

CLASSIFIED

# DESERT RATS

Field Manual

TOP SECRET

# DESERT RATS--OWNER'S MANUAL

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## 1. INTRODUCTION

Thank you for purchasing Desert Rats. During the war in North Africa, the British developed the L.R.D.G. (Long Range Desert Group). You are now in command of a group of these long range desert commandos. Although your group and their actions are fictional, these groups were very real. Deep behind enemy lines, you will need to use stealth and cunning to survive in a very inhospitable environment. The constant sabotage and chaos you will create will play a pivotal role in the defeat of General Rommel and the Nazis in North Africa.

## 2. SYSTEM REQUIREMENTS

Windows® 98/ME/XP · Pentium® II 350 MHz or 100% compatible processor; 8MB 3D Video Acceleration With DirectX8.1 compatible drivers Required · 4X CD-ROM Drive & Mouse · 64 MB RAM (128MB Recommended) · 200 MB Hard Drive Space · DirectX8.1® Compatible Video and Sound Card

## 3. INSTALLATION

Insert the Desert Rats CD into your CD-ROM drive. The installation process should begin automatically.  
If Autorun is not enabled you must manually install the game. Click Start and Run. Next type D:\setup.exe where "D" is the letter of your CD-ROM drive. Click on OK to begin the installation process.  
Follow the on-screen instructions to complete the installation. You must restart your computer before you begin playing.

## 4. GETTING STARTED

To get started double click the Desert Rats shortcut on your desktop or select Start, Programs, Desert Rats, and the Desert Rats shortcut.  
When you begin a game for the first time a system profiler will check your system for optimal display settings. Choose a resolution from the menu and click OK. The game will begin. You can change this setting at any time from the Options-Graphics menu (see the Options section in this manual for more information).

## 5. MAIN MENU

The Main Menu offers three selections: New Game, Options, and Quit. A full description of each menu item is detailed in this manual. Quit will immediately exit the game.

## 6. PROFILE MENU

The profile menu keeps track of your progress through the game. Up to ten profiles can be stored here, so multiple users can play. To start a game, click on the profile desired and proceed, or click load profile once selected. The selected profile will be highlighted in red. To start a new profile, click on New Profile and enter the name you desire. To delete a profile, select the profile you want to delete and click on delete profile. A confirmation message will ask you if you are sure. Once deleted, a profile can not be restored.

## 7. MISSIONS SCREEN

This screen displays your progress through the game. Select difficulty at the bottom of the page.

Easy--For beginning players

Medium--For average players

Hard--For Experienced players

Your profile will save your progress through the difficulty level you select. If you complete a mission in easy level, it will remain unavailable to you in Medium or Hard difficulty. However, if you complete a mission in Medium or Hard difficulty, it will be available in lesser difficulty settings.

## CAMPAIGNS AND MISSIONS

The game is broken into four campaigns with three missions each. At the end of each successful campaign, you will receive a historical briefing, and have a new weapon made available to you.

The mission title squares display information about your current status.

-A mission title square that is blocked by the **CLASSIFIED** stamp is currently unavailable.

-A mission title square that has a **STAR** over it has been successfully completed.

-A mission title square that has the **SKIPPED** stamp over it has been skipped. You are given the option to skip a mission after three unsuccessful attempts to complete it. If you choose to skip it, you will be able to go back at any time and re-attempt to complete it. If you choose to not skip it, the option will be made available to you again after 3 more attempts. No awards will be given for skipped missions.

-An open mission title square is currently available, but has not yet been completed. Clicking on that square will highlight it and load the mission when you click on **TO MISSION BRIEFING**.

## **MEDALS SCREEN**

Clicking on the L.R.D.G. scorpion will bring you to the **MEDALS SCREEN**. At the completion of each mission, your stats will be displayed. There are five levels of achievement, Excellent, Good, Fair, Poor, and KIA. Achieving either the Excellent or Good rating will award you a ribbon for your medals case. Each campaign can award you three ribbons. If you get all three ribbons for a campaign, you will be awarded a medal for that campaign. If you are missing a ribbon, the medal will not show up. You can always go back to a previously completed mission and attempt to improve your standing in that mission. At the end of the game, if you have medalled in all the missions, the central medal will be displayed, completing your collection.

## **8. BRIEFING SCREEN**

Here you will be given an overview of the tasks that befall you. Once you have listened to and watched the briefing, you should click on the two buttons at the bottom and set your options. If you want to hear the briefing again, click on "repeat Briefing". The mission map and the list of objectives will be available to you when you are in the game as well, if you need to refer to them later in the mission. The **GUNNER SELECTION** screen allows you to choose the best gunner for the job. Read their profiles carefully and select the gunner that best fits the tasks assigned to you for that particular mission. Each has their particular strengths and weaknesses. Once you've chosen a gunner, go to the **AMMO LOADOUT** screen. Here, you'll be able to load up with ammo that you've grabbed in the course of your missions, and select the weapons you want to take with you for that mission.



## WEAPONS AND AMMUNITION

As you proceed through the game, you'll be able to choose various weapons to help you complete your objectives, each with their various strengths and weaknesses. Following is a list of weapons and the ammo you'll need.

PISTOL--Always available to you as "Weapon 1". The pistol never runs out of ammunition, but is scarcely effective against heavily armored weaponry.

VICKERS KO--The Vickers machine gun is available to you at the beginning of the game. It is loaded with up to 1500 rounds of .30 caliber ammo. You can fire 96 rounds between reloads.

TWIN VICKERS K--The twin Vickers machine gun is awarded to you at the successful completion of Campaign One. As advertised, it packs twice the punch of the single Vickers, and you can load out with up to 3000 rounds of .30 caliber ammo. You can fire 192 rounds between reloads.

BRITISH BOLT ACTION RIFLE--The most accurate of your weapon choices, the rifle is deadly at long distances. You can carry 100 rounds of 7.7mm rifle rounds. The gun loads clips of 10 bullets between reloads.

.50 CAL BROWNING MACHINE GUN--The .50 cal machine gun packs a wallop and will be awarded to you after the completion of Campaign Two. You can carry 1500 rounds of .50 caliber ammo and fire 150 rounds per clip.

GERMAN GRENADES--You'll pick up crates of German Grenades, or "Potato Mashers" as the allies called them. These grenades explode on impact, which makes them deadly accurate. You can carry 12 of these at a time with you, if you choose to load out with them.

BRITISH GRENADES--British Grenades are a timed explosive, which means that they will bounce and roll before exploding. Because of this, they have a greater range than the German Grenades, but are not as accurate.

SMG THOMPSON RIFLE--This machine gun packs a bit more punch than the Vickers and fires faster bursts, but you have to reload it more. You can carry 300 rounds of .45 cal ammo in 30 round clips.

BAZOOKA--The bazooka is awarded to you at the successful completion of the third campaign. You can only carry 12 bazooka rounds with you, so use it wisely against the heaviest artillery.

SATCHEL CHARGES--Satchel charges will be given to you by H.Q. when necessary. There are no satchel charges in crates, and they are not available as a loadout option.

## GUNNER SELECTION

Your choice of gunner can affect the success of your mission. Choose the gunner that best suits your playing style, or the demands of the particular mission. The gunner screen will tell you about the various strengths and weaknesses of each gunner. Here is a list of the various attributes and their effects. A specialty adds a bonus in that area, a weakness subtracts in that area.

Heavy Weapons---Accuracy with the jeep mounted machine guns, plus or minus

Bazooka--Accuracy with the Bazooka, plus or minus

Mechanical--Ability of the Jeep to withstand damage, plus or minus

Grenades--Accuracy with Grenades, plus or minus

Small Arms--Accuracy with the Thompson, the rifle, or the Pistol, plus or minus

Medical--Health bonus, plus or minus

Electronics--Time to place satchel charges, plus or minus

## 9. GAMEPLAY

Once you've made all your selections, it's time to hit the dunes in your Jeep!

Driving and shooting together is accomplished with the keyboard and the mouse. The jeep is controlled from the keyboard, and you have free movement of your gunner with the mouse. If you need help, you can activate your objectives (G) or map(M).

Driving and shooting can take some getting used to, but in no time you'll be making lightning quick raids.

### Objectives

Completing your objectives should be your number one priority. You don't always have to clear an area of enemies to complete your objective, so don't take any more punishment than you have to. If you miss an objective, you will fail the mission, no matter what. Completed objectives are indicated by a voice and an on-screen display. Your on-screen map, when activated, will help you locate your objectives as well.

### Camera Views

Different camera views give you a different picture on the action. Some are more suited for ground combat, others for shooting into the air. Get used to using the different views in different combat situations.

### "Bullet Time"

Going into "Bullet Time" is a dramatic and exciting maneuver. Everything slows down in the game. Experiment to achieve dramatic explosions. You can also use bullet time to help you in run-and-gun situations. Its use is unlimited....so have fun!

# On-Screen Display



Gear Indicator--Displays current gear, Hi or Lo.

Health meter--Displays remaining health

Compass--Displays the direction you're traveling in

Weapon--Displays the selected weapon

Ammo--Displays the clips, and currently loaded rounds of ammo for the currently selected weapon.

Map Displays map of current mission

Objectives (press G to view) Displays current mission objectives.

Objective complete log--Let you know which objectives you've completed.

Stop watch--Activated when you are placing satchel charges. The green countdown is the time remaining until the satchel charge is placed. The red countdown is the time you have to get to safety before it blows.

Target Sight--Used for aiming your weapons. The sight will change to indicate when you have an object in your sights.

Land Mines (Red shaded areas on the map)--The North African desert is heavily mined. Check your map for the clearly marked red shaded areas that denote minefields. The areas are also bordered by warning signs. Stray into these areas at your own risk.



## Escape Menu

Hitting the esc key when in the game pauses the game and brings up four options.

Back to Game--quits the menu and puts you back in the game

Restart Mission--Restarts the current mission from the beginning.

Mission Setup--brings you to the options screen to change your controller, display, or sound options.

Exit Game--quits Desert Rats. A confirmation screen will ask you if you are sure.

## 10. AMMO LEDGER SCREEN

You will have the opportunity to pick up Supply Crates while in the mission. Should you survive the mission, you get to unpack the crates and sort through the contents. Some of the crates will contain useful ammo that you can manage to keep your guns blazing across the desert. If you pick up crates during the mission, the ammo ledger screen will let you sort through what you obtained. The upper part of the screen displays the crate contents. Select the ammo you wish to load into "Bertha", your storage truck. Once loaded into "Bertha", the items will be available to you in the ammo loadout screen after your next briefing.

## 11. STATS

At the end of each mission you will be taken to a stats screen that displays the results of your efforts. You will be assessed based on total kills, accuracy, and remaining health, and ranked accordingly. There are five levels of achievement, Excellent, Good, Fair, Poor, and KIA. Achieving either the Excellent or Good rating will award you a ribbon for your medals case.

## 12. OPTIONS

Clicking on the Options button on the main menu brings you to the Options menu. Here you can select either Display, Controller, or Sound options, or view the Credits.

### A) DISPLAY

The settings within the Display menu are very important to the game's performance. Graphics detail depends heavily on your processor speed and the power, memory, and functions supported by your video card. The higher the detail, the more processing

is required. On slower computers high detail may cause the game to slow down or run poorly. We have provided a wide range of options that can significantly affect the playability of the game over a wide range of systems.  
Detail--There are three preselected options, and a custom option that allows you to tailor the display to your own liking.

-LOW-Low Detail, best suited for computers that meet the minimum system specifications. Lower resolution, less game objects, no special FX.

-HIGH--All options are turned on and high detail is enabled. Intended for fast systems with a good 3D accelerator card.

**Resolution**--This selection displays the pixel resolution and color depth. The resolution depends on both the functionality of your 3D card and the rendering options selected. Higher resolutions achieve better picture quality, but may lower performance.

**World Detail**--Set to High or Low to increase or decrease world detail. Non-essential items will be removed from the scene in Low detail mode.

**Gamma**--Increases or decreases overall screen brightness.

**Texture Detail**--Set to High or Low. Increases or decreases the amount of detail in the graphics of the environment and enemies..

## b) CONTROLLER

The keyboard controls for competing in Desert Rats have been preset, but can be reconfigured easily. To configure your keyboard controls click on the action name and then hit the key of your choice to "map" that key to the action. You can adjust your mouse sensitivity by clicking on either end of the sensitivity button. See CONTROLS for an explanation of the control functions.

Reset to Defaults: Resets keys to the factory configuration.

Back: Takes you back to the Options menu.

## c) SOUND

There is only one option on the sound menu, to adjust overall game volume.

## d) CREDITS

If you enjoyed the game, this screen will scroll a listing of all the people who worked very hard to bring you this product. If you didn't enjoy the game, it will be a list of people who had nothing to do with this product.

# DEFAULT KEY SETTINGS

KEYBOARD	ACTION	MOUSE	KEYBOARD	ACTION	MOUSE
W	Forward	--	Space	Brake	----- -----
S	Reverse	--	F1	Change Camera	----- -----
A	Turn Left	----- -----	Q	Fire	Mouse Button 1
D	Turn Right	----- --	X	Change Weapon	Mouse Wheel
--	Turn Gunner Left	Mouse Left	E	Change Gear	----- -----
--	Turn Gunner Right	Mouse Right	K	Bullet Time	Mouse Button 2
M	Show Map	----- -----	P	Pause	----- -----
G	Show Objecti ves	----- -----	1,2,3,4	Select Individ ual Weapon	
Esc	Escape Menu	----- -----	L	Place Satchel Charge	----- -----
N	Nudge Jeep	----- -----	B	Reload	----- -----

## 13. Driving Tips

Driving and shooting is a skill that requires some practice. If you are unfamiliar with these types of controls, we suggest the following:

- First, try driving and navigating without worrying about the mouse controls for awhile. Practice turns, gear changes, stops and general navigation.
- Once you've got the hang of driving, start looking around with the mouse. Remember that you may not be looking in the direction that you are moving. This can be very handy for taking out enemies while moving, but takes some getting used to.
- Try the different camera views to find the setting that is most comfortable for you.

## 14. Gameplay Hints and Tips

Life on the dunes is harsh and unforgiving. It pays to know your way around your equipment when attempting dangerous raids in this arid environment. Here are some pointers to help you on your way.

- Practice driving the jeep and aiming around base camp before setting off on your first mission. It takes a little getting used to, but you'll be running and gunning before you know it.
- Use your different view modes for different situations. Some views give you a better view of the air when you're being strafed by enemy aircraft.
- Make sure you know your objectives. It's not always necessary to clear an area of enemies before moving on. This knowledge may mean the difference between life and death.
- You are harder to hit if you're moving, but it's obviously easier to aim if you're standing still. Mix up your moves for the lethal advantage. Hold down the brake (default key, space bar) to stand your ground in one spot.
- Pick the right weapon and gunner combination to get the job done. Listen carefully to the briefings before loading your ammo and gunner.
- Use your Jeep gears. Hi gear is for covering ground, lo gear is for intricate maneuvers.
- Check your in-game map and objectives to keep track of your progress.
- Remember that when you're placing a satchel charge, you're vulnerable to attack. Choose your position wisely, and if necessary, eliminate surrounding enemies before proceeding.
- Be on alert for alternate approaches and side roads that may help advance you to your goal and allow you to sneak up on enemy encampments.
- Enemy aircraft are relentless. If you do not shoot them down, they will continue to pursue you.
- There are ammo crates scattered in many places. Keep a sharp eye out for opportunity.
- Be careful with cliffs, falling from heights can damage your jeep, or possibly kill you.
- You can always replay a mission once once you've completed it. Go back and pick up

additional ammo, or improve your standing by adding a medal to your case. Remember that you must successfully complete the mission to be able to load out your ammo.

- Exploding barrels or vehicles will damage anything around them. This can help you when trying to clear an area of enemies, but be wary of being too close to exploding items.
- Minefields are unforgiving places. Avoid these at all costs, by playing close attention to the map.

## 15. GENERAL TROUBLESHOOTING

I get a message that says the game can't find a certain file or the game won't run. When you install Desert Rats there are files that must be installed or the game will not run correctly. If you were asked to overwrite any files during the installation process and did not, reinstall Desert Rats and allow the installation to overwrite the files. Restart your computer and run the game.

**The game runs slowly on my computer.** Click on the Options and Graphics buttons from the Main Menu. Turn the Graphics settings down (see Options-Graphics on page \_\_) until you find an adequate setting for your game tastes. A 3D accelerated video card is strongly recommended and will greatly improve the performance of all your games.

**What is a 3D video accelerator card?** It is a hardware component that will greatly increase the speed that your computer can deal with displaying graphics. They are easy to install and can be found at most computer stores. The colors look wrong or the textures are off on my screen. Close down the game and try again. You should also make sure you have the latest video drivers for your video card. See the DirectX help section.

## 16. DIRECTX TROUBLESHOOTING

The most common and prevalent errors are related to video and sound card drivers. Desert Rats installs and requires DirectX 8.1. If your drivers are not certified, please download or obtain the latest drivers from your card manufacturers. This is the number one problem people have with DirectX games. After you have updated your drivers, you must reinstall DirectX from the Desert Rats CD. You can obtain the latest drivers free from your card of computer manufacturers' web sites. For diagnosing tools, open Windows Explorer and go to the C:\Program Files\DirectX\Setup\ directory. Run the program named Dxdiag.exe. This will give you detailed information for all your drivers and other directx components. This will also help tech support if you should need to call them. If you see a DDRAW error, please try to obtain the latest drivers for your video card.



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## 18. TECHNICAL SUPPORT

For technical support, please go to [www.valusoft.com](http://www.valusoft.com)

**THANK YOU FOR PURCHASING DESERT RATS!  
ENJOY THE GAME!**

**-The team at Canopy and Valusoft**