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Welcome in the world of **A.R.S.E.N.A.L Taste the Power** ! You are about to return 50 years back in the history.

You will have the opportunity to manage the mythical engines of the **World War II**.

You will have to lead hundreds of **tanks, aircraft and vessels** to the final victory against fierce enemies.

Prepare to dive into intensive action.

The entire TACTICAL Software team wishes you many hours of pleasure and thrill playing **A.R.S.E.N.A.L. Taste the Power**.

(c) 1997/98 TacticalSoftware

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A.R.S.E.N.A.L. Taste the Power is a DOS game but is supposed to be installed and run from **Windows 98**.

Does not work under Windows NT, 2000, Me and XP

Configuration required:

*Either Windows 95 or 98, or pure MSDOS 5 or 6.
486DX4 100 minimum, Pentium 166 recommended.
8Mo memory minimum, 16Mo recommended.
VESA compatible video card with 1Mo minimum, 2Mo recommended.
True Sound Blaster compatible sound card.
CDROM drive any speed.*

Start you computer under Windows 95 or 98.
Insert Arsenal CD into your **primary CD drive** and wait for the auto run start.
Installation panel appears after a few seconds.
On first install click on **"INSTALL"** button. Arsenal directory is created and files copied to your hard disk taking 34Mo of free space.
The game starts as soon as the installation is completed.

At this stage if you have any failure messages then refer to **"Technical Solutions"** chapter at the end of this manual.
After the game started, if you experience very slow mouse motions then refer to **"Technical Solutions"**.

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Get started

Arsenal menus are very simple but give access to many doors. So let's see what's behind the doors.

This section describes each item of the interfaces, including screens, buttons, cursors and their function. Most of the functions are intuitive and rookies cannot access restricted areas, so you can choose to read this section after a quick start in the game itself.

Enter your name



1 Enter your name with the keyboard, letters can be deleted with the backspace key. Your identity will be used along the game and for score record in the hall of fame.

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Main menu



- 1 - Select a language among English, French or German.
- 2 - Adjust volume cursors: CD music, sounds and main volume.
- 3 - Select the game resolution among 640x480, 800x600 or 1024x768.
- 4 - NEW TUTORIAL GAME: start a new training campaign to learn Arsenal, newcomers MUST complete the 3 first tutorial of 10 scenarios.
- 5 - NEW CUSTOM GAME: Start a randomly generated game, this option is accessible ONLY if the 3 first tutorial scenarios have been completed.
- 6 - LOAD GAME: Resume a saved game, either tutorial, campaign or custom game.
- 7 - NEW CAMPAIGN GAME: Start Okimura or Katzarin campaign, each campaign contains 10 scenarios, and this option is available ONLY if the player reached the rank a Captain.
- 8 - ENCYCLOPAEDIA: Find all info about Arsenal units.
- 9 - HALL OF FAME: View high scores.
- 10 - QUIT: Quit the game.

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Tutorial game

Tutorial contains 10 training scenarios with rising difficulty. Each stage brings a new unit to handle, first battles are restricted to ground with tanks, artillery and defence battery. Then navy units are introduced first with transports that allow carrying ground units across the sea from a continent to another, then come destroyers, submarines, cruisers and battleships. Last stages are dedicated to air forces and bring new strategy options with fighters and bombers.

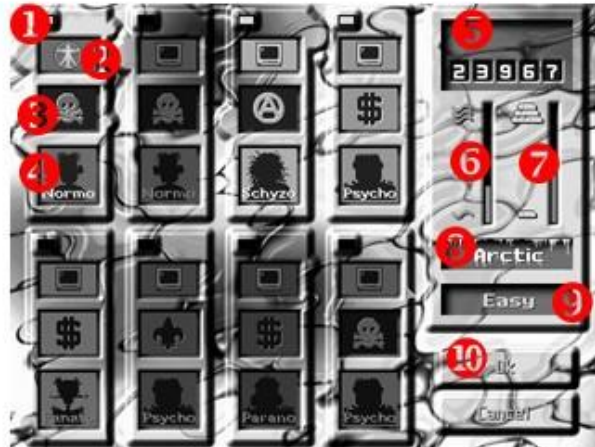
New players cannot bypass the tutorial game and must pass through at least the 3 first tutorial scenarios before they can access custom games where all options are available and must be mastered. After each stage is complete the player gains a rank depending on the score reached. When the rank of captain is reached the player is skilled enough to have access to campaign game where missions are much tougher.



- 1 - Read carefully the mission briefing.
- 2 - Click the OK button when you are ready to start.

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One of Arsenal unique feature is to offer a random game generator with billions of maps available. Custom game supports 1 human player and up to 7 computer players. Human player can configure allied and foe camps.

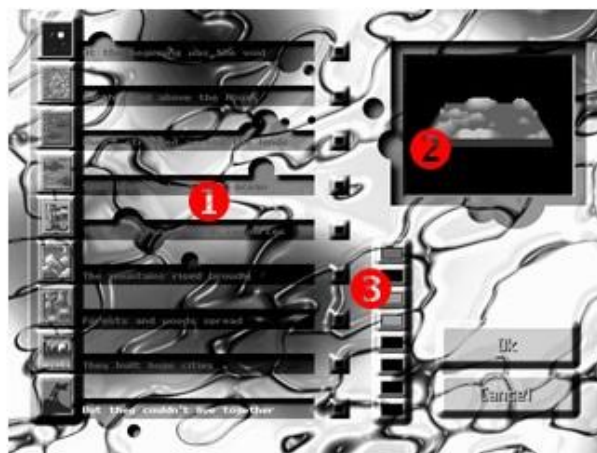


- ① - Camp Activation: OFF camp does not play, ON camp plays.
- ② - Human or Computer: Human icon if for human player. Click to change.
- ③ - Flag button: 8 flags are available to configure allied and foes, each camp with the same flag are allied. Click to change.
- ④ - Alignment button: 5 alignments are available, that determine which secret weapon will be available for the camp.
Psycho: Buzz bombs, Schyzo: Atomic bombers, Parano: Toxic launchers, Fanato: Kamikaze fighters, Normo: None
- ⑤ - Random seed selector: There are 99999 numbers, each number generates a different map topology. Each time a new custom game is started a seed number is randomly picked, but this number can be manually adjusted to generate a specific topology.
- ⑥ - Water level cursor: This cursor adjusts the water ratio for the map to be generated. When the cursor is high, the water level will be high on the map and there will more islands separated by a vast ocean, on the opposite if the cursor is low there will be less water and the continents will be huge.
- ⑦ - Resource level: This cursor adjusts the resource level at game start, 3 values among LOW, MEDIUM and HIGH.
- ⑧ - Landscape selector: Choose among TEMPERATE, ARCTIC or DESERT.
- ⑨ - Difficulty level: TOO EASY, EASY, NOT EASY, HARD and TOO HARD Difficulty goes easier more the player takes allied, and goes harder more the player choose foes and more foes are allied to each other.
- ⑩ - Click OK to start the map generation.

Map generation

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There might be not enough room to fit all the camps on the map, for example if a high water level has been set. In that case the generation cannot be completed and settings must be changed in custom game menu.



- ① - Generation progression.
- ② - Map topology view.
- ③ - Camp sites found.

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This screen allows either saving or loading a game.



- ① - File list: click on a file in the list to select it.
- ② - File name: enter a name for the game you wish to save.
- ③ - Game map preview: The map number at the top of the preview indicates the seed number that generated this map, it can be used in the custom game if you wish to regenerate this specific map.
- ④ - Click OK either to load or save when you selected the game.

Campaign game

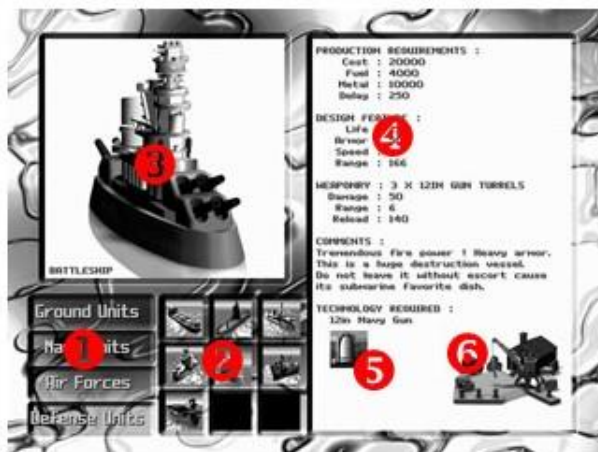
Each campaign contains 10 scenarios. When the player starts a new campaign, he loads the first stage of the campaign. The scenarios appear in the same manner than in the tutorial game starting with a mission briefing at the beginning. But these scenarios are much tougher, therefore the player cannot access the campaign game before he gained the rank of captain while playing tutorials.



- 1 - Campaign list: click on the campaign you wish to start.
- 2 - Campaign name: enter a name for the game you wish to save.
- 3 - Map preview: The map of the first scenario of the campaign is previewed in this box.
- 4 - Click OK to start a selected campaign.

Encyclopaedia

The encyclopaedia provides data sheets about all units available in Arsenal. Regarding unit costs, characteristics, weaponry and research required.




- 1 - Family selector: Units are classified in 4 families: GROUND UNITS, NAVY UNITS, AIR FORCES and DEFENCE UNITS. Click on a family to display the members unit.
- 2 - Unit selector: Each unit member of the family is displayed. Click on a unit to display its data sheet.
- 3 - Unit image.
- 4 - Data: Production requirements, characteristics and weaponry.
- 5 - Technology required: Indicates which research is required to produce such unit.
- 6 - Production site: FACTORY, SHIPYARD, AIRFIELD or BUNKER.

There is no QUIT button, to escape the encyclopaedia press ESC key.

Hall of fame

The hall of fame keeps track of the best players.

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Player Name	Rank	Honour Medal	Game Difficulty	Score
ERIC HUTTONS	*****	GENERAL	Scout	118556
ERIC HUTTONS	*****	GENERAL	Scout	829750
ERIC HUTTONS	*****	GENERAL	Sheriff	872516
ERIC HUTTONS	*****	GENERAL	Sheriff	788768
SEN SURFER	***	GENERAL	Sheriff	516760
ERIC HUTTONS	***	GENERAL	Governor	524625
ERIC HUTTONS	***	GENERAL	Governor	500000
ERIC HUTTONS	***	GENERAL	Sheriff	486546
ERIC HUTTONS	**	GENERAL	Scout	442873
ERIC HUTTONS	**	GENERAL	Scout	402873
ERIC HUTTONS	**	GENERAL	Governor	386350
SEN SURFER	**	GENERAL	Governor	374131
ERIC HUTTONS	**	GENERAL	Governor	364057
COMPUTER	**	GENERAL	Governor	316821
ERIC HUTTONS	**	GENERAL	Governor	308335

- 1 - Player name: The one you entered at the beginning.
- 2 - Rank: Depending on the score, from Corporal, Sergeant, Lieutenant, Captain, Major, Colonel until 1 star General up to 5 stars General.
- 3 - Honour medal: Depending on fair play. Only Majors and higher ranks gain an honour or dishonour medal. Fair players: Governor, Commander and Hero. Average players: Godfather, Scout and Sheriff. Unfair players: Terrorist, Dictator and Monster.
- 4 - Game difficulty.
- 5 - Score.

There is no QUIT button, to escape the hall of fame press any key.

Score game

An Arsenal game is ending with a score sheet that analyses the ratings of each camp involved in the game. The score is calculated in two steps, first a positive score adding up productions, losses inflicted to enemies and captured headquarters, then a negative score accounting losses and the use of unfair weapons. The positive score defines the rank while the negative score is approved or sanctioned by a medal of honour or dishonour.

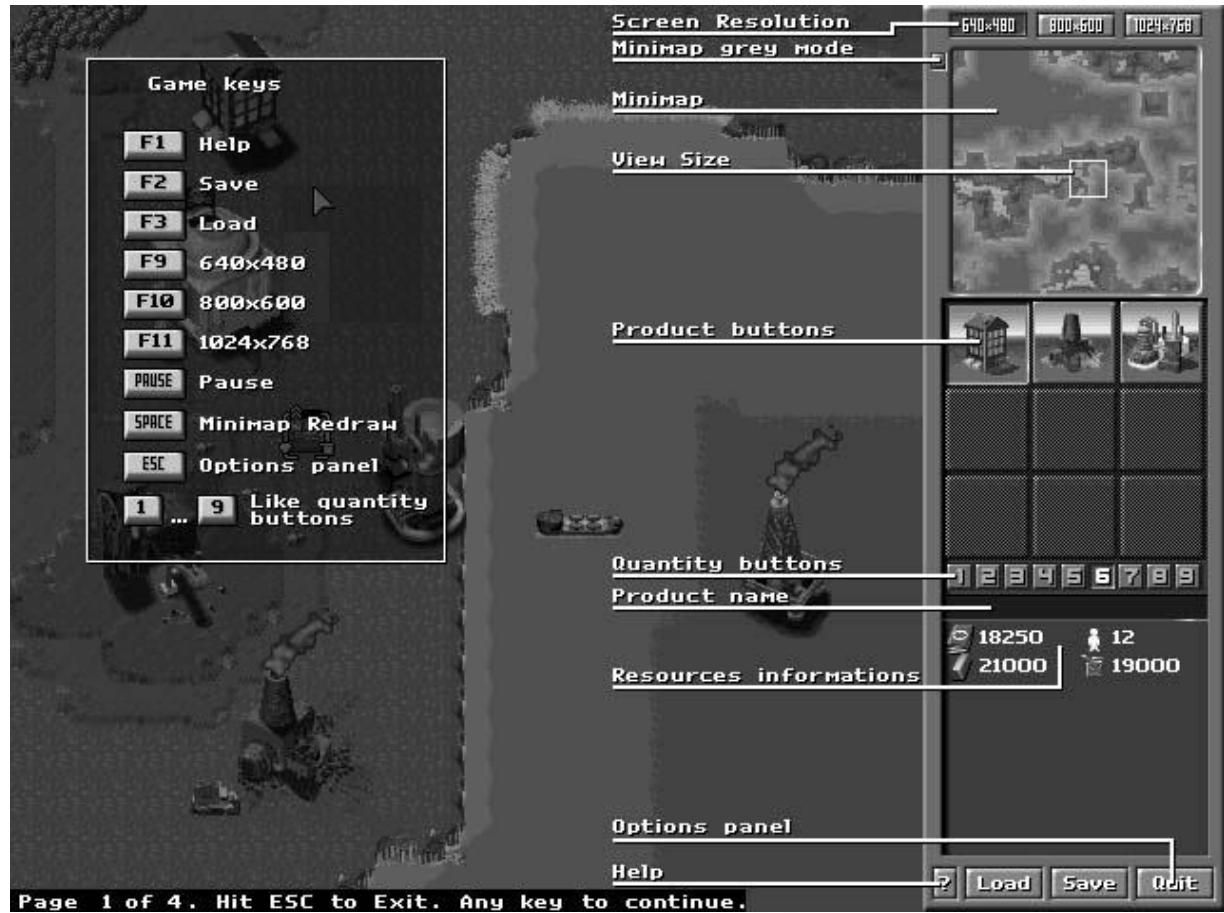
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Event	Score	Difficulty Multiplier	Rank & Medal	Camp Scores Summary										
EVENTS SUMMARY	1108348	1.0	Colonel	<table border="1"> <tr> <th>CAMP</th> <th>SCORE</th> </tr> <tr> <td>COMPUTER</td> <td>-13291</td> </tr> <tr> <td>COMPUTER</td> <td>-2000</td> </tr> <tr> <td>COMPUTER</td> <td>-21750</td> </tr> <tr> <td>COMPUTER</td> <td>10000</td> </tr> </table>	CAMP	SCORE	COMPUTER	-13291	COMPUTER	-2000	COMPUTER	-21750	COMPUTER	10000
CAMP	SCORE													
COMPUTER	-13291													
COMPUTER	-2000													
COMPUTER	-21750													
COMPUTER	10000													

- 1 - Events summary.
- 2 - Score counter.
- 3 - Difficulty multiplier.
- 4 - Rank and medal.
- 5 - Camp scores summary.

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Housing
Contains up to 20 civilians.
Civilians provide money

Build your base with the Bulldozer
1-Click on a bulldozer
2-Select a building
3-Click a valid site when the outline is full green

Headquarters
is your research department.

Refinery
converts oil into fuel

Tanker
brings oil back to refinery

Platform
provides oil

Stocks
Finance level
Metal stock
Fuel reserves
Number of civilians

Mine site
provides ore

Truck
brings ore back to furnace

Smelting Furnace
converts ore into metal

640:480 800:600 1024:768

18250 12
21000 19000

Load Save Quit

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Gas truck can refuel ground units. Select a gastruck and click on target when mouse shows a jerrycan

Truck collects ore. Select a truck and click a mine site when mouse shows an exploit cursor

Airfields produce Aircrafts

Factories Produce ground units

Shipyards produce Navg units

Produce ground units with the factory
1- click a factory
2- select a product
3- click the desired quantity

Aircraft carriers can board up to 8 navy fighters. Select a carrier when cursor shows a landing cursor

Transport ships can board up to 4 ground unit. Select ground units and click on tranport when mouse shows a board cursor

640:480 800:600 1024:768

530 2940 20 4980

? Load Save Quit

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SELECT GROUPS OF UNITS

Units in the selection are focussed

SHIFT + Use this combination to add or subtract a unit from the selection

Different kinds of unit are detailed on these buttons.

- exclude all other kind from the selection
- exclude one kind from the selection

Memorize up to 9 groups of focus

- 1- Create a focus group
- 2- Click an empty slot button
- 3- Free this slot by a right click on the button

Select this group with a single click on the slot button

18250 12
21000 19000

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With the **bulldozer** unit you will be able to erect buildings. Buildings are to be built on a flat plain ground, so the terrain needs to be levelled down by the bulldozer to receive the new building. More the terrain is high level more bulldozing it down will take time.



Headquarter : This where scientists lead the research. There are 5 different Headquarters, one for each alignment. One Headquarter can be rebuilt if destroyed. A bulldozer can capture an enemy Headquarter and also all researches acquired by the enemy.



Factory : Where ground units are produced. "Ground units" research required.



Shipyard : Where ships are produced. "Navy units" research required.



Airfield : Where aircraft are produced. "Air forces" research required.



Bunker : It shelters gun batteries, antiaircraft battery, rocket battery or buzz bomb ramp (Psycho only). "Defence weapons" research required.



House : Where civilians are sheltered. Civilians pay taxes rising your finances. A new built house contains 2 civilians, a new civilian is born every 10 seconds up to 20 civilians per house.



Refinery : It produces fuel for units. It must be built on coasts, close to an oilrig at sea, for the tanker to collect and bring back oil.



Smelting furnace : It produces iron with ore collected by trucks from mine pits.



Radar : it detects incoming aircraft, triggering the sirens, fighters automatically take off to defend. "Radar" research required.

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The factory produces ground units when the adequate research has been completed.



Bulldozer : Basic unit for terraforming, buildings, and also capturing enemy Headquarters.



Jeep : Unarmed scouting vehicle.



Truck : Used to collect ore from mine pits for iron production at smelting furnaces.



Gas truck : Ground refuelling unit. Behaves automatically when ground units ran out of fuel.



Light Tank : Requires "2in ground gun" research.



Medium Tank : Requires "3in ground gun" research.



Heavy Tank : Requires "3.5in ground gun" research.



Artillery : Requires "4in artillery gun" research.



Toxic launcher : Parano secret weapon, carrying long range toxic missiles killing civilians in a wide area.

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The **shipyard** is the productions site for ships and war vessels. Navy units are available when the adequate research has been completed.



Tanker : Use for oil shuttle between oilrig and refinery. It is also used to refuel navy units that ran out of fuel.



Troop transport : This ship carries up to 4 ground units. Unarmed.



Submarine : When dived, only destroyer can attack it with depth charges. It cannot dive in shallow waters.



Destroyer : Used for escorting convoys. It is the unique antisubmarine unit; it also provides an aft anti-aircraft turret.



Cruiser : Attack vessel with aft anti-aircraft turret. Requires "6in navy gun" research.



Battleship : Huge attack vessel with 3 navy gun turrets. Requires "12in navy gun" research.



Aircraft carrier : It carries up to 8 navy fighters. Requires "Fleet air weapons" research.

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The airfield is production site for aircraft. Units are available when the adequate researches has been completed.



Fighter : Defence aircraft. Requires "Fighter" research.



Navy fighter : Designed for landing on carriers, fitted with rockets when available. Requires "Fleet air weapon" research.



Tactical bomber : Medium range fighter with dive bombing capabilities. Requires "Bomber" research.



Bomber : Long range bomber. Requires "Bomber" research.



Kamikaze : Fanato secret weapon. This fighter loaded with TNT crashes down onto targets. Requires "Kamikaze" research



Atomic bomber : Schyzo secret weapon. Long range bomber carrying 1 atomic bomb. Requires "Atomic bomb" research

Researches

The researches allow to install new buildings and produce stronger units.

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	Defence		Air forces
	Ground Weapons		Fighter
	2in-ground gun		Fleet air weapons
	3in-ground gun		Bomber
	3.5in-ground gun		Radar
	4in-artillery gun		Rocket weapons
	Navy weapons		Toxic weapon
	Sonar		Atomic bomb
	6in-navy gun		Buzz bomb
	12in-navy gun		Kamikaze

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1 - NOT ENOUGH MEMORY, 540K_o REQUIRED: 2 - NO EMS DRIVER FOUND:

GAME REQUIRES WIN98, DOES NOT WORK UNDER WIN NT, 2000, ME, XP.

Open with notepad the file C:\CONFIG.SYS, replace all lines with the following:

```
DEVICE=C:\WINDOWS\HIMEM.SYS  
DEVICE=C:\WINDOWS\EMM386.EXE RAM  
DOS=HIGH,UMB
```

Save the file.

Open with notepad the file C:\AUTOEXEC.BAT, suppress the lines which are NOT starting by SET or PATH.

Save the file.

Restart Windows.

3 - MOUSE MOTIONS ARE VERY SLOW:

Click on Arsenal shortcut on Windows desktop with the right button.

A grey window appears, click on "properties".

Arsenal properties panel appears, click on folder "program".

Click at the end of the "command line" and add the text FASTMOUSE.

The new command line is: C:\ARSENAL\ARSENAL.EXE FASTMOUSE

Click the OK button and start Arsenal with the shortcut.

4 - YOU HAVE SOUND PROBLEM WITH A PCI SOUND CARD

PCI sound cards like SB64, SB128 and SB LIVE provide an emulation driver for DOS program. There can be in conflicts with peripherals using IRQ 5 and IRQ 7.

Recent machines supporting USB peripheral use usually IRQ 5 for USB port.

To avoid sound problem with Arsenal you can disable the USB port in the CMOS setup.

5 - NO VESA DETECTED

No solution except changing video card for a VESA compatible one.

5 - NO SOUND

Arsenal sounds work only with TRUE compatible SOUND BLASTER.

You can report us your problem by Email at support@tacticalsoft.com.

We'll try to give you a solution to your problem.

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