

TAITOTM



*LOADING
&
GAMEPLAY
INSTRUCTIONS*

OPERATION WOLF[®]

This manual is divided into two parts. The first starting on this page deals with installation and the hardware of your computer system; the second, starting on page 10 explains game play.

SECTION I

GETTING STARTED

Turn on the computer and boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner. Wait for the DOS prompt (i.e. **A:>**, or **C:>**) to appear.

OPERATION WOLF may be installed and run on a Hard Disk (recommended due to the extensive disk activity in this game), or run from a Floppy Drive. Several **VIDEO ADAPTERS**, **SOUND DEVICES** and **GAME CONTROLS** are supported.

If you intend to use Joy-sticks for **OPERATION WOLF**, be sure you have a suitable interface card installed in your system, and the Joy-sticks are correctly connected before starting the game; if you intend to use a mouse (the best choice), you must have a correctly installed Microsoft compatible mouse and Mouse Driver software. This driver is supplied by the Mouse manufacturer - please follow their instructions carefully.

Hard Disk users may bypass the following section on Floppy Disk Operation and proceed to the section titled "**USING OPERATION WOLF WITH A HARD DISK**".

NOTE: (**ENTER**) means press the **ENTER** key on the keyboard.

USING OPERATION WOLF FROM A FLOPPY DISK

OPERATION WOLF is available on either two 5 1/4" 360k Disks, or one 3.5 inch 720k Disk.

Insert the disk labeled "A" into any floppy disk drive.

Log onto that drive, i.e. if you placed the disk into drive A, type A: (ENTER).

To start the game, type **OPWOLF** (ENTER).

If you are using the 5 1/4" version, you will be prompted by the game when it requires disk "B". When this happens, carefully remove disk "A" from the drive, replace with disk "B", and follow the on-screen instructions.

NOTE : DO NOT WRITE PROTECT YOUR DISKETTES.

OPERATION WOLF needs to write to the diskettes during game play. This means 5.25" diskettes have an UNCOVERED NOTCH on the right hand side; 3.5" diskettes have a HOLE on the right hand side that is COVERED.

After the game is loaded for the FIRST TIME, you will be presented with menus for **VIDEO ADAPTERS, INPUT DEVICES, SOUND DEVICES.**

Floppy disk users may bypass the following section on Hard Disk Installation and read the section titled **OPTIONS**, on page 6.

USING OPERATION WOLF WITH A HARD DISK

If you have a Hard Disk Drive, **OPERATION WOLF** should be installed on the Hard Disk to significantly reduce the time taken to load the initial game and subsequent levels.

OPERATION WOLF is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory called **OPWOLF** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard ASCII text editor and change the default name of the sub-directory to any other name.

If you have two 5 1/4" diskettes, **INSTALL.BAT** is found on disk "A"; You will be asked for disk "B" when it is required by the installation program.

1. Log on to the floppy drive containing the **OPERATION WOLF** disk.
2. At the DOS prompt, type **INSTALL <SOURCE DRIVE:> <TARGET DRIVE:>**, where **<SOURCE DRIVE:>** is the floppy disk drive in which you placed the **OPERATION WOLF** diskette, and **<TARGET DRIVE:>** is the hard disk drive on which you wish to install **OPERATION WOLF**. You must include the colon (:) after both the source and target drive name. Now press the **ENTER** key and **OPERATION WOLF** will be installed on your hard drive. (Note: If you wish to copy **OPERATION WOLF** into a particular sub-directory, simply include the path name after the colon).

Examples:

- A) From the **A:\>** prompt, and with the **OPERATION WOLF** disk in **A:**, typing **INSTALL A: C:(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\OPWOLF** sub-directory (i.e. **C:\OPWOLF**).
- B) From the **A:\>** prompt, and with the **OPERATION WOLF** disk in **A:**, typing **INSTALL A: C:\GAMES(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\GAMES\OPWOLF** sub-directory (i.e. **C:\GAMES\OPWOLF**).

RUNNING OPERATION WOLF from a HARD DISK

After installing **OPERATION WOLF** on your Hard Disk:

1. Place your **KEY DISK** (disk "A" if 5 1/4") in a floppy drive.
2. Log on to the Hard drive containing the game program (usually **C:**).
3. Change to the sub-directory containing the **OPERATION WOLF** files.
4. Type **OPWOLF (ENTER)**.

Examples:

- A) If you installed **OPERATION WOLF** on Hard Drive **C:** and in a sub-directory called **\OPWOLF**, from the **C:>** prompt, type **CD \OPWOLF (ENTER)**, then **OPWOLF (ENTER)**.
- B) If you installed **OPERATION WOLF** on Hard Drive **F:** and in a sub-directory called **\GAMES\OPWOLF**, from the **F:>** prompt, type **CD \GAMES\OPWOLF (ENTER)**, then **OPWOLF (ENTER)**.

KEY DISK USAGE

When starting **OPERATION WOLF** from a Hard Disk the program will ask you to enter the letter of the drive containing the key disk.

Example:

- A) If you placed your key disk in drive "**B**", type **B (ENTER)**.

OPTIONS

The FIRST TIME you run **OPERATION WOLF**, a series of menus will appear to allow configuration of your system, and the preferred method of playing **OPERATION WOLF**. The next time you run the game the menus **WILL NOT AUTOMATICALLY APPEAR**, and the game will run as previously configured.

To change the previous selections (i.e. you want to use another hardware configuration) place an **R** on the command line after **OPWOLF** when starting the game.

Example:

A) Type **OPWOLF R (ENTER)**. The menu system will now appear.

Either by running **OPERATION WOLF** for the first time, or as a result of requesting the menus to appear as in the previous example several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the letter to the left of the description, or by stepping up and down the menu with the up and down arrows keys, and then pressing **ENTER**.

Generally, if you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to reboot your computer to regain control.

The **VIDEO ADAPTER** menu will appear as follows:

Operation Wolf

Please select desired video device

- H = Hercules
- C = CGA 320x200 4 color
- O = CGA 320x200 with monochrome monitor
- E = EGA 320x200 16 color (Standard IBM Type)
- F = EGA Enhanced 320x200 16 color (Boca) CAUTION!
- G = EGA Enhanced 320x200 16 color (Paradise) CAUTION!
- T = TGA 320x200 16 color (Tandy 1000)
- V = VGA 320X200 16 color
- U = MCGA 320X200 16 color

Use the **ARROW KEYS** to select an option and press **ENTER**.
OR: Select by pressing the letter of the option.
Press **ESC** to return to **DOS**

NOTE: VIDEO SELECTIONS “**F**” and “**G**” should only be used with **EXTREME CAUTION**. They will only function correctly on selected **EGA** cards, but will provide superior color choices over selection “**E**”. If you select “**F**” or “**G**” and the images on your screen are not sharply defined, these selections will not work for your computer and you must use selection “**E**”.

After a valid selection is made from this menu, a menu for **Input Devices** will appear as shown on the next page.

The menu for **Input Devices** appears as follows:

Operation Wolf																		
Please select desired input device																		
K = Keyboard M = Mouse J = Joystick D = Redefine Keyboard																		
<p>Fire</p> <table border="1"><tr><td>Space Bar</td></tr><tr><td>Enter</td></tr></table> <p>Grenade</p>	Space Bar	Enter	<table border="1"><tr><td></td><td>Up</td><td></td></tr><tr><td>Left</td><td>Up Arrow</td><td>Right</td></tr><tr><td>Left Arrow</td><td style="background-color: #cccccc;"></td><td>Right Arrow</td></tr><tr><td></td><td>Down Arrow</td><td></td></tr><tr><td></td><td>Down</td><td></td></tr></table>		Up		Left	Up Arrow	Right	Left Arrow		Right Arrow		Down Arrow			Down	
Space Bar																		
Enter																		
	Up																	
Left	Up Arrow	Right																
Left Arrow		Right Arrow																
	Down Arrow																	
	Down																	
Use the ARROW KEYS to select an option and press ENTER. OR: Select by pressing the letter of the option. Press ESC to return to the VIDEO DEVICE menu.																		

If the Joy-stick is selected, you will be asked to perform several motions with the joy-stick to ensure greatest accuracy of game play. Please follow the on-screen instructions carefully.

If the keyboard is selected, you will be asked if you wish to redefine the default keys. Please follow the on-screen instructions carefully. The default keys as shipped from TAITO are shown in the above menu.

After a valid selection is made from the **Input Devices** menu, a menu for **Sound Devices** will appear as below:

Operation Wolf

Please select desired sound device

- I = IBM standard music
- Y = Tandy 4 channel music
- A = Adlib music board
- B = CMS music board
- N = no sound system (silent game)

Use the **ARROW** keys to select an option and press **ENTER**.
OR: Select by pressing the letter of the option.
Press **ESC** to return to the **INPUT DEVICE** menu.

NOTE: Music/sound effects may be turned on and off during game play.
Selecting **N** will only set the default condition.

OPTIONS FOR ADVANCED USERS

OPERATION WOLF can take several different command line parameters to force the program to recognize your particular hardware configuration, and to bypass the configuration file generated from the menu selections. There is little need to use this facility as the system automatically uses the previous settings generated from the menu selections however if you are moving the game from machine to machine, you may want to use this facility rather than the **OPWOLF R** method.

To see the available options, type **OPWOLF ? (ENTER)** at the DOS prompt, and the available options will be listed.

If you select an invalid option, menus will appear for those options that could not be located or were invalid.

SECTION II

GAME PLAY

After the game has loaded, an automatic demonstration of the game will start.

To play **OPERATION WOLF** press:

- a Mouse button if the mouse was selected.
- a Joy-stick button if the Joy-stick was selected.
- any key on the keyboard.

Valid Keys During Game Play:

F1 pauses the game; press **F1** again to continue.

F2 toggles the music ON/OFF.

F3 toggles the sound effects ON/OFF.

F10 exits the game and returns you to MS-DOS.

GAME CONTROLS

This game can be played with a Joy-Stick, keyboard, or Microsoft compatible mouse. Using a Joy-stick or Mouse will give the best results.

MOUSE

To use this option, you must have a correctly installed mouse and mouse software driver. This driver is supplied by the mouse manufacturer; please follow their instructions carefully.

After the game has loaded:

Press either mouse button to start the game.

During game play:

Press the **LEFT** mouse button to fire the Machine Gun;
the **RIGHT** button to launch Grenades.

JOY-STICK

The joy-stick must be plugged into a suitable interface card. If you have two joy-sticks, you will use joy-stick 1 for this game.

The joy-sticks require **CALIBRATION** when the game starts to ensure the greatest accuracy of game play. When this option is selected, please follow the on-screen instructions carefully.

After the game is loaded:

Press a button on joy-stick 1 to start the game.

During game play:

Movement of the joy-stick will move the gunsight in the corresponding direction. Press one button to fire the Machine Gun; the other to launch Grenades.

KEYBOARD

This game does play on a keyboard. However, we strongly recommend you use a joy-stick or mouse for best results.

After the game has loaded:

Press a key (such as the Space Bar) to start the game.

During game play:

Press the defined direction keys (Default are the arrow **CURSOR** keys); the **FIRE** key (default is the **SPACE BAR**) to fire the Machine Gun; the **GRENAD**E key (default is the **ENTER** key) to launch Grenades.

HOW TO PLAY

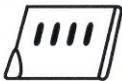
In the steamy jungles of South America, heavily armed extremists are holding innocent civilians prisoner. Little do these terrorists know that real terror is about to land on their front porch! The sound of rotor blades and staccato bursts of gunfire echo through the valleys. Terrorists be warned! **OPERATION WOLF** is going to teach you what terror is all about!

OPERATION WOLF consists of six missions, which are displayed on the Operations Map Screen. A mission is completed when all enemy forces are reduced to zero. The current level is completed when you escape from the airport with the prisoners. Your injury level increases when the enemy hits you. The game automatically ends if the injury indicator on the right side of the screen becomes completely filled. You can reduce your injury level by getting power drinks.

Collect these supplies to accomplish your objectives:

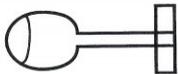
CARTRIDGE

Gives you 30 bullets.



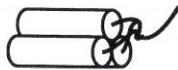
ROCKET GRENADE

Destroys targets in immediate range.



DYNAMITE

Blows up enemy ground targets.



POWER DRINK

Reduces injury level five points.



SUPER BULLET

Free fire power for 10 seconds.



Occasionally you will see chickens, pigs, or vultures cross the screen. Shooting them will sometimes give you extra weapon supplies!

STATUS AND SCORING

Current score, injury level, and weapons status information are displayed on the right hand side of the game screen. The enemy's current military strength and number of prisoners rescued are located on the bottom panel.

Points are awarded for each adversary destroyed. Your injury level increases if you are struck by bullets, grenades, knives, or missiles. Bonus points are awarded for each completed mission.

Prisoners appear in the Concentration Camp and Airport missions. A prisoner is considered rescued when he successfully crosses the screen without injury. The game automatically ends if you complete the Concentration Camp mission without rescuing any prisoners.

HIGH SCORE SCREEN

Use the keyboard to enter your name into the High Score Hall of Fame. Press **ENTER** when you are finished.

CONTINUE OPTION

Each mission lets you continue the current game. The COMMUNICATION Mission offers multiple continues for novice players. The remaining missions only allow one continue. When asked, press any key to continue before the timer reaches zero.

THE PRESIDENT'S SCREEN

After completing the Airport Mission, the President gives a speech. The type of speech he delivers depends on your performance.

HINTS AND TIPS

- Don't fire constantly; preserve your ammunition.
- Armored cars, gunboats and helicopters inflict the most damage. Shoot them first.
- Pick up extra weapons supplies for maximum fire power.
- Don't injure civilians!
- Get the knife soldier before he gets the prisoner!



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