active interface for the game. It can be one of the following input device choices:

F2 Keyboard: for systems with no game input device of any kind

F3 Joystick: for systems with a simple two-axis joystick

F4 Joystick Plus: for systems with a throttle and rudder joystick

F5 6 DOF: for systems with a 6 Degree Of Freedom input device (SpaceOrb, etc.)

F6 Custom: blank setting to experiment

F7 Mouse: Use the Custom settings on **F6** to map the keyboard commands, then press **F7** to activate the mouse. See page 11 for details.

If you are using a joystick with a throttle, make sure that **ALL** the axes and the throttle are in neutral before changing settings. Otherwise our Control menu will take the throttle output for whatever you have decided to change.

To change the active input device, use the keyboard **arrow keys** to move the highlighted button to the Input Device box, and press the **Enter** key to select it. The arrow keys will then let you move through the list of input devices. When your choice is displayed, press **Enter** again.

Or you can select the input device with the appropriate function key: F2 for Keyboard, F3 for Joystick, F4 for Joystick Plus, F5 for 6 DOF, F6 for Custom, and F7 for mouse (see page 11).

The rest of the page lists all the commands necessary to play the game. The game comes with defaults for each possible interface. These can be redefined anytime by going to the appropriate command and pressing **Enter** to select it. A question mark will appear in the box asking you to enter the control device element that you want to use to trigger that command. You can then type, press buttons, or move an axis to select the control for each possible action. If you want it to be a keyboard key, just press the key. If you want it to be a joystick button, press the button or move the axis, etc. There are some keys that cannot be assigned.

Hard Wired Keys: Space bar, Tab, Esc, p, windows, F1-F7, Alt, and the keyboard numbers 1 - 9 and 0 (not numeric pad numbers) cannot be assigned to a control function.

When you are done, you can either go to the **OK** box and select it, or just press the **Esc** key. The effects will be taken into account immediately. If you went a bit too far and want to go back to the original default settings, select the Default box. Your settings will be saved and loaded up automatically the next time you play but only if you exit the game normally. If you shut down your machine without exiting the game properly once, you will lose your custom settings, so it's a good idea to exit once you get a juicy setup just to make sure they are there the next time you play.

Keyboard Control

The game is a flying shooter ideally suited for a three axis joystick. The keyboard default settings were chosen to allow the player to access all essential controls while avoiding looking down or repositioning hands. The keyboard controls, as with all the other controls, are completely user changeable. See the online manual for details.

Mouse Control

The mouse control is hard wired into F7. It can only be used for turning in the X (left/right) and Y (up/down) axis and to fire weapons. The two mouse buttons are allocated to Fire Weapon One (left button) and Fire Weapon Two (right button).

The other controls can be mapped to the keyboard using the F6 Custom setup. To utilize the mouse control, go to the Controls menu, select **F6 Custom Setup** and enter your control choices for each setting other than Turn Left/Right, Up/Down, and Fire One/Two. When you have finished your settings, press **F7**. This will activate the mouse controls for X and Y axis and weapons fire. All other controls will be as mapped in the Custom settings.

To keep things fair between players using different controls, the dynamics with a mouse are the same as for a joystick or keyboard so you will not experience the instant movement sometimes associated with first person shooters.

To set the mouse sensitivity or invert the Y axis, refer to the online manual.

Controls Sensitivity

To adjust the sensitivity curve of the Move and Turn controls, first highlight the curve graph in the upper right corner of the Controls menu screen by using the **arrow keys**, then press the **Enter** key to select it. The arrow keys will then let you scroll through the list of controls that can be adjusted. When the control you wish to change is displayed in the curve graph, press **Enter** then use the arrow keys to highlight the **Neutral**, **Curve**, or **Gain** sliders. Press **Enter** to access the slider and use the **arrow keys** to adjust the slider. Press **Enter** to set the adjustment.

The start of the curve indicates the behavior of the control's "attack." If the curve is a straight line from lower left corner to upper right corner, the control will be linear. If the curve starts out straight up flat along the vertical Output axis, the attack will be very fast, very sensitive, and your response will jump when you access that direction or movement. If the curve starts out straight right flat along the horizontal Input axis, the response will lag when you access that direction or movement.

Options Menu

To change an option, navigate with the **arrow keys** then press **Enter** to access the option. Use the arrow keys again to make adjustments and then press **Enter** to confirm the change. Return to the Main menu by choosing **OK** and pressing **Enter**, or just by pressing **Esc**.

Music Volume

Adjust the level for the game's music.

SFX Volume

Adjusts the level for the game's sound effects.

SFX Channels

Selects the number of sound effects that can be played simultaneously (between 4 and 64).

Graphic Detail

Five different levels of graphic detail are provided. The higher the graphic detail, the slower the frame rate. The following suggestions represent a good starting point:

- Pentium 166 MHz and lower complexity 1
- Pentium 200-233 MHz complexity 2
- Pentium II 233-266 MHz complexity 3
- Pentium II 300-350 MHz complexity 4
- Pentium II 400 MHz or higher complexity 5

See Performance Tips in the online manual for more information.

Fog Distance

Adjust the fog distance for the current environment.
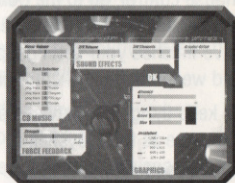
Fog Color

Adjust the red, green, and blue components of the fog color. This tuning is provided for the fun of experimentation. Every time a game restarts, the default values are put back in place.

Resolution

Adjust the horizontal/vertical resolution of the game. If your hardware supports 800 x 600 or higher resolutions, you can select it here.

Track Selection

Barrage provides a mechanism to modify the CD track selection that is being played with each environment. This way, you can play any of our soundtracks with any environment or even put your favorite CD in the CD tray, and customize your experience even more. Under Track Selection is a box for CD program choice number 1-5. For each of the five CDs, you can select which track number to play during each environment of *Barrage*. To reload and restart a game, you must insert the Barrage CD back into the CD tray.

Force Feedback

If your joystick supports force feedback, you can adjust its reaction here. If it does not, this knob does not have any effect. *Barrage* implements feedback in various circumstances: under-water dynamics, steering resistance function of speed, bouncing and friction on objects, and close explosions.

In the 0 position the joystick follows all your movements with no resistance and no force feed-back effect is being sent. In the active range (right half), the force feedback effects are sent to the joystick, with a strength proportional to the distance from the center. In the passive range (left half), no force feedback effect is sent, but the feedback mechanism is used to adjust the strength of the re-centering spring for the x/y axis. If you are not interested in force feedback effects, you may still take advantage of this feature to tune your response in a much more precise way than with a conventional joystick. You may also want to turn force feedback off (0 position or passive), to get an optimal performance.

Gamma Control

To adjust Gamma Control, consult the manual of your 3D graphics card and follow the directions for adjusting Gamma or Brightness.

Heads Up Display (HUD) – Single Player

The HUD contains a lot of very useful information, but if you wish to play at maximum frames per second, you can use the toggle HUD control to choose between four levels of HUD detail. Default is a full HUD. That includes score, crosshairs, enemy targeting, countdown timer, active weapons, overhead radar/compass, shield status, and throttle/speed indicator. Second toggle choice is no HUD. Third toggle choice includes score, crosshairs, and enemy targeting. Fourth toggle choice includes score, crosshairs, enemy targeting, countdown timer, active weapons, and overhead radar/compass.

Score

A positive score is registered for each target destroyed and cumulatively displayed top left. The numerical value of each target varies based on difficulty level of play and challenge level of enemy. Your total score is calculated after you have successfully cleared the level. Your time remaining is converted to score based on your difficulty setting.

Targeting

Most active enemies within range are tracked for missile intercept. Tracking will frame targets even through obstacles and land features, but targets cannot be destroyed without line of sight upon launch except by the Plasma weapon. Target lock occurs on the target closest to center. Launched missiles will attempt to intercept locked targets.

Time Countdown

The Countdown Timer is displayed lower left. Each environment has a set time limit that can be added to by flying through power-ups. It is automatically updated after shield burnout (time deducted) and power-up acquisition (time added). Left over time is converted to score, so the more time left on the Countdown Timer when you fly through the portal and the higher the difficulty level you are playing, the higher your score.

Active Weapons

Two weapons are active at a time. They are employed by firing Weapon One or firing Weapon Two. The current weapons are displayed above (Weapon One) and below (Weapon Two) the center crosshairs. To access additional weapons, once acquired, use the **Weapon Select One** and **Weapon Select Two** controls. Weapon Select One toggles through Cannon, Laser, and Booster. Weapon Select Two toggles through Missile, Plasma, and Nuke.

Shield Strength

Shield Strength is displayed in the green arc on the left center of the screen. Shields will absorb contact shock from collisions and repair damage from conventional weapons. As shield strength is diminished, the green becomes transparent starting at the top, then turns to orange, then red as you reach the critical point. If shield strength falls below minimum, the vehicle will plummet to the ground and flounder momentarily. Displays will red out while power is used to raise shields and make damage repairs. This additional power consumption is reflected in a time deduction.

Radar/Compass

The overhead view radar representation, located lower right, displays ground, air, and water based enemies (green & blue markers); incoming missiles (red markers); and incoming nukes (white markers) that are within close range. Long range enemies are represented by black markers around the radar perimeter. The display rotates with the player's orientation keeping the player's position centered at all times. The real-time compass surrounds the radar.

Throttle/Speed Indicator

The quarter arc in the upper right of the screen performs two functions. On the inner arc is a throttle indicator. On the outer arc is a forward speed indicator. The red zone is active only when you use the throttle booster. This feature is not active in Prairie or Canyon but arrives later in the game in environments where you really need it.

Status Display

Periodically displayed in the upper right corner is the number of goals or targets remaining in the environment and details about them.

Game Description

Prairie Environment

4:00 minute countdown plus 0:50 seconds possible bonus time
Mission: Locate and fly through the five red floating power buoys to deactivate them, add time to your Freelancer operation time remaining, and access the escape portal. Defeat the portal defense system and fly through it before the countdown clock runs out.

Tunnel Environment

1:30 minute countdown plus 26:30 minutes possible bonus time
Mission: Race to the end of the tunnel and destroy the anti-gravity bi-linear isotropic flux generator. When the portal appears, fly into it

Canyon Environment

10:00 minute countdown plus 5:25 minutes possible bonus time
Mission: Locate and destroy all military targets. The final military target emerges when you have cleared the environment of all other military targets. Take out the final target to access the portal. Fly through the portal.

Chicago Environment

15:00 minute countdown plus 2:00 minutes possible bonus time
Mission: Destroy the flashing red and blue illegal rogue police units that have taken over Chicago. The portal appears after the final Police Unit is defeated. Fly through the portal.
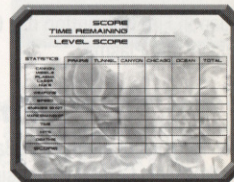
Water Environment

14:00 minute countdown plus 13:00 minutes possible bonus time
Mission: Recover the parts of the nuclear weapon, infiltrate the evil island, and destroy the super weapon. Fly through the portal.

Game Stats

After a level has been completed successfully, the player's statistics will be displayed on the Statistics screen. It details the number of times each weapon has been fired and the total for all weapons, the player's average speed, the number of enemies shot, the shot accuracy percentage, the time required to complete the level, the number of hits sustained, the number of "deaths" sustained, and the final score.

Freelancer 550

Flight Dynamics

The Freelancer 550 is auto stabilized and will not turn upside down. Degree of banking is determined by speed and sharpness of turns.

Shield

At full strength, the shield will absorb contact shock from collisions and repair damage from weapons. If the shield falls below minimum, the vehicle crashes to earth and the display is

momentarily red. Power is consumed to repair shields, diminishing vehicle operation time. Any time left over after entering the portal is converted to score, so rack up the highest score by blasting everything in the shortest amount of time!

Weapons

The Cannon and Laser shoot straight and have a longer range than Missiles. Launched Missiles go after the tracked enemy that has target lock. Target lock occurs on the target within range closest to center. Plasma is a short range weapon but inflicts heavy damage and can penetrate through objects. Conventional weapons are slowed down by water: Plasma and the Laser are unaffected. The Booster allows you to go a lot faster. It's then easier to avoid missiles, but harder to fly. The Nuke weapon comes in five separate parts. Once acquired, it must be used carefully. If detonated too close, you'll kill yourself.

Weapon Fire One button has Cannon, Laser, Nuke, and Booster. Weapon Fire Two button has Missile and Plasma.

Enemies

The 16 types of enemies in Barrage have different strengths and weaknesses. Carefully choosing which weapon to use to combat each is important. Enemies react to you based on several factors including the Level of Difficulty selected and how aggressive you acts. Some enemies can employ multiple weapons and some evolve over the course of the game into more powerful versions of themselves.

Hall of Fame

There are 999 possible entries in the Hall of Fame. To read the Hall of Fame entries for the current environment, scroll up/down using the **arrow keys** or the **joystick**. To read Hall of Fame

18
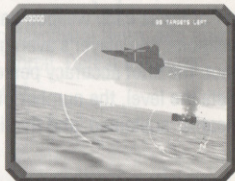
entries in another environment, scroll sideways using the **arrow keys** or **joystick**. To reset the Hall of Fame to blank settings, delete the hof.dat in the junk directory.

Multiplayer

To play against other players in *Barrage*, select the **Network Game** option in the Main menu. You must have the Barrage CD in the CD tray to play.

Structure

The biggest difference in playing multiplayer as compared to single player is in weapon management. In multiplayer, weapons, ammunition, and shield strength are acquired by flying through bonus power-ups. The HUD will constantly update weapon/ammunition/shield status and each player's score.

Status

Updates about the player's weapons and ammunition are displayed at the bottom left corner of the screen. Next to the type of each weapon is the corresponding amount of ammunition the player has acquired and then the maximum amount that a player can have in stock at one time. For example: Missile 22 - 50 indicates that for the Missile Launcher weapon, the player has acquired 22 out of 50 maximum possible Missiles. If the letters are displayed in bright green, this indicates that the player has acquired the weapon and can use it. If the letters are displayed in dark green, this indicates that the player does not yet have the weapon but can still pick up ammunition.

Score

One point is received for each kill. If you kill yourself, which is possible if you deploy a Nuke too closely, you lose one point. At the end of a match, there is a summary screen that displays the number of times a player killed and was killed.

19
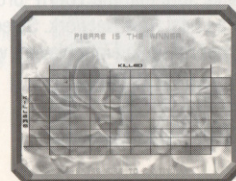
Connection

Barrage supports up to eight players and is compatible with all the protocols supported by DirectPlay.

- TCP/IP Internet
- TCP/IP LAN
- IPX LAN
- Modem to modem connection
- Serial connection

TCP/IP Internet

Using an online service like Microsoft Gaming Zone is a convenient way to play on the Internet. Check the online manual for more details. Go to www.activision.com for the most recent online services supporting *Barrage*. Experienced players can bypass the use of an online service, but they need to know their IP address. See the Playing *Barrage* on the Internet Without an Online Service section for details.

Both Internet connection methods support eight players. When connected to the Internet with a 28.8 Kbps modem, you may want to limit yourself to sessions of four players. *Barrage* uses sophisticated algorithms to ensure an optimal multiplayer experience through smoothing and prediction. However, if the Internet is jammed and you only receive one packet per minute, the vehicles of your opponents may show erratic behavior! If the symptom persists, try avoiding rush hour on the Internet.

TCP/IP LAN

Make sure that the TCP/IP protocol is installed on your machine, and that you are connected to a Local Area Network. Select the TCP/IP protocol on the connection screen. This method supports up to eight players with no restriction.

IPX LAN

Make sure that the IPX protocol is installed on your machine, and that you are connected to a Local Area Network. Select the IPX protocol on the connection screen. This method supports up to eight players with no restriction.

Modem

Make sure that your modem is correctly configured. Select the Modem choice on the connection screen. Since you can only call one person at a time, this method is limited to two players.

Serial

You need to connect two computers through com ports with a null modem cable. Select the Serial choice on the connection screen. By nature, this method can only support two players. You have to make sure that the connection parameters are the same on both sides (baud rate, bit start, bit stop, parity, etc.).

Starting a Multiplayer Game

On the same screen as the connection methods, fill in the **Player Name** box. This name will identify you to other players. Then you can either Join an Existing Game or Start a New Game. The player who starts a new game is the host, the other players being the guests. The host decides the parameters of a game such as the type of weapons allowed, the duration of the game, and also assigns players to teams in Team mode. The host then chooses the type of connection (IPX, TCP/IP, etc.) and gives a name to the session. Once a New Game is created, other players can join by selecting that session in the list of games.

A screen with the list of available game parameters appears. But the host is the only one who can modify them. Guests can consult this list of parameters, since it is updated as the host makes choices.
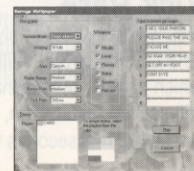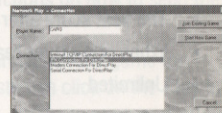
Session Mode

A game can be played either in Death Match, where everybody plays individually , or in Team mode. In Team, the host can assemble teams from the list of players that have already joined. The team creation happens in the bottom portion of the screen, and is very flexible. You can have two teams of two players, or four teams of two players, or one team of two players, and three teams of one player, etc. If a player is much better than his or her opponents, he or she can face all of them at once. You could then have one team of one player, and another team of seven. Don't try this unless you are an ace, or a masochist, or both! The host assigns teams by clicking on a name then on the color corresponding to a team. The same colors will be used in the game to display the score of each team.

Winning

The host also decides the criteria used to declare a winner.

- The best score after 5:00 minutes, 10:00 minutes, 20:00 minutes, or 30:00 minutes
- When one player reaches 10 kills, 20 kills, 30 kills, 50 kills, 75 kills, or 100 kills
- Unlimited

Bonus Rate

This window selects the rate at which bonuses reappear in the game: Slow, Medium, or Fast. In a match with slow bonus rate, it is important to use weapons sparingly since new ammunition does not show up very often. If you just want to blast and not think too much, select Fast!

Tick Rate

This window should only be modified in cases of an extremely bad Internet connection. The default value of 300 milliseconds is fine in most cases. The tick rate controls the frequency at which packets of information are sent between machines. If you set it to 500 milliseconds, you will use less bandwidth, and possibly get a better result. If bandwidth is really good, you can run at 100 milliseconds to have a faster running game.

Weapon and Ammunition Power-Ups

The host can choose all the weapons that will be authorized during a game with the exception of Cannon which is always active. By default all the weapons are authorized, but some alternatives like Cannon Only are really worth investigating. After a player has died, he leaves behind a brown box containing one half of his acquired ammunition that can be picked up by any other player.

Levels

The Host selects which environment to play. Prairie, Canyon, Chicago, Ocean, and Falls are available for multiplayer.

Pre-Recording Messages

Up to nine messages can be typed into the top left corner of the game parameter screen that can be sent to other players during the game. See below for instructions on how to send these messages.

When the host is satisfied with the game parameters, he or she can launch the game for everybody by clicking on the **Play** button. After a brief pause, guests can click on the **Play** button to enter the game.

The match will continue until somebody wins, or everybody leaves.

Note: A player can join an existing game session at any time. However, this functionality is not supported under Microsoft Gaming Zone™.

To Send a Pre-Recorded Message During the Game
Select the number of the player you wish to send a message to from the list at the top right corner of the screen. Select **0** for everyone. Select the number of the pre-recorded message you wish to send (**1-9**). Displayed text will confirm that the message has been sent.

To Send a Live Message During the Game

Select the number of the player you wish to send a message to from the list at the top right corner of the screen. Select **0** for everyone. Then press **F1**. Type the message and press **Enter**.

Playing Barrage on the Microsoft Gaming Zone™

See the online manual for Zone information.

Playing Barrage on the Internet Without an Online Service

This method requires a bit more technical knowledge and you must already know the other players who will play with you, since you cannot use the online service as a hub. We will now go through the steps required to connect for both the host and the guest(s).

To Connect the Host

Connect to the Internet with your favorite browser (Netscape, Internet Explorer, etc.). Determine your IP address. This number is usually assigned to you dynamically every time you connect. You can use the IP Configuration Viewer from Windows, or type WINIPCFG from Windows or a DOS box. Give this IP address to anybody that you want to join (by e-mail or phone). Run *Barrage*, select **Network Game**, and host a **TCP/IP** session. When the parameters screen appears, and you can proceed as for a regular session.

To Connect Guest(s)

Get the IP address from the host that you want to join. Run *Barrage*, select **Network Game**, and join an existing TCP/IP session. When prompted, fill in the host's IP address. Proceed as for a regular session.

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Mango Grits Credits

Michel Royer	Spencer Levy	Pierre Schiro	Joan Wood
Technical Director	Art Director Lead	Programmer	President
Game Design	3D Art	Game Design	Whatever It Takes
Sound Design	2D Art	Gameplay Tuning	Anything Else
Programming	Game Design	Programming	That Too

Significant Others

Gemini Technology OpenGVS Support
Dale Stimson, John Archdeacon, Daniel Bybee, Tony Sawyer, Charlene Bolta

D3D Support Programming
Daniel Bybee

Multi-Player DirectPlay Interface Programming
Jean-Luc Brouillet

Video Lighting & Canyon Acting
Steven L. Reynolds

Mango Grits Game Testers
Lord Kurt Adkins, Len "Linzord" Akers, Dylan Bradford

Rush Compatibility Testers
Dave Stewart, Sean Hall

Two Level Version Manual Translators
Tomas Buteler, Jesper Bengtson, Hannes Erven, Johannes Spielmann

Music
George Englund, Nick South

Story	Intro
Flint Dille	Spencer Levy

Voice Acting
Zook Norman, Ross Smith, Gary Tarolli, Scott Sellars (SST)

Chief Squidmeister & Rutabaga Engineer
Ross Q. Smith

Activision Credits

Associate Product Manager
Barbara Matias Haynes

Associate Producer
John Cibulski

Documentation
Belinda M. Van Sickle

Installer
Jeff Matsushita

25

Localizations
Sandi Isaacs, Jonathan Eubanks

Quality Assurance

Sr. Project Lead
Tim Vanlaw

Project Lead
Doug Jacobs

Associate Project Lead
Tanya Langston

Testers
Chris Toft, Sam Nouriani

Compatibility Team
John Fritts, Jennifer Oneal

Thanks
Bill Anker, Graham Fuchs, Brad Crystal, Peter Karpas, Michael Schwartz, David Vonderhaar, Monica Loya, Mark Chuberka, Kevin Gliner, Andrea Tedeschi, Ryan Moos, Dave Arnspiger, Bob Jensen, Adam Goldberg, David Silverman

Above and Beyond the call of duty…
Ross Smith, Daniel Bybee, Dale Stimson, Stefanie Henning, Mark Anderson, John Cibulski.

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The good folks at: Quantum3D, Inc., 3Dfx Interactive, Inc., Gemini Technology Corporation, Intel Corporation, Palomar Pictures, Jesler Enterprises, MultiGen, Inc., NetSales and Activision.

Various members of the press who have enthusiastically supported us and the multitude of publishers who came and looked and left (actually, just the ones who bought us lunch).

Hardware
3Dfx Interactive, Inc., Quantum3D, Inc., Intel Corporation, Silicon Graphics, Inc., SpaceTec IMC Corporation, Logitech, Inc., Diamond Multimedia Systems, Inc., Microsoft Game Devices, NVidia, Matrox, ATI.

Software
OpenGVS (our scene management API and the only way that four people, no matter how swell we may be, could have pulled off a whole game http://www.opengvs.com), 3DStudio Max, Photoshop, MultiGen II, Cool Edit.

PROBLEM	SOLUTION
Program won't install	You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.
Game doesn't start	This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.
Movies don't play properly	• Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600Kbps (a quad-speed drive). • You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. *Barrage* requires a minimum of 32 MB. • Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running *Barrage*.
Game freezes	• Make sure your computer has a minimum of 32 MB of RAM. • Make sure you are using Windows 95/98 with the latest 32-bit drivers for all your peripheral devices.
No sound, partial sound, or no voices or sound effects	• Make sure you have a 100% Windows 95 (Sound Blaster) compatible sound card in your computer. • Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. • Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card. • Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows to be sure all is correct. See your card's manual and your Windows manual for details.
Game too slow	• Make sure you are running *Barrage* on a Pentium 166 or higher system. The game will not run on a Pentium 133 or lower system. • Make sure you have no other applications running in the background.

Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. Pentium 133)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

Activision Online: Forums, E-Mail, and File Library Support

*   Internet: support@activision.com or http://www.activision.com
*   America Online: Use keyword Activision to locate the Activision forum.
*   CompuServe: 76004,2122 or [GO ACTIVISION]
*   Activision BBS: (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Note: Support for the multiplayer component of this game is handled online only.

In the U.S.

Fax	(310) 255-2151, 24 hours a day
Fax Back	(310) 255-2153, 24 hours a day
Mail	Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067
Phone	Call our 24-hour voice-mail system for answers to our most frequently asked questions

at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

In Australia and the U.K.

For Technical Support: In Australia, please call 1902 962 000.
In the U.K., please call 0990 143 525.

If you have any comments, questions or suggestions about this game, or any other Activision product, you can contact us in the U.K. at 01895 456 700 between the hours of 1:00 p.m. and 5:00 p.m. (U.K. time) Monday through Friday, with the exception of holidays.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision online. (Please note that online support is available in English only.)

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