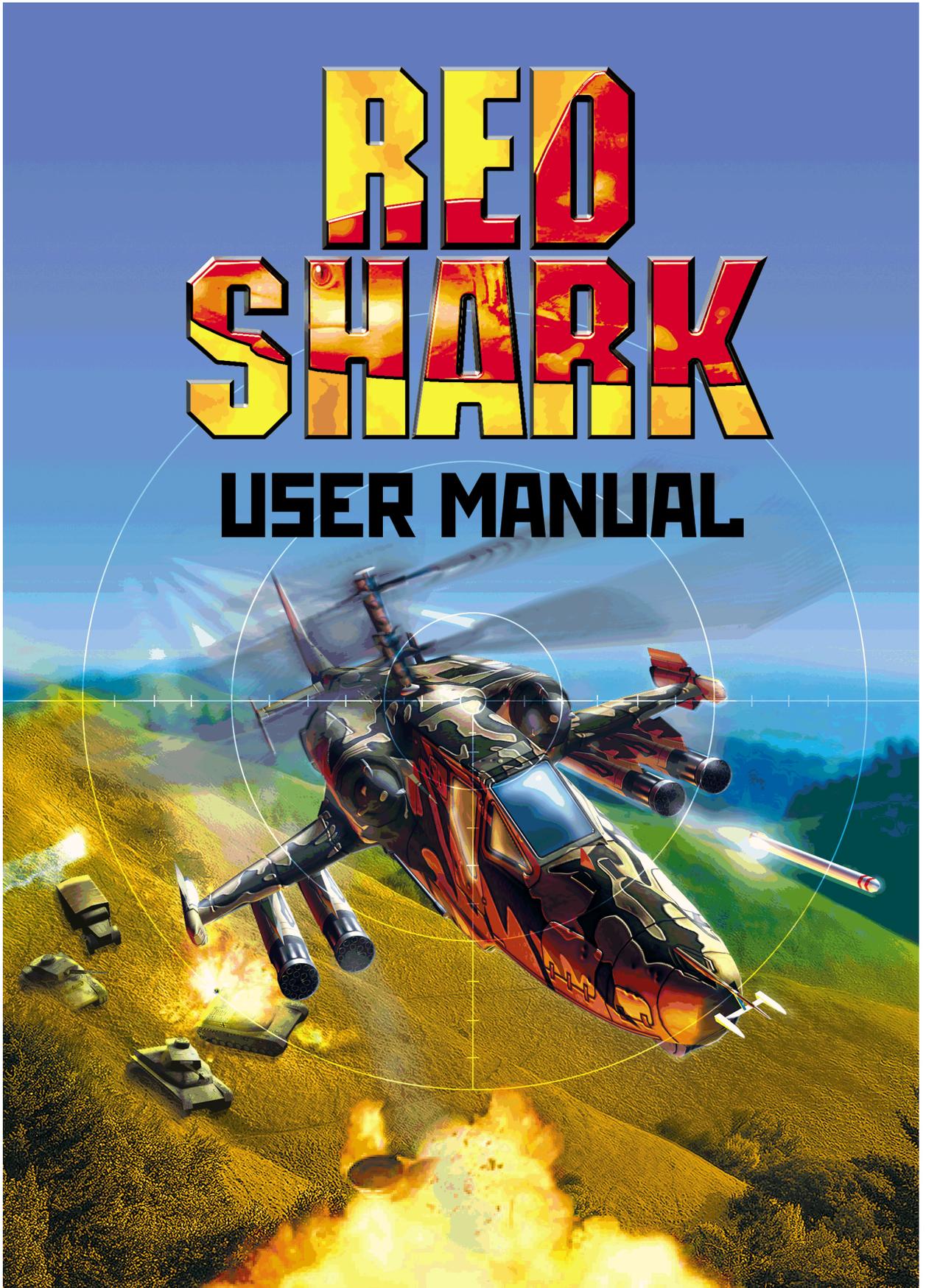


# RED SHARK

## USER MANUAL



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# 1 Introduction

*In 2010, scientists, working in top secret Russian laboratories succeeded in developing a fully functional model of time machine. Using this device they could send various objects and even human beings back in time.*

*In 2011 a secret "Red Shark" project was launched closely supervised and guarded by Russian secret services. The purpose of this project was to accomplish the so-called "controlled correction" of history. World War II period was selected as a test ground. Historians provided data as to what historical events had disastrous consequences while military developed strategies on how to modify those events to achieve desired results.*

*The instrument used to effect the changes is the latest attack helicopter, which is sent back in time on special missions. This state-of-the-art attack helicopter is indeed a very formidable war machine back in the 1940s. Whatever its capabilities though, the helicopter has to fight alone against an army of enemy military machines and troops.*

*Only a well-trained pilot who is willing to risk his life can accomplish those missions.*

*Are you ready to take that risk?*

Man was always enchanted by the idea of flying. Perhaps, there isn't a child living who does not dream of soaring up in the sky. As we grow older, some of us lose some of our yearning to fly, others, on the contrary, begin to feel it more acutely, but what unites us all is that we end up wishing not only to fly, but to fly with a heavy machine gun at the ready. As we struggle to realize our dream, we encounter a lot of almost insuperable obstacles: military service, training in a flight school, dire shortage of used helicopter gunships that one can buy for one's personal use and poor financing of our national Airforce. No wonder only very few of us ever succeed in making the dream come true.

In creating this game, we tried to make you feel like a military helicopter pilot feels without the accompanying bother of studying rotocraft control theory or enemy aircraft engagement manuals. Our purpose was to make a simulator, which simulates not enormously complicated flight physics but a sense of enjoyment and exhilaration you get from flying a well-armed and beautiful (which is of no little significance) state-of-the-art attack helicopter. How successful we've been in this is for you to decide.

## 2 System requirements

- 2<sup>nd</sup> generation video card is required. 1<sup>st</sup> generation video cards are not supported.
- Picture quality with VOODOO 3 card will be somewhat inferior as compared to that of other video cards.
- S3 Trio 3D and S3 Virge video cards are not supported.

Operating system: Microsoft Windows 98/Me/2000  
CPU: Intel Celeron 350,  
Intel Pentium III 500 recommended  
RAM: 64 MB, 128 MB recommended  
Video: DirectX-compatible video-card,  
nVidia Riva TNT 16MB or equal,  
nVidia Riva TNT 2 32MB or equal recommended  
Free space on hard disk: 320 MB, 450 MB recommended  
Sound: DirectX-compatible sound card  
CD-ROM: 8x  
Microsoft DirectX 7.0 or higher  
Game control: keyboard, mouse

The game may not run with CD-R, CD-RW, DVD-ROM.

The game has been successfully tested with the following video cards/drivers:

nVidia Riva TNT; Windows 9x/Me: Windows 2000:  
<http://www.nvidia.com/view.asp?PAGE=drivers>

nVidia Riva TNT2; Windows 9x/Me: Reference detonator 21.81; Windows 2000:  
<http://www.nvidia.com/view.asp?PAGE=drivers>

nVidia GeForce 256; Windows 9x/Me: Windows 2000:  
<http://www.nvidia.com/view.asp?PAGE=drivers>

nVidia GeForce MX / nVidia GeForce 2 GTS; Windows 9x/Me: Reference WHQL detonator 14.10  
Windows 2000: Reference WHQL detonator 14.10  
<http://www.nvidia.com/view.asp?PAGE=drivers>

ATI Radeon; Windows 9x/Me: Windows 2000: ATI driver 5.13.01.3281  
<http://support.atitech.ca/drivers/drivers.html>

3Dfx Voodoo 5 5500; Windows 9x/Me: Windows 2000: 3DFx WHQL driver 1.04.00  
<http://www.3dfx.com/downloads.htm>

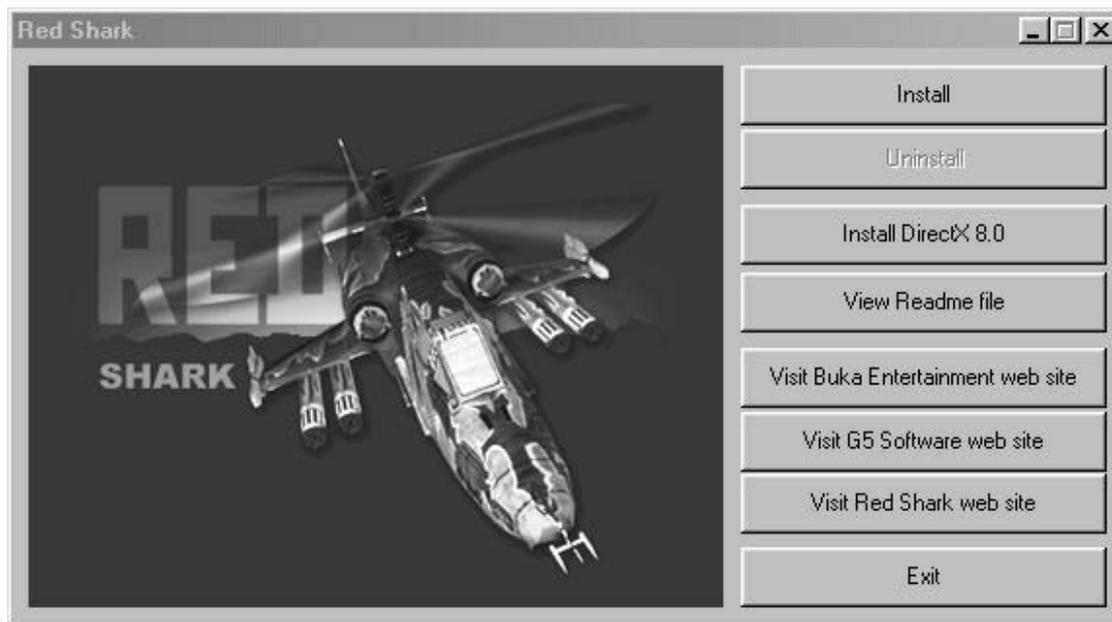
3Dfx Voodoo 3 3000; Windows 9x/Me: Windows 2000: 3DFx WHQL driver 1.07.00  
<http://www.3dfx.com/downloads.htm>

Matrox G400; Windows 9x/Me: Windows 2000:  
<http://www.matrox.com/mga/drivers/home.htm>

### 3 Game installation / uninstallation

Before proceeding with installation, make sure that your system meets the minimum system requirements and there is enough free space on your hard disk.

To install the game, insert the Red Shark compact disc into your CD-ROM drive. If your computer supports the Autostart function, the setup menu will appear. If there is no setup menu, you will have to start the setup program manually. Just click My Computer icon on your Windows desktop and then click the CD-ROM drive button so that the setup menu appears. (Fig. 1).

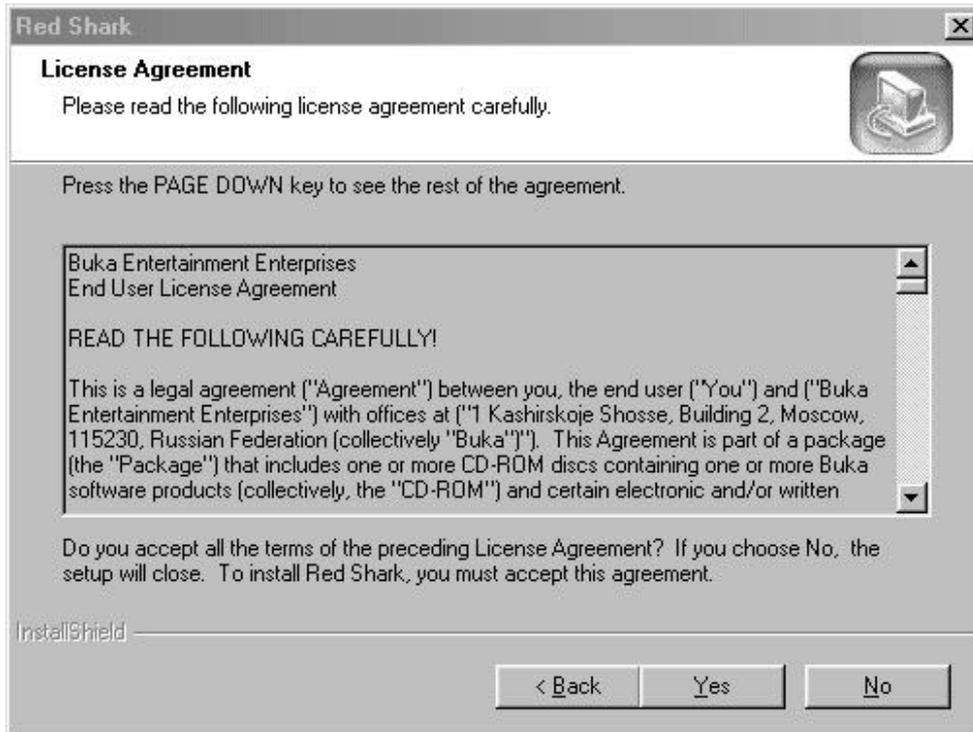


*Fig.1. Red Shark setup program dialog and menu*

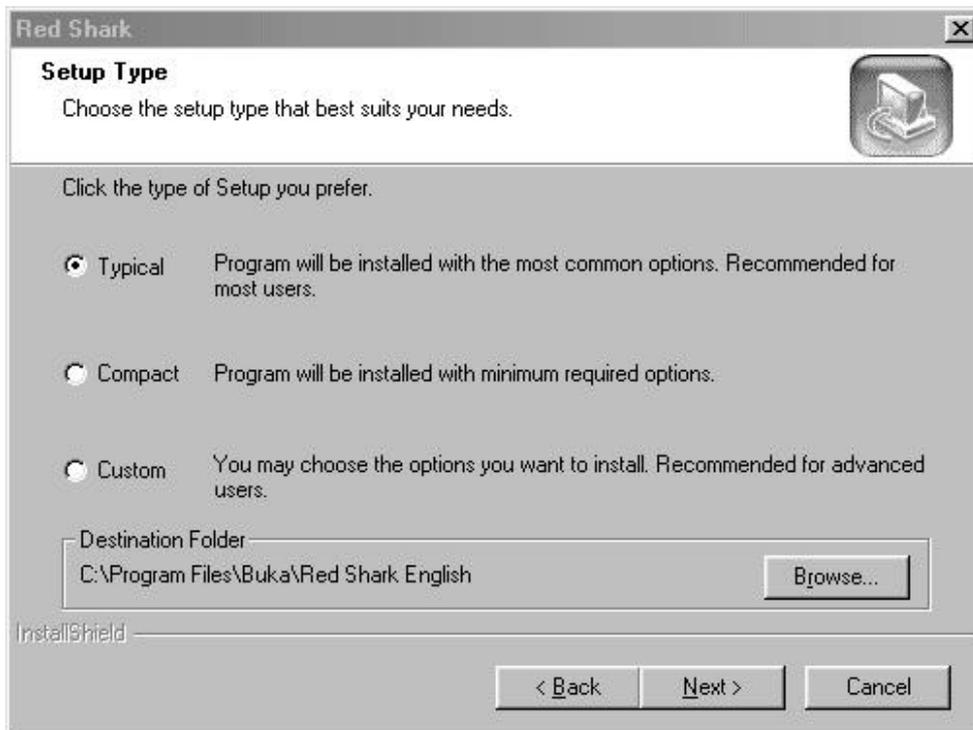
There are the following items in the setup program:

#### **3.1 Installation**

When you click the Install button, the InstallShield® Wizard program starts that will copy the game to your hard disk. First, the program offers to install Red Shark on your hard disk. If you agree, click the Next button. After that, the License Agreement window appears (Fig. 2). To install the game you must agree to all the conditions of this License Agreement. Read the text carefully and click Yes if you do agree. Then the program offers to choose the type of installation and name of the folder where you wish the game installed (Fig. 3). We recommend "Standard" installation.



*Fig. 2. License agreement*



*Fig. 3. Choosing installation type and folder*

### 3.1.1 Standard

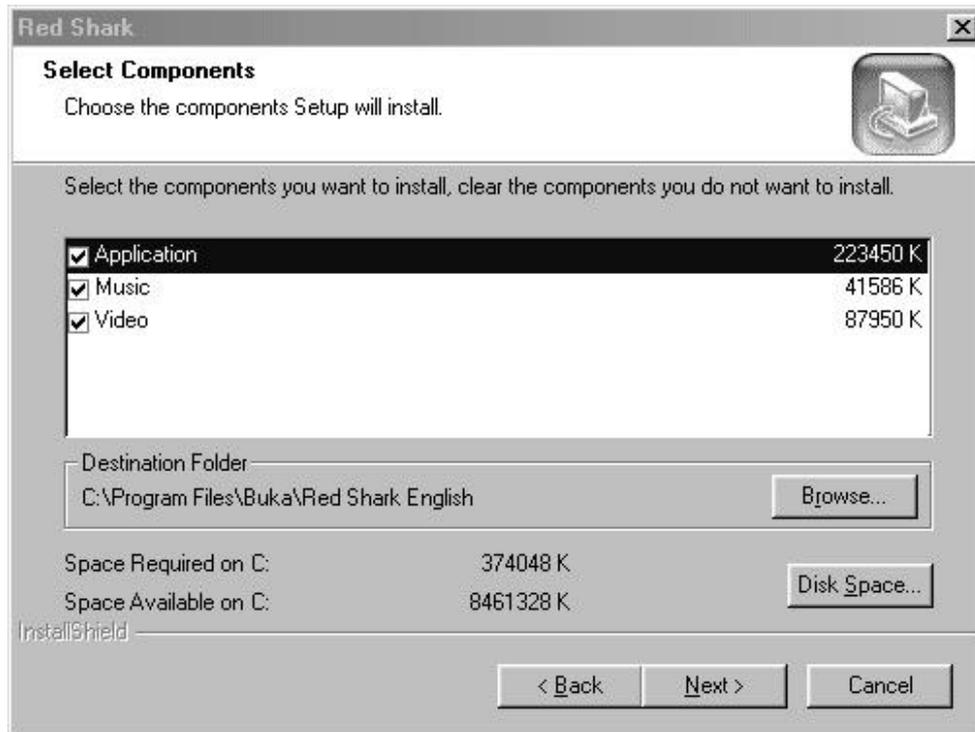
Only code and music are installed. Video clips are played from the compact disc.

### 3.1.2 Minimum

Only game code is installed. Video and music are played from the compact disc.

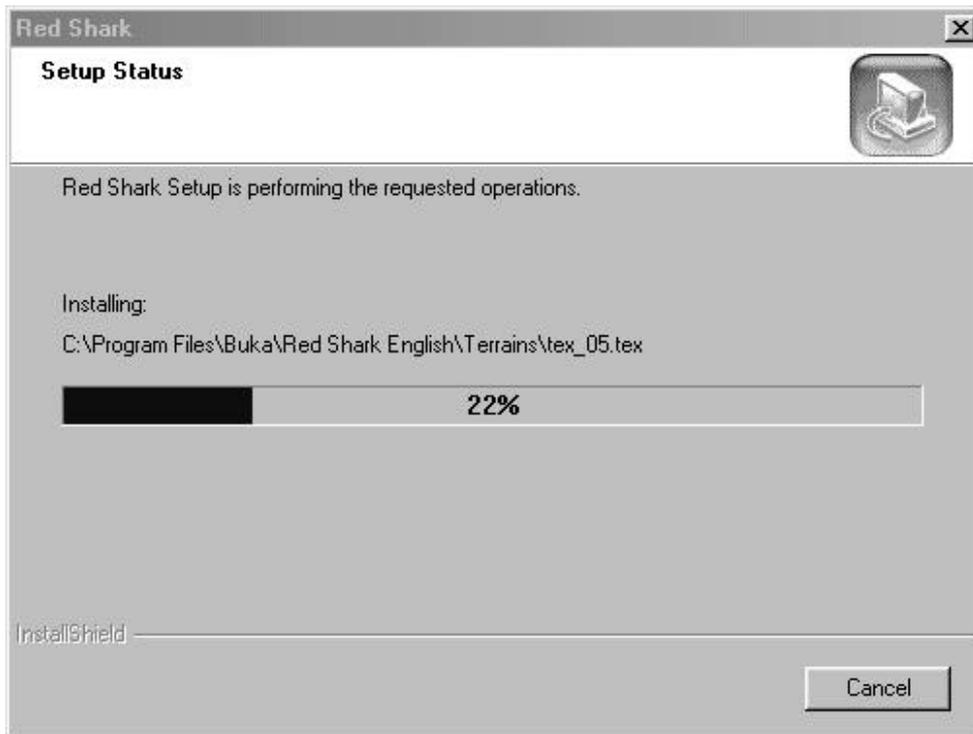
### 3.1.3 Custom

Using this option you may choose which of the components to install, the rest will be played from the compact disc.

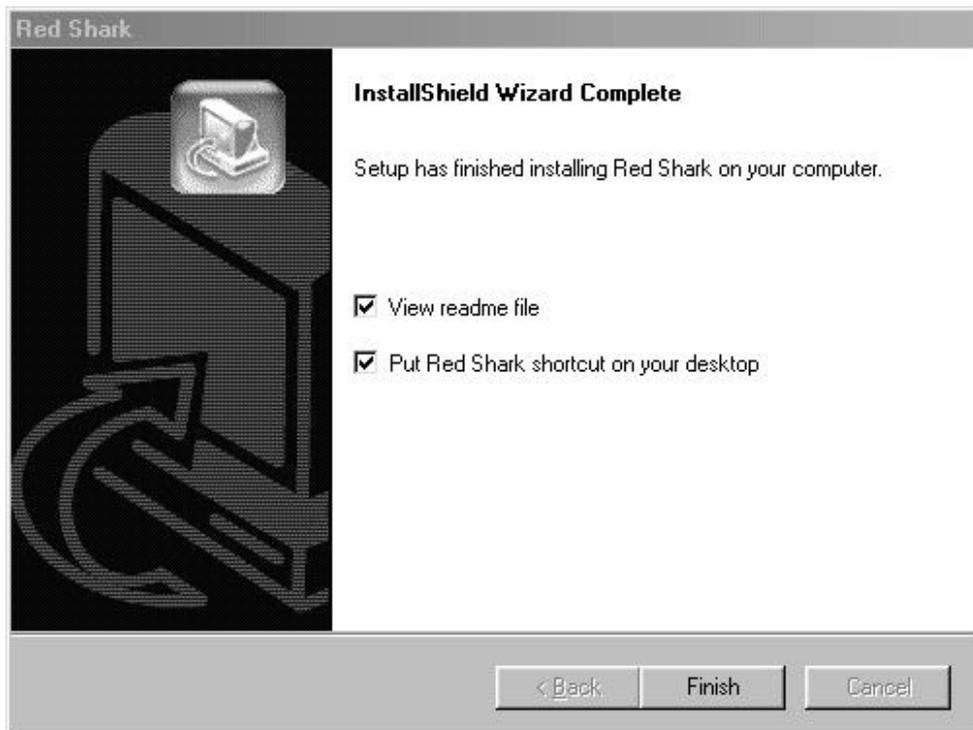


*Fig. 4. Custom installation menu*

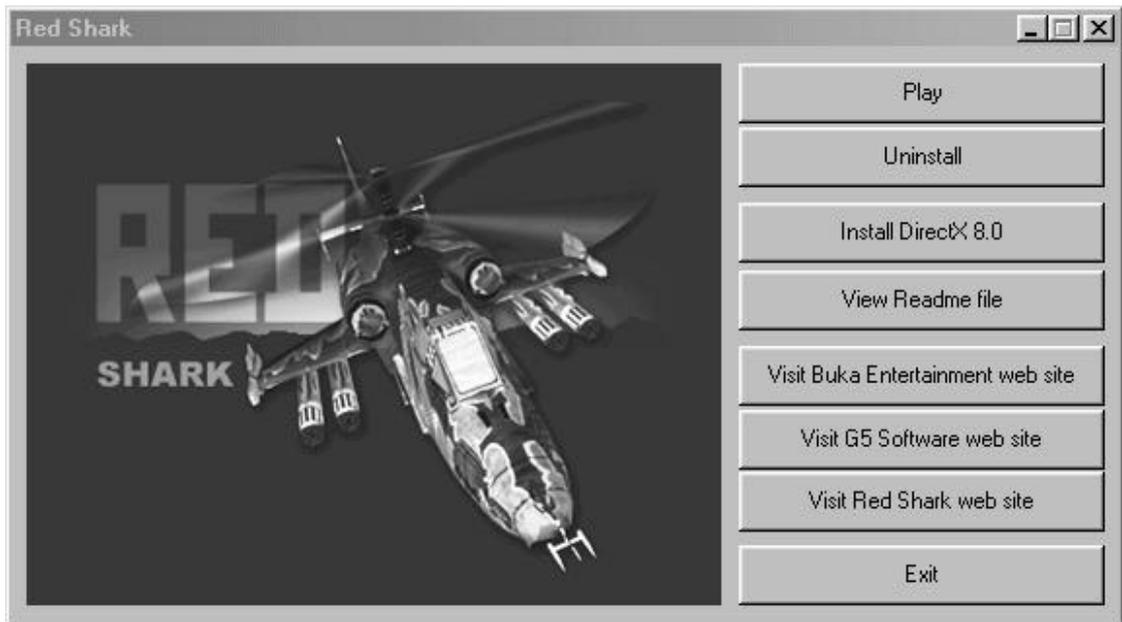
After specifying installation type and folder, click **Next**. A file copying window appears on the screen and the program starts to copy the files on your hard disk (Fig. 5). You can stop the process at any moment by clicking **Cancel**. When the copying is finished, the program informs you that the installation has been completed and offers to read the Readme file (Fig. 6). This file contains the latest information concerning game installation and starting which has not yet been reflected in this manual and we strongly recommend you to read this file. When you click **Done**, the Readme file opens and on the screen once again appears installation program dialog and menu. **Start** and **Remove** buttons in this menu are now available for use (Fig. 7).



*Fig. 5. Copying the files on your hard disk*



*Fig. 6. File copying is finished. You must read the Readme file before completing the installation.*



*Fig.7. Red Shark installation program dialog and menu after installation of the game.*

### **3.2 Start**

This menu item becomes available after game installation. Click Start to start the game.

### **3.3 Remove**

This menu item becomes available after game installation. Click Remove to remove previously installed game from your hard disk.

### **3.4 Set up DirectX 8.0**

For the game to work properly you must have a Microsoft DirectX 7.0 or later version on your computer. If you do not have this program or have an older version, you must use this menu item to set up Microsoft DirectX 8.0

### **3.5 View readme file**

Using this item you can view the Readme file containing the latest information about the game, which has not yet been included in this manual.

### **3.6 Buka web-site**

If your computer has an Internet connection, you may visit the web-site of Buka – publisher of Red Shark.

### **3.7 G5 Software web-site**

If you have access to the Internet you may visit the web-site of G5 Software – developer of Red Shark.

### **3.8 Red Shark web-site**

If you have access to the Internet, you may visit the official Red Shark site where you may get all the latest information and news as well as communicate with other players of this game and contact its developers.

### **3.9 Exit**

Use this item to leave the installation program and postpone the installation until a later time.

## **4 Menu**

Anywhere in the menu the only function of the Back button is return to the previous menu section.

### **4.1 Main menu**

#### **4.1.1 Start the game!**

##### ***Select a mission***

This tree menu is used to select a mission. Right after game installation, only one – root mission is available. As you walk through the game, other missions will be opening to you. The available missions are illuminated and become even more brightly lit when you point at them. To select a mission, click its name.

The successful missions are marked with a sign showing the level of difficulty a particular mission was implemented at. When you successfully complete all the missions, you'll probably be decorated for your prowess depending on how difficult your missions were. Your decorations will be displayed in the left upper corner of the mission selection screen together with the current difficulty level, which you may change using the game settings menu.

## **Mission briefing screen**



*Mission briefing screen*

### **Mission description**

Here you can read a detailed description of the mission you are about to embark upon. We strongly recommend you to do this each time before you start a new mission.

### **Mission objectives**

Here you can learn about mission objectives. To accomplish a mission and get access to the next missions, you must achieve all the objectives listed here.

### **Additional objectives**

In this section you can learn about additional mission objectives. Mission success does not depend on whether or not you achieve these additional objectives – you may successfully walk through the game without ever attaining a single of the additional objectives.

### **Implement**

Click this button to implement a mission.

## 4.1.2 Settings

### **Game**

#### *Difficulty*

Changes game difficulty level. You may select one of four levels of difficulty: "Easy", "Normal", "Difficult" or "Nightmare".

### **Video**

#### *Select Video Device*

If you have two video cards in your computer, here you can choose one of them.

#### *Select Video Mode*

Here you can select a required video mode.

#### *Brightness*

Using this slider, you can adjust picture brightness.

#### *Forest rendering details*

Using this control, you can adjust forest rendering details. Left position of the slider means minimum of details. Higher details require more powerful computer system.

#### *Terrain rendering quality*

Using this control, you can adjust terrain rendering quality. Left position of the regulator means the lowest quality. Higher quality requires more capable computer system.

#### *Ok*

Apply all the changes, you have made in the video settings and return to previous menu.

#### *Cancel*

Discard all the changes you have made in the video settings and return to previous menu.

### **Sound**

#### *Sound Volume*

Using this control, you can adjust sound volume.

### **Game control**

#### *Select control device*

Here you can choose a game control device you prefer. The default control device is mouse, but you can change it for a joystick if you have one.

#### *Movement*

Here you can set up helicopter movement control function.

#### ***Fire***

Here you can set up fire control function.

#### ***Other***

Here you can set up waypoint function, camera view and other functions.

#### ***Default arrow keys***

Select arrow keys and nearby keys as the default control keys.

#### ***Default WASD keys***

Select WASD keys as the default control keys.

#### ***Mouse Sensitivity***

Here you can adjust your mouse sensitivity if it's used as a control device. If you use a joystick, this control won't have any effect.

### **4.1.3 Exit**

You can leave the game using this.

## **4.2 Mission menu**

When playing, you can access mission menu by pressing ESC.

### **4.2.1 Return to main menu**

Use this to interrupt a mission and return to the main menu.

### **4.2.2 Resume game**

This allows you to continue playing after an interruption.

### **4.2.3 New mission**

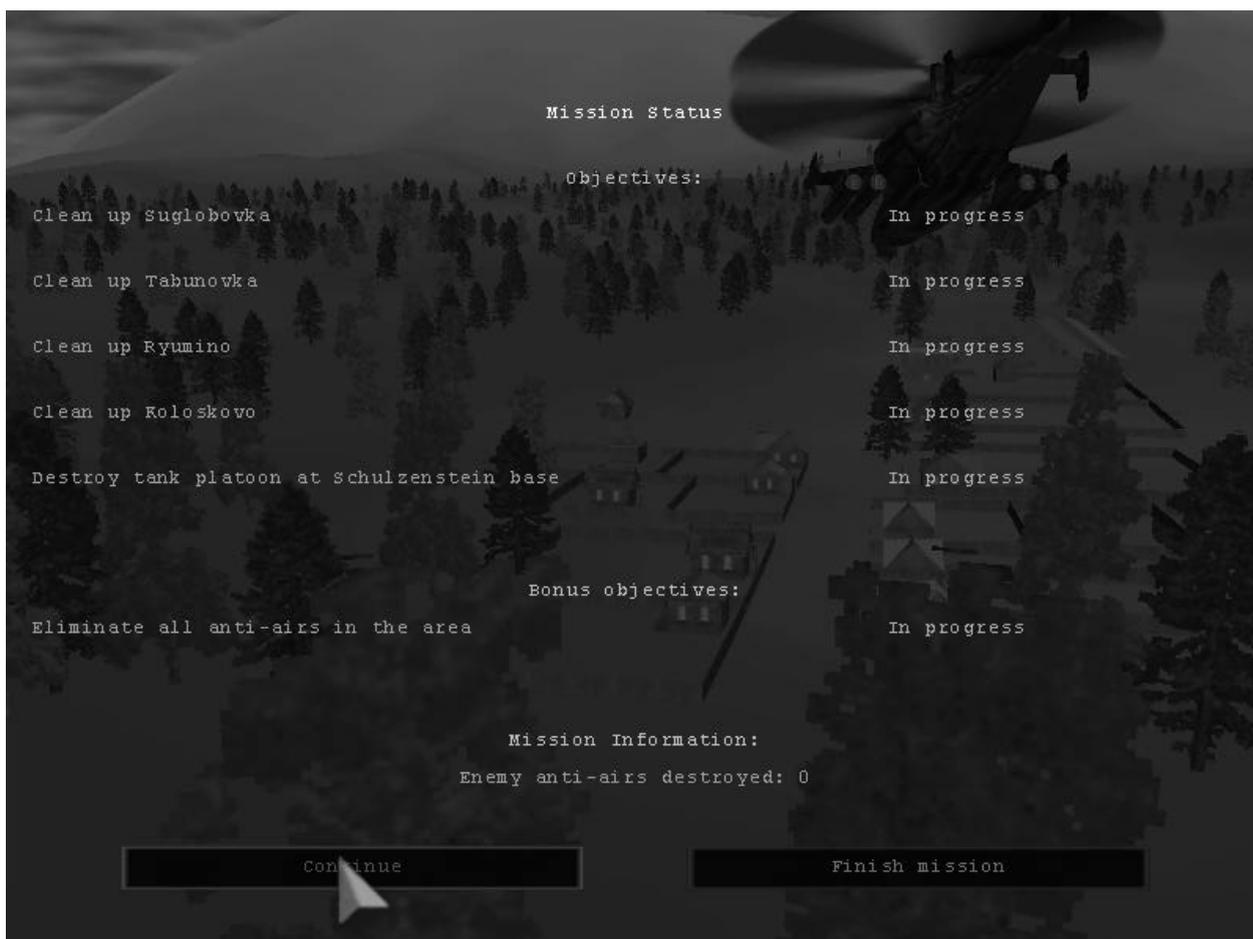
Use this to terminate a mission and start it all over again.

### **4.2.4 Settings**

This menu is essentially the same as the Settings menu described in 4.1.2 with a few minor differences. You can't change video mode, forest details or terrain quality during a mission.

## **4.3 Mission status screen**

You can access mission status screen during a mission by pressing F12 (at default settings). Mission status screen also appears after you achieve all main mission objectives but there are still some additional tasks to be carried out. When this window appears you can choose whether to continue with additional tasks or to conclude the mission.



*Mission status screen*

#### 4.3.1 Mission objectives

In **Mission objectives** section are listed all the main mission objectives. Each of them has its *status* shown: «Being carried out», «Failed», or «Accomplished». To successfully complete a mission, you must achieve all its objectives.

#### 4.3.2 Additional objectives

In **Additional objectives** section are listed all the additional mission objectives. Each of them has its *status* shown: «Being carried out», «Failed», or «Accomplished». Mission success does not depend whether or not you achieve any of the additional objectives.

#### 4.3.3 Information

In this section is given additional information about current mission status.

#### 4.3.4 Continue button

To continue a mission, click **Continue**. Mission status screen disappears and you may continue with your mission.

### 4.3.5 Conclude mission button

**Conclude mission** button is at first unavailable. It becomes available only when you achieve all main mission objectives. When this happens, you can use this button to conclude your mission.

## 4.4 Mission success screen

If you successfully carry out a mission, a mission success screen appears, which is an exact copy of mission status screen with added **Conclude** and **Start again** buttons.



*Mission success screen*

### 4.4.1 Conclude

Click **Conclude** to leave the mission success screen and return to the mission selection menu where you can choose a next mission.

### 4.4.2 Start again

Click **Start again** if you want to go on this mission once again.

## 4.5 Mission failure screen

If you fail to accomplish a mission, a mission failure screen appears, which is an exact copy of mission status screen with added **Conclude** and **Start again** buttons.



*Mission failure screen*

#### **4.5.1 Conclude**

Click **Conclude** to leave the mission failure screen and return to the mission selection menu.

#### **4.5.2 Start again**

Click **Start again** to try to implement this mission once again.

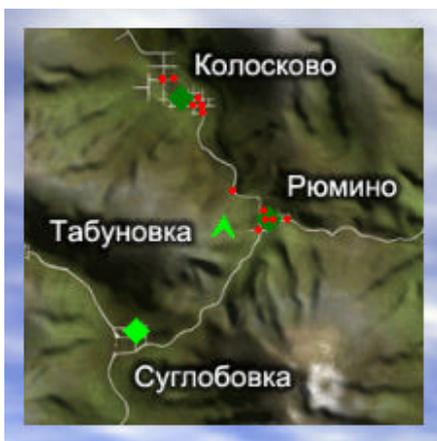
## 5 Game screen



*Game screen*

### 5.1 Map

In the upper left corner of the game screen there is a local map showing your current position and flight direction as well as waypoints, populated places and roads.



*Map*

### 5.2 Selected target window

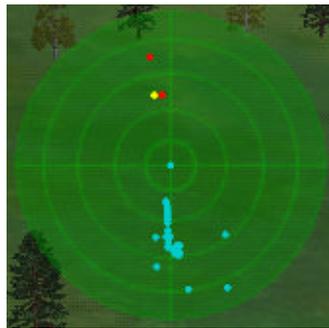
In the right upper corner of the screen there is a window showing, depending on the current circumstances, your helicopter, currently selected target, waypoint, flight of your missile or some other significant event.



*Selected target window*

### **5.3 Radar**

Your helicopter is equipped with a radar system; the radar display is in the left lower corner. The objects detected by the radar system are displayed in different colors. Potentially dangerous objects are shown red, currently selected target - yellow and friendly or neutral objects - blue.



*Radar*

### **5.4 Navigation scale**

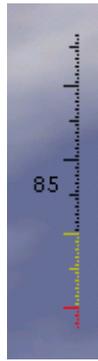
At the top center position there is a navigation scale. It shows your flight direction relative to the northerly direction as well as the direction to the next waypoint so that you can navigate easier.



*Navigation scale*

### **5.5 Altimeter scale**

At the right middle position there is an altimeter scale showing in meters the altitude of your aircraft above the terrain. There are yellow and red zones on this scale. When you are in the yellow zone, the probability of flight into terrain is much greater. We don't recommend to fly in the red zone.



*Altimeter scale*

### **5.6 Damage indicator**

At the left bottom position there is a damage indicator. Initially it is green indicating 100% health. If you aircraft was damaged by enemy fire this value is reduced depending on how much damage it received. Yellow color of the indicator means that the aircraft health value is less then 30%, red – less then 10%.



*Damage indicator*

### **5.7 Weapons selector**

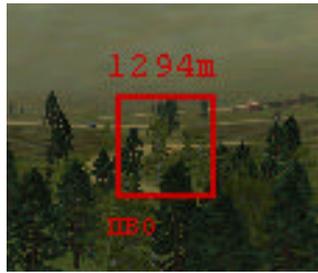
At the lower left position there is a weapons selector, showing the type of selected missiles and how many of these missiles are left. Your helicopter is armed with two types of missiles – a "Whirlwind" anti-tank guided missile and «N-8» unguided missile. The selected missile is illuminated and there is a number next to the missile symbol showing how many of these missiles you have.



*Weapons selector*

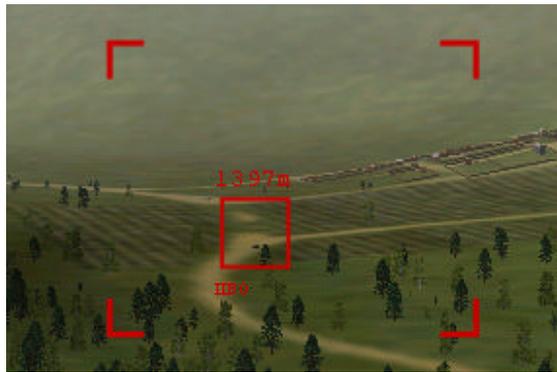
### **5.8 Target designator**

If you select a target within visual range, a target designator appears on the screen showing this target location, distance to it in meters and its type.



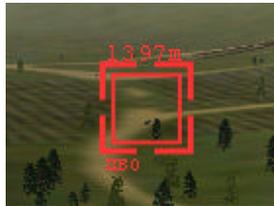
*Target designator*

If your current weapon is a self-homing missile ("Whirlwind" anti-tank guided missile) and you select a target, a target acquisition system is activated accompanied by a peculiar sound signal.



*Acquisition of a target by Whirlwind missile*

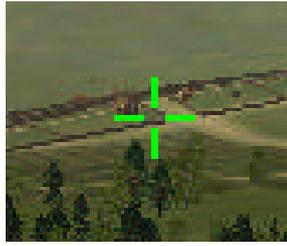
Once the target is captured, the sound stops and the designator display changes to the following form:



*Whirlwind missile has acquired the target*

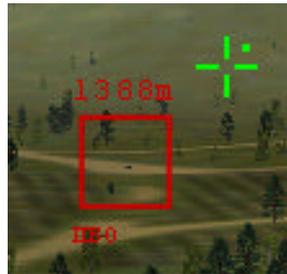
## **5.9 Weapon sight**

In the middle of the screen, there is a weapon sight. The sight shows the point your weapon systems are aimed at. In other words if you shoot, your projectiles will hit exactly that point.



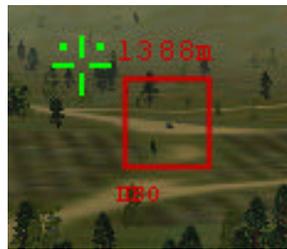
*Weapons sight without target acquisition function*

If your target is within the target acquisition cone of an unguided missile («Ñ-8»), the form of the weapons sight changes to this:



*Weapons sight, acquisition of a target by Ñ-8 missile*

If your target is within the target acquisition cone of C-8 missiles and the target acquisition cone of your automatic cannon, the weapons sight looks like this:



*Weapons sight, acquisition of a target by Ñ-8 missile and automatic cannon*

## **5.10 Helicopter**

A third person view is used in helicopter control. You can always see your machine on the screen.

## 6 Control

The helicopter is controlled using either mouse and keyboard or joystick and keyboard, depending on what control device you have selected (see 4.1.2).

Our recommendation is to use mouse-and-keyboard control. We tried to approximate the mouse-and-keyboard control as close to that of the first-person shooters as we could.

### 6.1 Mouse control

Use the mouse to change your flight direction in vertical and horizontal planes.

| Button | Action                |
|--------|-----------------------|
| Left   | Firing the cannon     |
| Right  | Target selection      |
| Wheel  | Missile type toggling |

### 6.2 Joystick control

You can control your helicopter using a joystick. This joystick must be set up in your system. You can switch control to joystick in the Control Settings menu.

### 6.3 Keyboard control

There are two default keyboard control options, but if you want, you can customize keyboard control in the Settings menu.

#### 6.3.1 WASD keys option

| Key      | Action             |
|----------|--------------------|
| W        | Forward            |
| S        | Back               |
| A        | Left               |
| D        | Right              |
| E        | Up                 |
| Q        | Down               |
| SPACEBAR | Missile launch     |
| SHIFT    | Select next target |

#### 6.3.2 Arrow keys option

| Key         | Action         |
|-------------|----------------|
| UP ARROW    | Forward        |
| DOWN ARROW  | Back           |
| LEFT ARROW  | Left           |
| RIGHT ARROW | Right          |
| SHIFT       | Up             |
| CTRL        | Down           |
| ENTER       | Missile launch |

|        |                    |
|--------|--------------------|
| INSERT | Select next target |
|--------|--------------------|

### 6.3.3 Additional commands

| Key | Action   |
|-----|--|
| N   | Show current waypoint. A second press switches you to the next waypoint.   |
| U   | Show/clear instruments.  |
| T   | Show/clear current target window.  |
| [   | Scale up map   |
| ]   | Scale down map   |
| F4  | Switch camera view. The views are switched in the following sequence: game view – tracking camera – front view – left side view – right side view – game view. |
| F5  | Return to main camera view (game view).  |
| F6  | Switch to full-screen current target window mode.  |
| V   | Change color of instruments.   |

## **7 Whom to fight**

**7.1 German tank Pz.Ffz IV**

**7.2 German mobile anti-aircraft unit Pz.Kfz Flak 43 L/60**

**7.3 German mobile command and control center Pkv-K1/ Kfz.4**

**7.4 German armored vehicle Sd.Kfz 222**

**7.5 German mobile anti-aircraft artillery unit Pz.Sd.Kfz 6/2**

**7.6 German fixed anti-aircraft artillery unit Flak 36 L/98**

**7.7 German truck Steyr 640**

**7.8 German fuel tanker truck Steyr 640**

**7.9 German army tent**

**7.10 German blockhouse with a portable rocket launcher or machine gun.**

Caution: Red Shark's radar may fail to detect this object.

**7.11 German watchtower.**

**7.12 German paratrooper with an automatic assault rifle**

## **8 Whom to support**

### **8.1 *Soviet tank***

### **8.2 *Soviet truck***

### **8.3 *Soviet Katyusha multiple rocket launcher***

### **8.4 *Soviet army tent***

## **9 Your helicopter weapon systems**

### ***9.1 Whirlwind anti-tank guided missiles (ATGM)***

### ***9.2 C-8 unguided missiles (UM)***

### ***9.3 30 mm automatic cannon***

## **10 Hints and tips**

If you seem to be unable to accomplish a mission, remember that not every mission can be implemented using the same unsophisticated tactics. Some missions require precise understanding of the situation and some exercise of intelligence. Read very carefully this mission description. If you are still unable to implement it, try to do it on a lower difficulty level. You can change mission difficulty in the Game settings.

Don't ever fly straight in one direction, especially don't stay immobile under enemy fire – it's almost a certain death. It is always much easier to hit a fixed target or the one moving in one direction with a uniform speed. So do not stay in one place – move and maneuver all the time and thus confuse the enemy!

Guided missiles are a powerful weapon but their supply is limited. Sometimes your very survival depends on them, so use them very sparingly and try to act in accordance with the following rule: unguided missiles for fixed targets, guided - for moving ones.

Your helicopter is equipped with an advanced radar system, but it would be a sad mistake to think that you can rely on it wholly even to the exclusion of your vision. Look sharp and be prepared for surprises!

## 11 Technical support

One last thing before you try to reach us. Check the G5 Software – Red Shark Internet website for potential patches or work-arounds – your problem might already have been solved!

Website: - [www.redshark.g5software.com/](http://www.redshark.g5software.com/)

In Australia and New Zealand, *Red Shark* is distributed to retail by Manacom Pty Ltd, Brisbane. As a registered user of the game, you are entitled to customer assistance from Manacom if you get stuck with a technical problem.

You can contact Manacom's Customer Assistance department in Brisbane on:

**Phone** (07) 3870 4900 between 9.00am and 5.00pm Australian Eastern Standard Time, Monday through Friday, or **fax** (07) 3870 9440 anytime.

**Email** if you prefer to: [help@manac.com.au](mailto:help@manac.com.au)

If you would rather **write**, address your letter to:

Customer Support  
**Manacom Pty Ltd**  
P.O. Box 1297  
MILTON Q 4064  
AUSTRALIA

Please be at or near your computer, if possible, when you contact Manacom – and be prepared, if requested, to provide:

Brand name / model of your system, mouse, video card;

Operating system and version;

A description of your problem, how it occurred, & how to reproduce it;

A return email, fax, or mail address.

## 12 Troubleshooting

| Problem  | Solution  |
|--|---|
| Frame rate is too low  | <ol style="list-style-type: none"> <li>1. Make sure no other applications are running. Other programs may use a lot of system resources, thereby decreasing performance of the game.</li> <li>2. Make sure that your computer system meets minimum system requirements or, even better, recommended requirements.</li> <li>3. Make sure that all the latest video drivers recommended in Readme file are set up.</li> <li>4. Set forest rendering details to minimum. High level of details requires more system resources.</li> <li>5. Set terrain rendering quality to minimum. High terrain rendering quality requires more system resources.</li> <li>6. When playing, switch off the target window function ('T' key). This window increases demand for system resources.</li> </ol> |
| There are problems during video playback   | <ol style="list-style-type: none"> <li>1. Make sure no other applications are running. Other programs may use a lot of system resources causing problems during video playback.</li> <li>2. When you choose Standard or Minimum installation options or do not select Video in the Custom installation, the video clips are played from the compact disk. On slow systems this can cause glitches. Make sure there is enough space on your hard disk for video clips, then reinstall the game using Custom installation and don't forget to put a check mark against Video.</li> </ol>  |
| There are problems during music playback.  | <ol style="list-style-type: none"> <li>1. Make sure no other applications are running. Other programs may use a lot of system resources causing problems during music playback.</li> <li>2. When you choose Standard or Minimum installation options or do not select Music in the Custom installation, the music files are played from the compact disk. On slow systems this can cause glitches. Make sure there is enough space on your hard disk for music file, then reinstall the game using Custom installation and don't forget to put a check mark against Music.</li> </ol>   |
| The picture is too dark.   | <ol style="list-style-type: none"> <li>1. Use the Brightness slider in the Video Settings menu to adjust brightness.</li> </ol>   |
| I am unable to install the game.   | <ol style="list-style-type: none"> <li>1. Carefully follow the instructions given in Install / Uninstall section.</li> </ol>  |
| I can't switch control to joystick, even though it is connected to the computer.                 | <ol style="list-style-type: none"> <li>1. Make sure the joystick is set up in your system.</li> </ol>   |
| When I try to start the game a message appears "Please insert the Red Shark disc and try again". | <ol style="list-style-type: none"> <li>1. Check that the Red Shark disc is in your CD-ROM.</li> </ol>   |

If you **carefully** read the Troubleshooting section and have not found a solution to your particular problem, or if you **accurately and fully** implemented **all** the recommendations listed for your problem but it still persists, contact Buka's technical support service.

## 13 Credits

In this section are listed people who are responsible for all the mistakes, flaws and other defects found in this game.

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Alexey "LaoPin" Lyapin

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