RETRIBUTION

BRIEFING CHAPTER

Gremlin
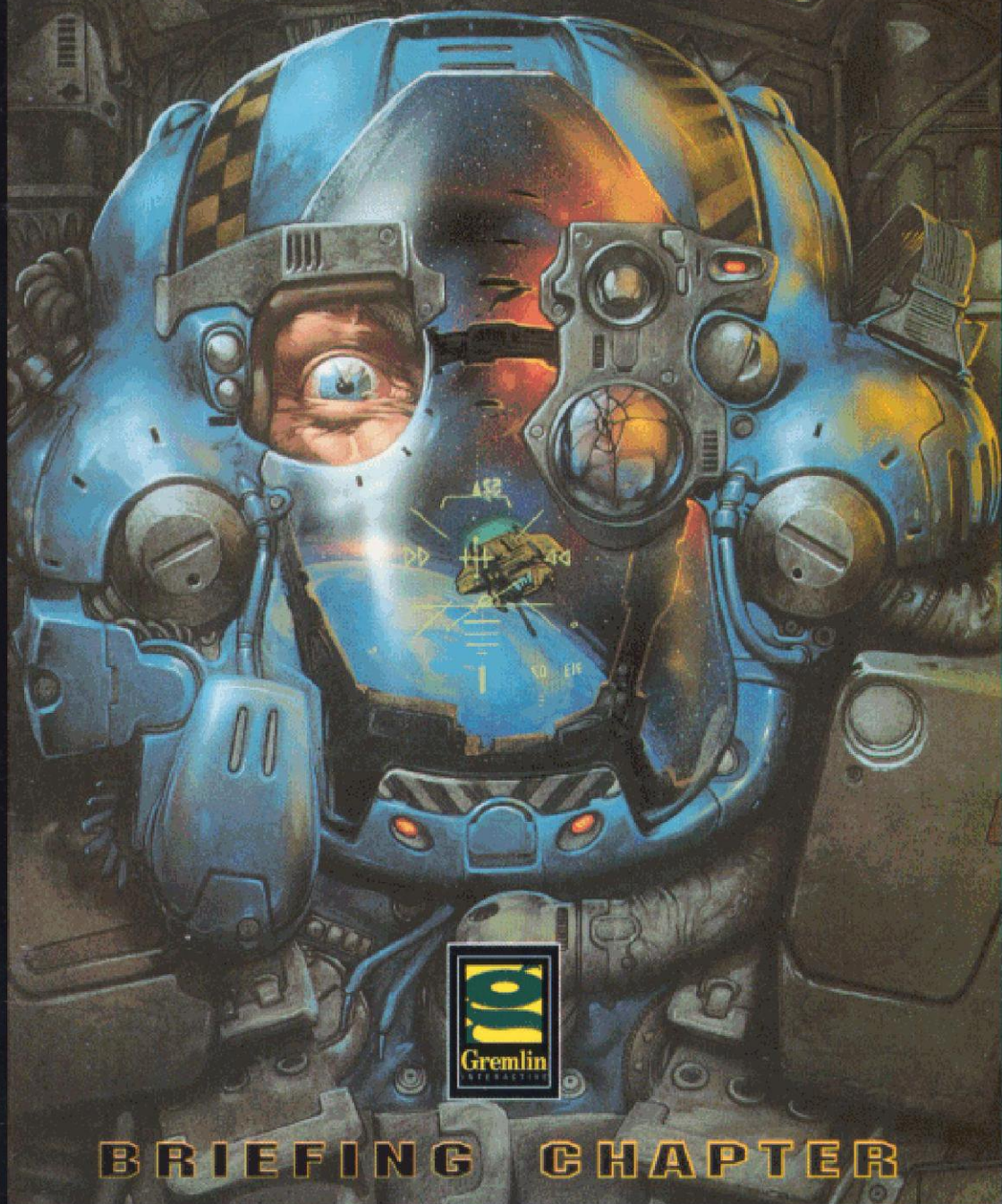INTERACTIVE

PRESENTS

RETRIBUTION

RETRIBUTION

Early into the 24th century man was on the verge of extinction. Before stellar colonisation, war loomed close on Earth as it's people cried out in their millions for food. Then, we were visited.

The Krellans came to our aid like avatars from the far reaches of space to teach us their way to live with ourselves in union.

With them, the Krellans brought a new wave of technology, unprecedented medicine, and best of all, the wisdom of peace. Farming and agricultural needs were met and bettered with their help in our colonisation plans. No more would man starve or fight for an acre of corn.

Our new found friends slowly led us away from Earth and taught us the ways to perfect terra-forming techniques to solve our ever constant population and resource needs. Since the Krellans first made contact with man many new worlds have echoed to the sound of man's foot fall and we now stand at the threshold of the entire galaxy. In this, man's new hour we live as man was intended...peacefully.

The year is 2425. This is the golden age of man, a time of hope. But given time, any foundation can crumble...

The discovery of a strange life-pod was how it all started. Three days ago we picked up it's faint signal barely within the range of our scanners. What the hell was a Krellan life-pod doing way out here with a human passenger we asked ourselves. After all, we're on the outer-most fringe of colonised space, Federation Outpost Station Aphelion and a few scattered farming colonies on forsaken planetoids. We were more than curious.

Having failed to revive the woman back to consciousness in our Station's med-lab, as Commander I gave the word to execute a Memory Scan. Hopefully we'd uncover the mystery from her brain patterns.

We did, but we learned far more than we had bargained for.

The woman was a Krellan, a Shapechanger and from the scan we learned of the Krellan conspiracy and their vile plan against the Federation. It took a while for the thing to die despite the settings on our blasters but it did, horribly, taking a few of my men with it.

It would seem the medicines the Krellan's brought with them were designed to fatten us up, make us more palatable. As for their new colonisation methods, well, the Federation is now so thinly scattered across the cosmos thanks to them that the

Krellans can literally 'harvest' us whenever they wish and block any transmissions the colonists' might send. Damn them. Damn them all.

And that's how the Krellan conspiracy was uncovered. By chance. From the brain patterns we captured through the scan we are slowly learning everything. If only we can get the message to Earth in time.

That's the problem. Communications in this sector are being jammed and hopes of warning Earth in time are dwindling fast.

Under my directive, Station Aphelion is now on full alert and is embarking on a campaign of lightning raids on planetoids based on the upcoming information from the Krellan's brain scan.

We're gonna do what we can to stall the Krellans before they launch their inevitable final assault and harvest Earth of it's crop.

They took us for fools but now it's war.
An eye for an eye... Retribution!

And you as the rookie pilot aboard Outpost Station Aphelion along with our small handful of technicians and engineers are going to do what needs to be done. We're on our own, but if you've pilot got what it takes, we'll do it.

So climb aboard the Coursa drop-ship with your Engineer. He'll take you into the thick of it. He's good, like the others, ex-pilot of both A.T.V. and fighter. A veteran. He knows best so listen to him- despite the differences you may learn you have.

Signing In.

After the introduction, you'll need to sign in if it's the first time you've played RETRIBUTION.

To do this select Register Pilot from the computer screen with the pointer, once this is highlighted click on a mouse button to select.

You will now be able to register and choose the level of difficulty. To sign

in click on the Not Registered text, a red cursor will replace the text, type in your name and press return. To select the level of difficulty click on the Novice, Seasoned or Veteran text. Once you've chosen the level of difficulty click on Proceed to return the Main Menu Computer Screen. From this screen you can start a New Mission, load a saved game or retire. Select New Mission if this is the first time you've played RETRIBUTION and you'll be taken to the Aphelion Auditorium.

Select Old Campaign to load a previously saved game, see Load under Personal Computer for more details.

Select Retire to return to the DOS prompt

If you die while on a Mission you will also be returned to the Main Computer, unless you've saved a successful mission you'll have to start from scratch. Saving a game after every mission is vital.

The Aphelion Space Station.

Inside the Aphelion Space Station there are five main areas, the Aphelion Auditorium, the Living Quarters, Aphelion Command, Coursa Drop-Ship and the Training Simulator. Within these areas there are various items you can use as well as Aphelion personnel to talk to. Move the pointer around these screens, any items, personnel or other areas you can access will be highlighted with pointer text, click on the left mouse button to access any of the highlighted items, personnel or areas.

1. Living Quarters. 2. Aphelion Command. 3. Coursa Drop-Ship
4. Training Simulator. 5. The Aphelion Auditorium

Aphelion Auditorium

This is the main area within the Space Station, from here you can access every available option. Check your Mission Briefing (1) and talk to the Commmander (2) before moving to any other area.

Mission Briefing.

If you're about to start a new Campaign you can select Mission Briefing to see the pending mission before you move to the Coursa Drop Ship. Once selected press any button on the mouse or press the spacebar on the keyboard to toggle through all the available pages of information.

The Commander.

Select the Commander for a present situation update, he'll give you the run-down on the Krellan forces latest attacks and possible next moves.

Living Quarters.

Once inside your Living Quarters there are three main options to choose from. To quit the game from this room move the mouse pointer onto the bed (3) at the bottom left of the screen and click a button to return to the Main Menu Computer. To return the Aphelion Auditorium (2) select the door. The third option is the Personal Computer (1) on the desk, click on the Computer to gain access to the following information and game features.

Personal Computer.

Press a mouse button when the PC is highlighted with the pointer text. Now you will have access the Computers Option Screens, choose any of these with the pointer and press a button.

Pilot's Performance Screen.

This is where you find out how good you really are, here you'll find the number of Krellan air and ground forces you've taken out plus the total number of kills and any merits you've been awarded. To return to the main Options Screen on the Personal Computer click on Exit Page.

Training Performance.

If you've signed up for any training mission in the Training Simulator on Aphelion you can see the results here, there is another computer in the Training Simulator that will also show you these details but like any sharp shooting gameplayer the chance of gloating at a perfect performance was too much to pass up. Your last mission score will be displayed in full, listing the total number of shots, hits, penalties and an overall score. You'll see displayed your best training scores for the Fighter and the A.T.V. Listed are Laser-Gun Firing, Rocket Firing and Mixed Firing, the higher the percentage the more accurate your shooting. To return to the main Options Screen on the Personal Computer click on Exit Page.

Save/Load Screen.
Save

After a successful mission use the Save feature to save game, there is nothing worse than completing the first three missions in a Campaign and then getting "smoked" on the fourth and having to start again. To save a game select an empty slot and click on the left mouse button. A red cursor will now appear in the selected slot, enter your name and press return. Now click on the Save Mission button, the computer will ask you if you're certain, select either Yes or No. If you selected Yes your game will now be saved in that slot, as well as your name the Campaign and Mission level will also be listed.

Load.

To load a game, select a slot with the mouse pointer and click on the left mouse button, the selected game will now be highlighted. To load the highlighted game click on the Load Mission button, the computer will ask you if you're certain. If you select Yes the saved game will be loaded and once you've quitted out from the Personal Computer you will be ready to start the mission you've just loaded. After you've loaded a saved game and exited the Options Menu you will be placed in the area on Aphelion in which you saved the load game.

Personal Tactics Log.

Vital information is stored in the Personal Tactics Log, here you'll find data that will help you with current and future Campaigns and Missions.

To return to Aphelion Auditorium, click on Exit Page on the main Options Screen and move the mouse pointer to the right of the Living Quarters screen until the Auditorium is highlighted and click on a button to return to the Auditorium.

Completed Campaign and Not!

After every successful Campaign you will be returned to your Living Quarters for some well earned 'R n R'. Use the PC to save your game and check for any updated information.

Exit

Select this (3) to return to the Main Menu Computer.

Aphelion Command.

Aphelion Co-ordinator.

The Co-ordinator (1) is the central hub of the information war against the Krellans, yours it not to question why but to carry out the objectives she gives you. The Co-ordinator will have all the latest information, you should speak to her before the start of any Campaign and after each mission via the Com-Link on the Coursa Drop-Ship before you hit the Launch Pad, remember an uninformed pilot is a dead pilot.

Reference Computer.

Use the Reference Computer (2) to access information on Federation Weaponry, Krellan Weaponry, Star Systems and the Ship's Log. Use the arrows at the bottom of these screens to toggle through all the available pages, the Reference Computer is regularly updated and should be checked as often as possible for the latest information. Click on Exit to return to the main Reference Computer screen from any of the available options. To return to the Aphelion Command select Exit Page from the main menu.

To return to the Aphelion Auditorium select the door at the back of the Command centre(3).

Training Simulator.

This is where you sharpen your shooting skills in the Fighter and the A.T.V. To choose a training mission click on the Terminal.

Terminal - Mission Selection.

Once you've selected the Terminal (1) you can choose to train in the Fighter or the A.T.V. To select a mission using Laser-Gun Firing, Rocket Firing or Mixed Firing click on one of the slots, the SELECTED highlighter will now move to the desired slot indicating that this is the type of training mission you've chosen.

Training Performance Screen

Click on this button to see your training performance stats, this screen hold the same information described above in the Living Quarters under Training Performance on the Personal Computer.
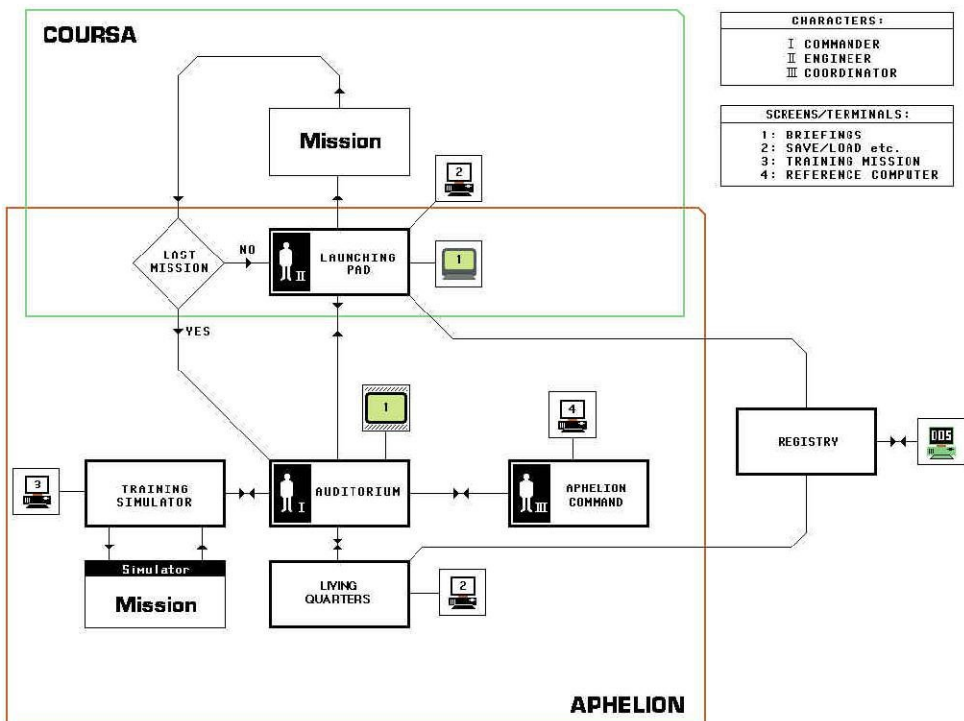

Once you've selected a Training Mission click on Exit Page and then click on the Training Simulator (2) to start the training mission. The computer will display the mission objectives and targets, click a button or press the spacebar to toggle through the available pages.

Once you've completed a Training Mission you'll be returned to the Training Simulator room where you can use the Terminal to view your performance stats or to select another Training Mission. To leave the Training Simulator move the mouse pointer to the bottom centre of the screen (3), Once the Auditorium text is visible on the screen click on a button to return to the Auditorium.

Once you checked out all the available areas on Aphelion and completed a few dry-runs in the Simulator your only option is to bite the bit and head out on the Coursa Drop Ship to wipe out the Krellan scum.

APHELION SPACE STATION MAP

COURSA

CHARACTERS:
I   COMMANDER
II ENGINEER
III COORDINATOR

SCREENS/TERMINALS:
1: BRIEFINGS
2: SAVE/LOAD etc.
3: TRAINING MISSION
4: REFERENCE COMPUTER

Mission

LAST MISSION — NO — LAUNCHING PAD

YES

REGISTRY

TRAINING SIMULATOR

AUDITORIUM

APHELION COMMAND

Simulator
Mission

LIVING QUARTERS

APHELION

Coursa Drop-Ship

Once inside the Coursa Drop-Ship you have access to your Person Computer, the Com -Link and the Engineer (3). Before you hit the Launch Pad (4) you should speak to the Engineer, he'll be with you throughout all your Campaigns - the least you can do is show him a little respect, don't expect him to show you a great deal of respect back though. He's seen and heard it all before, he will however give you some useful information on tactics on how to defeat the Krellan Forces in between insults.

The Engineer demands a lot of respect from his rookie pilots don't let him down, make sure you've read the Mission Briefing and talked to Aphelion Co-ordinator on the Com-Link before you hit the Launch Pad. If you haven't you'll get no help from him, his job is to drop you at the appropriate site on the Planetoids and not to give you the mission objectives, as far as he's concerned that's your problem not his.

Com-Link

After you've hit the Launch Pad and completed the first Mission in any Campaign the Com-link (2) will become available. Here you can talk to Aphelion Command, check out your Mission Briefing or access the Reference Computer. To select , move the pointer over the text; when the text is highlighted click on a button.

You should check in with Aphelion Command, read the Mission Briefing and check the Reference Computer at every available opportunity, the information could just save your life.

Select EXIT to return to the Coursa Drop-Ship.

Personal Computer

The PC (1) in the Coursa has the same features as the one in your Living Quarters, use it to save your games and to check for information updates

Select the doorway (5) on the Coursa Drop-Ship to return the Main Menu Computer.

At the begining of a Campaign you will be able to move around the Aphelion Space Station freely but once you've hit the launch and the Coursa Drop-Ship has left to orbit the Planetoids there is no going back until you've completed the whole Campaign. Each Campaign is made up of four missions, after completion you'll be returned to the Aphelion Space Station.

Hit the Launch Pad

Once you've checked out every possible area, spoken to everyone and checked your PC and the Reference Computer for all the possible information you can get your hands on it's time to move on out and turn words into deeds.

View From The Fighter
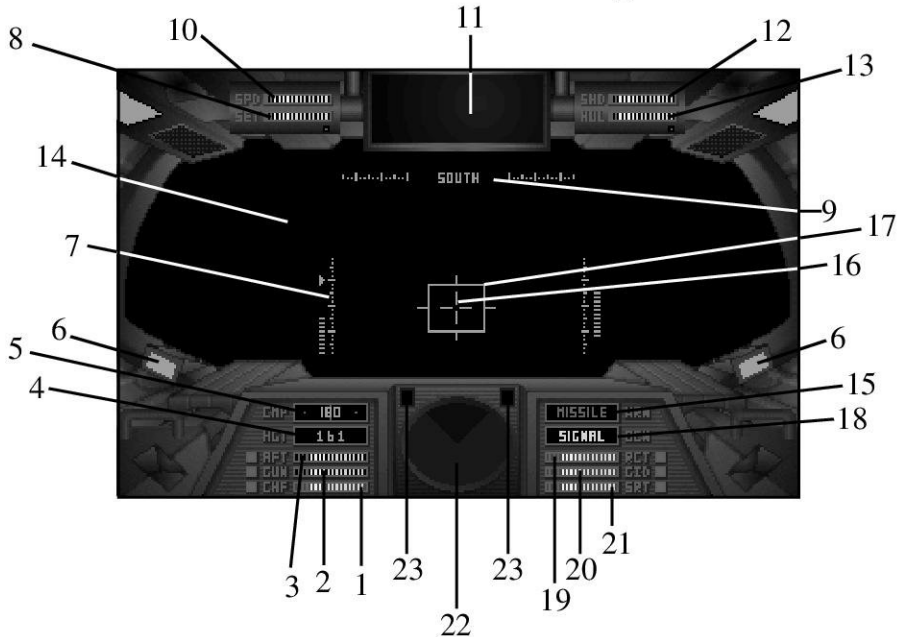
1. Chaff Pods on board indicator. 2. Laser Gun charge indicator.
3. Afterburners indicator. 4. Altitude readout.
5. Compass readout in degrees. 6. Laser Visual Charge indicators.
7. AL indicator 8. Set Speed .9. Directional Compass. 10. Current Speed.
11 Camera Visual Display Unit. 12. Shield Strength indicator.
13. Hull Strength indicator. 14 Head Up Display.
15. Incoming Missile indicator. 16. Crosshair.
17. Mirrored Directional Emulator 18. Receiving Signal indicator.
19. Rockets available indicator. 20. Guided Missiles available indicator.
21. Smart Missiles available indicator. 22. Radar unit
23. Special Weapon on board indicators.

1. Chaff Pods.

Chaff is used to confuse the guiding system on enemy missiles. Release chaff (C) and move away from the release point as quickly as possible. The Krellans will also use Chaff Pods to confuse your missiles

2. Lasers.

The lasers can be used against any Krellan vehicles, however the lasers have little effect on ground installations. The power of each shot depends on the current lasers energy level. Use this indicator and the Visual indicator (6) to judge the strength of the Lasers. The Laser take a few seconds to recharge after extensive use.

3. Afterburners.

The Afterburners are activated by pressing the TAB key. They give the fighter instant acceleration. This is very effective to momentarily evade pursuing enemy fighters but they need time to recharge.

4. Altitude Readout.

This readout gives you your height from the ground. See AL indicator for more details.

5. Compass Readout.

Gives compass readout in 45 degree increments.

6. Laser Visual Charge indicators.

As the laser is used these lights will dim to indicate the loss of power.

7. AL indicator.

This indicator is used to judge the height of your Fighter. Underneath your Fighter are several sensors that judge the distance between you and the land. If the height indicator triangle is red you are flying to low, the bar indicator represent the height of terrain under the fighter.

8. Directional Compass.

Indicates the direction you are currently travelling.

9. Set Speed.

When you press a speed key (1 to 9) this will be stored in the Set Speed indicator, so when you hit a building or any of the landscape, the Fighter will automatically reset to the chosen speed.

10. Current Speed.

Shows the current speed of Fighter.

11. Camera Visual Display Unit.

The VDU shows enemies that have been targeted (T) they will appear on the VDU along with its hull and shield strengths. The information for the VDU is supplied from the Drop-Ship using heat-seeking detection devices so your enemy will be visible even when they are behind the landscape or buildings, the red Lock Grid will appear on the HUD showing you where the enemy is.

12. Shield Strength indicator.

This shows the current strength of your shields. The shields absorb the damage from enemy weapons, but they need time to recharge. Once your shields are diminished the damage is transferred to your hull.

13. Hull Strength indicator.

The Hull is centre fulcrum of any vehicle, once this is damaged your time is limited, limited to the time it takes for you to hit the ground actually.

14. Head Up Display (HUD)

This is the view of the Planetoid you'll see from the Fighter.

15. Crosshair.

In a perfect world this would be where your weapons would fire to every time but you're in outer space. If your flying perfectly straight and central, the weapons will cross the centre of the crosshair, but remember the weapons are situated on the sides of the fighter, so movement will have effect on your aiming. Use the Training Simulator to practice firing your weapons.

16. Mirrored Directional Emulator.

This shows the directional movement of the Fighter, note that if you move left the MDE will move right and if you move right it will move left.

17. Incoming Missile Warning Light.

When this lights up, it's time to hit the Chaff or make an evasive move.

18 Receiving Beacon Signal indicator.

The Solar Federation have the ability to broadcast a signal which can be picked up by the Fighter's beacon receiver. This display will flash, indicating that the broadcaster is close by.

19. Rockets indicator.

These are the most powerful weapon you have at your disposal, they can be used against Krellan vehicles and ground installations. The only downside of the weapon is that it doesn't carry a guided lock-on system.

20. Guided Missiles indicator.

Once you have targeted the enemy (T) it will take a few seconds before the Missiles heat seeking device locks-on to the source. A count down will be displayed in Camera Visual Display Unit (VDU). Once locked a red frame/crosshair will be displayed on the VDU. Guided missiles are not as powerful as rockets but they are capable of following their target once they've been locked on. When you are using guided missiles the enemy should be visible in the Head Up Display (HUD) at all times, the targeted enemy will be identifiable in the HUD by a red computer generated box around the locked-on target. Guided Missiles must be targeted before they can be fired.

21. Smart Missiles indicator.

Once an enemy has been targeted (T) they are automatically locked on to. A red frame/crosshair will appear on the VDU once the target is locked. Smart missiles are not as powerful as rockets or guided missiles, this is because they are fitted with a larger tracking device and are unable to carry a large amount of explosive material. They do follow their target more closely than any other guided weapon.

22. Radar Unit.

This is your sixth sense unit, it allows you to see incoming missiles, air-born craft and land vehicles. The darker top section represents your view

through the HUD. The colour code for the Radar is as follows: Green = Ground targets, Yellow = Airborne targets and Red = Missiles. Some of the Krellan's weapons use clever cloaking devices to evade radar detection.

23. Special Weapons aboard

When you have special weapons on board the Fighter these lights will be on. Information on these weapons are listed below:
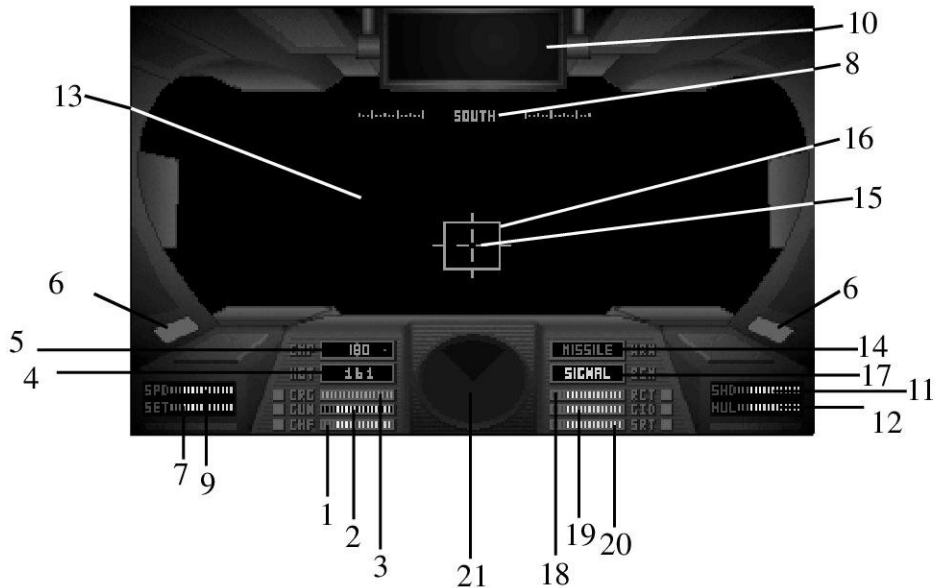
Vulcan Device.

When used, this thermonuclear device is capable of a controlled meltdown causing surrounding rock to melt and burning the atmosphere for miles around.

Torpedoes.

These can be dropped by the Fighter when flying over water, they function like the old W.W.II torpedoes.

View from the A.T.V.

1. Chaff Pods on board indicator. 2. Laser Gun charge indicator.
3. Afterburners indicator. 4. Altitude readout.
5. Compass readout in degrees. 6. Laser Visual Charge indicators.
7. Set Speed. 8. Directional Compass. 9. Current Speed.
10 Camera Visual Display Unit. 11. Shield Strength indicator.
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16. Mirrored Directional Emulator 17. Receiving Signal indicator.
18 Rockets available indicator. 19. Guided Missiles available indicator.
20. Smart Missiles available indicator.21. Radar unit

The items 1 to 21 and Lasers, Rockets, Guided Missiles and Smart Missiles on the A.T.V. are used as you would use them on the Fighter.

Special Weapons
Intelligent Time Bombs

These can either be dropped or placed by the A.T.V. at any point during a Mission. The Coursa engineer primes these before every mission.

For further information on Federation and Krellan weapons check the Reference Computer in the Aphelion Command Room or use the Com-Link to connect from the Coursa Drop Ship.

In Game Controls

RETRIBUTION is designed to use number a of different control combinations:

Keyboard only, Keyboard & Mouse, Keyboard & Joystick and Keyboard, Mouse and Joystick.

The default keyboard controls are as follows:

Space	Fire lasers in the Fighter and A.T.V. On the Menu screens press to select.
Backspace	Pause game
1 to 9	Set desired speed level
+	Increase speed
-	Decrease speed
M	View map
Tab	Activate Afterburners
Enter	Toggle between weapons in Fighter and A.T.V.
T	Target enemy vehicle
C	Release Chaff pod
P	Pick up object
D	Drop object
CTRL	Use special weapon or device
ALT	Fire rockets/missiles
ESC	Exit introduction and cut scenes or use the left mouse button if you press ESC while in the Fighter or A.T.V. you'll be dismissed and returned to the Main Computer Menu at the beginning of the game.
Cursors Keys	Use the cursor keys to steer the Fighter and A.T.V. left, right, up and down.

Keyboard & Mouse.

If you have a mouse connected RETRIBUTION will automatically detect it and use it for the menu screens and for the Fighter and A.T.V. steering and weapons. The default controls are:

Steering   Move the mouse up, down left and right.
Left Button   Fire Lasers
Right Button   Fire Rockets\Guided Missiles\Smart Missiles, dependant on which is selected.

If your Mouse is over sensitive press F8 to call up the Mouse menu. Because there are various types of mice and mouse drivers differ greatly on their resolution of movement, use this menu to customise your mouse's sensitivity. Click on the arrows to increase or decrease sensitivity. If you select Alternative Controls from this menu then the following changes will occur to those described above.

Right and Left button pressed together will fire Rockets\Missiles.

Right button and up together to increase speed.

Right button and down together to decrease speed.

Select Exit Page to return to the game.

Use the keyboard for all other features.

Keyboard and Joystick.

Use the keyboard for keypresses and use the joystick as you would the mouse. The joystick will be detected at the beginning of the game, to calibrate the joystick follow the on screen instructions. On the Menu screens press any button on the joystick to select an option. In the Fighter and A.T.V. The Default joystick controls are as follows:

Button 1   Fire Lasers
Button 2   Fire Rockets\Missiles

Move the Joystick shaft to move left and right. Pull back to climb and push forward to dive.

If you press F8 while in the Fighter or A.T.V. the following menu screen will be displayed.

Select Calibrate to re-calibrate your joystick. Select Reversed Buttons to reverse buttons one and two. Select Alternative Controls to make changes:

Button 1   Fire Lasers
Button 1 & 2   Fire Rockets\Missiles
Hold button two and push forward to increase, pull back to decrease speed.

Keyboard, Mouse and Joystick.

This is the same control method as Keyboard and Joystick but you use the mouse for the main areas on Aphelion and the menu and options screens.

Change View Point
F1   Front view (default view)
F2   Left view
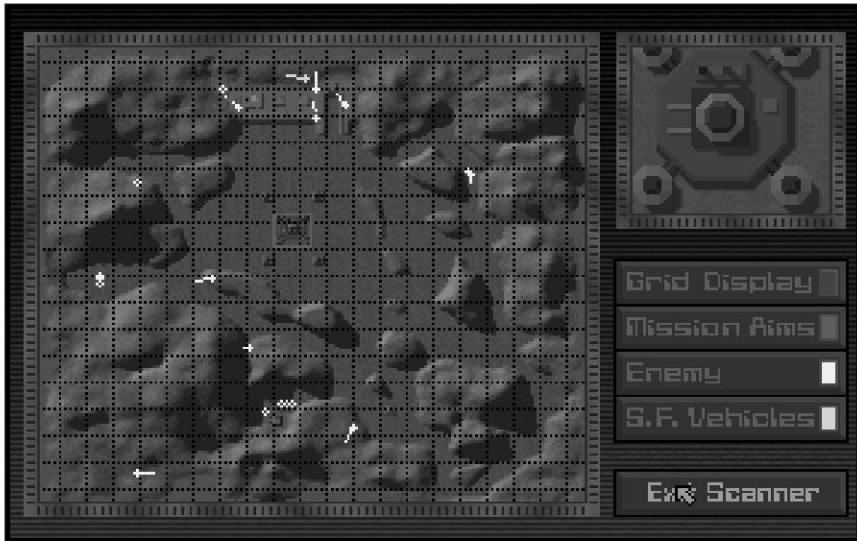**F3**   Right view
F4   Rear view

F9   Volume menu, click on the arrows to increase\decrease the Sound Effects or Music Score.

F10   Graphics detail menu. On this menu you can change the level

of detail on Landscape, Horizon and the Camera. Click on the arrows to increase\decrease the detail. Select the arrow on the left of this screen to return to the game.

The Map

The Map is probably the only help you'll get while on the Planetiods. Press M while you are in the Fighter or A.T.V. to access the map. The map will display your Mission Aims, the Enemy and Solar Federation Vehicles, you can also have the map overlaid with a grid. To turn any of these features off simply click on the appropriate box. To view any area on the map closer use the mouse pointer to click on any area. The red box will now snap to the area you selected. A close up of this area will be visible in the magnification box on the top right of the map screen. To view any area of the map in the magnification box keep the left mouse held down and move over the map. Remember that the Krellans sometimes use cloaking devices on their vehicles and equipment, anything that's `cloaked' will not be shown on the map.

Select Exit Scanner to return to the game.

ANY PROBLEMS?

If you have problems loading RETRIBUTION, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging. If you have any questions relating to the game, then Gremlin Interactive Limited Helpline is available between the hours of 9.30am and 5.30pm U.K. time Monday to Friday, on 0114 2753423.

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Mark Glossop
Patrick Phelan

If you are having trouble running RETRIBUTION here are some hints to help get you started.

1. You will need a mouse driver installed if you are going to control RETRIBUTION with a mouse. To
do this you must insert a line into AUTOEXEC.BAT. Consult the documentation which came with your mouse for the exact command line needed. (Occasionally a mouse driver needs to be added to CONFIG.SYS. Once again this will be explained in your mouse documentation). The mouse driver will need to be added even if you have made a boot disk using the RETRIBUTION INSTALL program.

2. To use the CD-ROM version of RETRIBUTION you need the correct CD-ROM driver. To do this you must insert a line into CONFIG.SYS. Consult the documentation accompanying your CD-ROM drive for the exact command line needed. Alternatively the READ.ME file, readable using the RETRIBUTION INSTALL program, gives commonly used examples. You will also need to add the Microsoft CD extensions driver (MSCDEX.EXE) in your AUTOEXEC.BAT. Once again the READ.ME file explains this in more detail.

3. If the program is not booting correctly, or crashing in game it is possible you do not have enough memory available for the game to run. The first thing to do is to make a boot disk using the RETRIBUTION INSTALL program, located in the directory to which RETRIBUTION was installed on the hard drive.
If this does not help, or you do not want to create a boot disk follow these hints:
RETRIBUTION needs 491 KB of base memory and 3 Mb of extended memory (XMS).
You can determine how much memory you have available by running INSTALL /i.
Do not use EMM386, HIMEM.SYS or any other memory manager in your CONFIG.SYS.
Try to load as few memory resident programs as possible.

If after trying everything above you cannot get enough base memory try adding the following lines to your CONFIG.SYS:
DEVICE=C:\HIMEM.SYS
DOS=HIGH,UMB
This will allow you to use more base memory but at the expense of extended memory. This will only be needed in the case where your CD driver is very large.

4. If the program is not producing sound correctly check that you have set up the correct sound card, port, IRQ and DMA using the RETRIBUTION INSTALL program. If it is not possible to set your card correctly with INSTALL refer to the READ.ME file which contains more information.
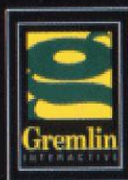
If RETRIBUTION is running slow while you are in the Fighter or A.T.V. press F10 and turn down the detail on the Camera, Horizon and Landscape. Adjust these features to maximise the speed of the game.

If you have persistent problems call the Gremlin Interactive Help Line on 0114 275 3423.

COMING SOON
SLIPSTREAM
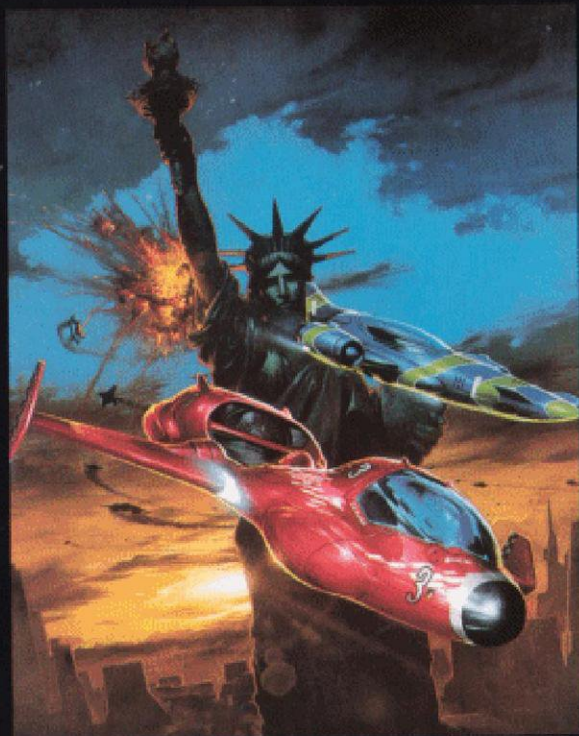
"...awesome fast and furious race action."

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