

JAGGED ALLIANCE

Installation & Quick Reference Card

Welcome to Jagged Alliance. This card includes everything you need to know to install the game and head off to Metavira for some hot action. If you have any problems while installing or running the game, consult the Trouble Shooting section of this card.

MINIMUM REQUIREMENTS

IBM or 100% compatible computer
486 33 MHz processor
PC/MS-DOS 5.0 or better
4 MB RAM
15 MB Hard Disk Space
256-color VGA, Mouse
CD-ROM drive (for CD-Rom version)

RECOMMENDED

8 MB RAM
38 MB hard disk space
Ad-Lib, Sound Blaster Pro/16/AWE-32
and 100% compatibles; Pro Audio
Spectrum; Gravis Ultrasound;
Roland MT-32/LAPC-1, MPU401-
interface General MIDI

QUICK INSTALLATION FROM DISK

1. Put disk 1 or the CD-ROM into the drive, and log on to it. For 3.5" disks, type **A:** or **B:** and press **Enter**. For a CD-ROM, type **D:** or **E:** (usually) and press **Enter**.
2. Type **Install** and press **Enter**. Jagged Alliance's installation program will begin.
3. Follow the on-screen prompts, and insert new disks if Jagged Alliance requests them.

CHECKING AVAILABLE MEMORY

Jagged Alliance requires at least 3.5 MB of extended (XMS) memory free to run normally. This means if your machine has only 4 MB of RAM, Jagged Alliance will need to "swap" part of the program to disk in order to run. To do this, YOU MUST MAKE SURE YOU HAVE AT LEAST 2.5 MB FREE XMS MEMORY AND 8 MB ADDITIONAL FREE DISK SPACE. Then, start the program by typing JAVM. Please make sure you have the proper amount of memory available.

1. Type **MEM** and press **Enter**.
2. Check the following lines in your computer's report. Your numbers must be greater than or at least equal to those shown below.

409,600 largest executable program size (400K)
2,621,440 bytes free XMS memory (2,500K)

BEGINNING JAGGED ALLIANCE

A.I.M.'s waiting and the lives of millions are in your hands. To begin Jagged Alliance:

1. Move to the Jagged Alliance directory. To do so, type **CD\JAGGED** and press **Enter**.
2. If you have 8 MB or more of RAM, type **JA** and press **Enter**. If you have fewer than 8 MB of RAM, type **JAVM** and press **Enter**.

**IF YOU HAVE TROUBLE INSTALLING OR RUNNING JAGGED ALLIANCE,
CONSULT THE TROUBLE SHOOTING SECTION OF THIS CARD.**

QUICK START

In this panel, you'll find everything you need to know to hire on a team of mercenaries, prepare your battlefield and begin your first mission. Since this is a "quick start" section (also called "how to crunch a 53-page manual into 4 pages"), all your questions might not be answered. In that case, check out the manual.

STEP 1 & 2: CONTACTING A.I.M. AND HIRING ON MERCENARIES

Before you can do anything else in Jagged Alliance, you'll need to hire on a team of mercenaries to help you whip Santino's butt. (A Quick Start team is available. Just select Restore Game on the calendar.)

Portrait (Left click to hire, right to scroll)

Name

Statistics

New Mercs & Current Team Members (Left click to Remove, right click for stats)

Field name

BIO or Gear Info

Exit A.I.M.

Detailed Status Information

Toggles Between BIO and GEAR

Move to the Next or Previous Mercenary

Your Funds

Glen "Boss" Hatchet			
SALARY	2950	MEDICAL	9
HEALTH	80	EXPLOSIVES	53
AGILITY	76	MECHANICAL	99
REALITY	84	MARCHSHIPS	84
WISDOM	71	EXP. CLASS	3

Boss

A member in good standing, Boss Hatchet has traveled the globe in quest of a regular paycheck. Considered to be one of our more demanding members, he has more than satisfied our clients with his obvious talents and his ability to fix the unfixable.

EXIT INFO GEAR

FUNDS \$25000

1. From the Main Screen, click on the laptop computer to Contact A.I.M.
2. Use the arrow keys to review different A.I.M. members.
3. Click on the member's portrait to offer them a position on your team. Higher priced mercs might not be affordable to you right now; you're relying on your original bankroll to pay them until you get back into production. Also, try to get a good range of skills.
4. Once your team's in place, "EXIT" and then choose "Sleep" from the Main Screen.

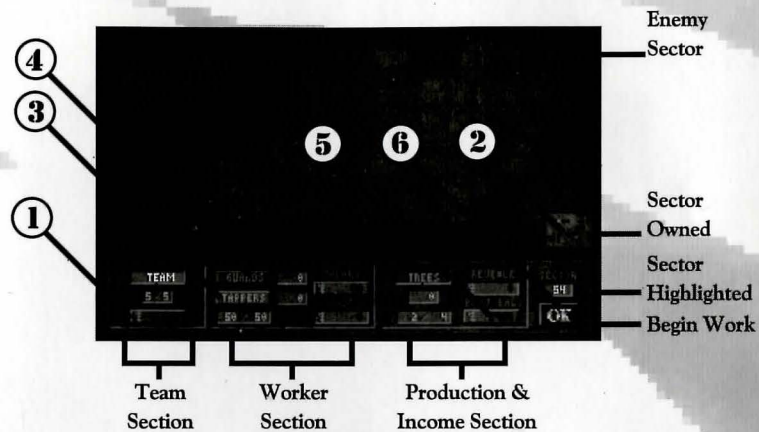
STEP 3,4 & 5: GIVING ORDERS, HIRING A WORKFORCE AND REVIEWING \$\$

Once your team arrives on Metavira, you'll see the Map Screen. It's here that you'll give assignments, place your workers and mercenaries and determine the day's strategy.

1. Click the Team salary button to move to the Assignment Screen. Here, you may change their assignment (#1). For now, though, ON DUTY is what you want. **YOU'LL ALSO NEED TO EQUIP YOUR MERCS.** Click on their portraits to do so. Move items from the inventory pool to their inventory before you head out (especially vests and bullets!). Shift while clicking on an item to grab up to 5 at once.
2. Move the highlight over the only sector you own (#2 - Sector 60, the lighter one). Left click in the sector to place your team. Right click in a sector to remove them.

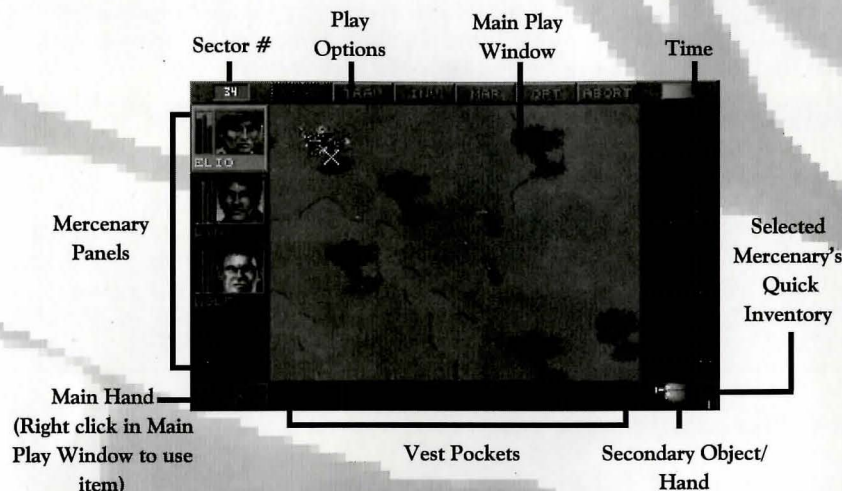
(continued inside card...)

- Click the Tappers button (#3). Then, move the highlight over a sector you own (#2). Left click in the sector to place tappers; one click per tappable tree (green highlight) you have. Right click in the sector to remove them.
- Click the Guards button (#4). Then, move the highlight over the sector you own (#2). In your starting sector, there are already eight guards. You could right click in the sector to remove them, but that's not a good idea now. Guards help to protect your sectors from run-ins by Santino's men. (Select MAP from the Main Play Screen to move guards from one sector to another once you take one over.)
- Click on the Projected Balance (#5) button. You'll see your financial standing at the end of the day provided all goes well.
- Click OK (#6) to begin work. You'll arrive at the main play screen.



STEP 6: HITTING THE BEACH

Here's where the bullets fly! When you hit the island, you'll see a screen similar to the one below. From this screen, you control the entire course of action.



SELECTING MERCS & MERCENARY PANELS



- Action Points (Orange):** Tracks action points in turn-based time.
- Breath (Blue):** Breathing rate and energy. Lowers as member exerts energy. Rises as they rest.
- Health (Red):** The member's health. If hurt, it lowers and leaves an "injury tracker" in its place. Untreated injuries are yellow, and may continue to hurt the merc if not treated. Treated injuries show pink.

- To select a mercenary Click on merc; double click portrait; F1-F8
- To select combat mode or mute Right click portrait; select option on back
- To locate a member in the field Left click portrait
- To determine who's who Move the cursor over a member
- To see stats actual values for merc Click and hold on statistic bars
- To see mercs' statistics all at once Press S

PERSONAL OPTIONS (FLIP SIDE OF MERC PANEL - RIGHT CLICK)

- MAX AIM:** By default, the merc will always take extra time and action points to target the enemy to the best of his ability. You can alter points, though, unless "Fast Firing," a Control Panel option, is on.
- RSV PTS:** The merc will always stop with enough points left to perform an action based on what's in their Main Hand.
- MUTE:** Turns on or off the merc's "ok" and acknowledgement speech.

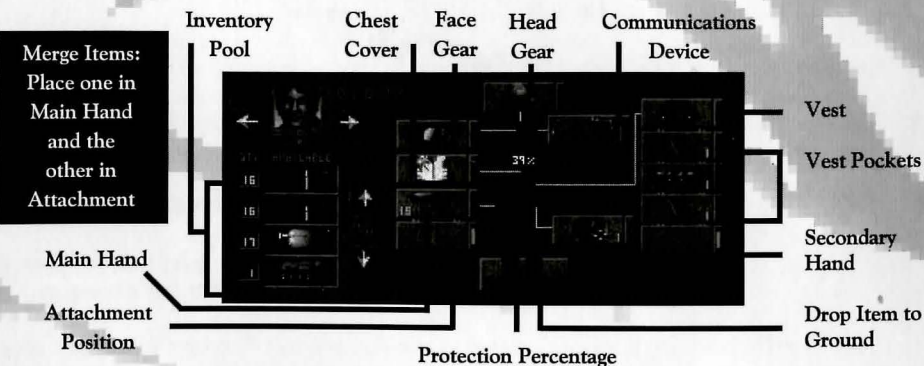
INVENTORY CONTROLS

- To swap item from secondary to main hand Right click on secondary item
- To view complete inventory Right click on vest pocket area, "I", INV
- To move any item to another location Left click on item
- To drink from canteen Pick up canteen, left click on portrait
- To use camouflage Pick up kit and click on body to "camo" up

Hints Hotline Support! Monday-Friday 4 to 8 PM EST. Weekends and Holidays 12 to 4 PM EST. (315) 393-6633.

A QUICK REVIEW OF A MERC'S INVENTORY

You may access their inventory screens by clicking on INV or pressing "I" when a mercenary is selected. You may also right click in the "vest pocket" section of the Main Play Screen. Some item slots have special purposes:



- Main Hand:** Holds whatever a mercenary plans to use like a key, a gun or a knife.
- Attachment:** Some items may be attached to or merged with one another, like scopes on a rifle. Place an item in the attachment position to see if a merge is possible. Be creative.
- Vest:** If your merc has a vest, she may use its pockets to hold items. Up to 5 identical, groupable items may be stored in a slot depending on their size.

Hints Hotline Support! Monday-Friday 4 to 8 PM EST. Weekends and Holidays 12 to 4 PM EST. (315) 393-6633.

MOVING AROUND



- To move Click (double for safety move) on destination
- To move all at once (not in combat) Left click on dest. plus right click
- To sneak Hold down SHIFT during normal move
- To back up Hold down ALT during normal move
- To crouch Hold down ALT when clicking on selected merc
or right click then left click over selected merc
- To make merc look in a direction Right click toward direction and left click
- To move to another sector Get all on border of sector, click TRAV or "T"
..... or left click, hold and drag in direction to go in
- To exchange places another merc Hold cursor over merc to swap with, "X"

INVESTIGATING & CHECKING THINGS OUT



You check things out in Jagged Alliance with (surprise) your hands and your eyes. So, the Hand Cursor is all important (above). When your merc sees something, he'll tell you, and a white circle will flash around the object. Things that are hidden, though, may require a bit of searching.

- To get hand cursor Press CTRL at any time to force it or,
hold the cursor still for couple second over
an object or left click where the cursor
is an "X" (filing cabinets, walls, etc.)
- Opening Doors Look for "Door" and click on it
- Magnifying Items or Signs Hold cursor over it, "Z"oom or right click/CTRL
- Picking up items Get hand cursor (above), left click on it
- Blue Flags When a merc detects a buried object, a blue
flag will be placed on the area. Click on the
flag to disarm or dig up the object.

USING ITEMS

Items that are in the mercenary's main hand may be used at any time. Some items, like a medical bag for instance, have specific uses. To use an item in the merc's main hand, right click, and the cursor will change signify his or her intent. If a medical bag's in that hand, for instance, you'll get a "healing cross" cursor. Next, you need to select the target of the item's use. Where you left click is that target. Below, you'll find a collection of the more common cursors in Jagged Alliance. As you find new items and new uses, naturally, you'll find new cursors. Hey, we don't want to give everything away . . .



- Select. Select another item or a person for intended action.
- The Big X. Not an acceptable option.
- OK. Order accepted.
- Toss . . . for grenades etc.
- Target.
- Use knife. A merc will automatically use a knife in water.



- Use Lockpick
- Use key.
- No use or merc is unconscious.*
- Apply first aid.
- Selected merc is dead.
- * Items with no apparent use may have to be merged with others.

COMBAT

If you're wondering where the enemy is, you need to traverse into another sector... When you enter a hostile sector, you enter turn-based mode. For strategical reasons, each merc must do his own thing (else face certain death), so "all move" is not available. In turn-based mode, everything works with action points, a measurement of how much your merc can do in a given period of time. (It's highly recommended that you read that section of the manual, beginning on page 27.) When you've used up all your action points or don't have enough left to do anything, click DONE to give the turn over to the enemy forces.

- To target an opponent Have weapon in main hand, right click
in play field to "use," left click on target
... then (optional) . . .
- To perfecting the gun's aim Right click to get the desired level
of accuracy; more points=better aiming
... then . . .
- Fire the bullet Left click again
- MAX AIM and RSV PTS (on flip side of merc panels allow you to set defaults)
- Healing Wounded Get a med or first aid kit in a trained merc's main
hand, use it (right click), and select the
wounded merc as the target.
- When you're finished with your turn Click DONE or "D"

SCREEN VIEWS

- Quick Automap Ins
- Automap while in sector view Tab
- Adjusting View PgUp, PgDn

GENERAL CONTROLS & QUICK KEYS

- Pause P
- Cancel ESC
- Exit game ALT X
- Quick save ALT S
- Quick restore ALT R
- Selecting Mercs F1-F8, Spacebar (select next)
- Show enemies as seen by merc F9, Enter (locate next)
- Options Menu F10
- Exchange places with another merc Hold cursor over adjacent merc, X
- Compressed time (moves day along in real time) C
- Abort Day A
- Repeat last message L
- Inventory of selected merc I
- Options menu O
- Merc stats S
- Map M
- Quit (even in turn-based combat) ALT X
- Traverse into new sector T
- Un-equip merc at assignment screen (into INV pool) E
- Done (in combat) D
- Magnify items Hold cursor over item, Z

Hints Hotline Support! Monday-Friday 4 to 8 PM EST. Weekends and Holidays 12 to 4 PM EST. (315) 393-6633.

THE CONTROL PANEL

The Control Panel houses all of Jagged Alliance's options. Just flip the switches to turn the options on or off.

THE OPTIONS



- Sound FX:** Turns soundFX on and off. On Main Play Screen, "+" or "-" to adjust volume.
- Music:** Turns music on and off. On Main Play Screen, "." or "," to adjust volume.
- Fast Scroll:** Toggles between fast and normal screen scrolling from one place to another. When "on," it speeds things up on slower machines. Faster computer users may experience whiplash.
- ALT Scroll:** The screen scrolls normally from side to side with a slight delay; holding ALT eliminates this delay. Turning ALT Scroll on, the screen will lock in place and scroll *only* when ALT is held down.
- Shadows:** Turns the shadows under objects on and off. Performance will be improved on slower computers when shadows are off.
- Subtitles:** Turns on-screen text messages and dialogue on and off. If sound effects are off, you'll automatically get text messages.
- Item Info:** Always provides items' text descriptions even if "Subtitles" are off.
- Show Paths:** When it's "on," it allows you to see a mercenary's intended route from one place to another.
- Pal Cycling:** Stops animations of water and other objects. Speeds up performance for slower computers.
- Fast Anims:** When it's "on," animations (like a guy walking) occur faster.
- Follow Move:** When it's "off," Jagged Alliance's screen will not follow a merc as he moves to his destination in turn-based mode.
- Step Sounds:** Turns the mercenaries' walking sounds on or off.
- Day Replays:** Allows you to get or bypass the "end of day" replays.
- Fast Firing:** Automatically fires a shot depending on your MAX AIM setting without requiring you to modify the aiming accuracy.
- Safety Move:** Requires you to double click on a location to confirm the action before a mercenary will move there.
- Mercs OKs:** Turns on or off the mercenaries' acknowledgements of new orders.
- Quick Save:** Allows you to save a game in progress (not in combat, though -- although you may save a game if you quit . . . ALT X).
- Quick Restore:** Allows you to restore a quick saved game.

TROUBLE SHOOTING

Nothing's going right and, for a minute, you wish the guns in Jagged Alliance were real so that you could take trouble shooting literally. Don't worry. We'll get you up and running and into Metavira in no time.

JAGGED ALLIANCE IS REPORTING A DISK ERROR.

Probably, you have a bad master disk. Check the CD-ROM to be certain that there isn't dust or something on its readable side (the blank one). Check your CD-ROM drive, too. If you come up empty, we recommend you take the game back to the store for another copy or return it to us along with a quick note and a copy of your proof of purchase. We'll test it in-house and replace the disk(s) for free up to 30 days from the date of purchase. Hey, we're not as wicked as Santino is.

I INSTALLED THE PROGRAM JUST FINE. NOW IT WON'T START.

You might be low on XMS memory. Type **MEM** to find out. Jagged Alliance requires 3.5 MB of XMS memory to run. If you have less than this free, you need to start the game by typing **JAVM** or, if you have more than 4 MB of RAM, you may reconfigure your system to get the right amount of XMS. If you run **JAVM**, the game won't run as fast.

ONE MINUTE I SEE AN ENEMY, THEN HE JUST DISAPPEARS!

Remember, *you see what your mercs see*. The enemy has just moved out of his direct line of sight, a critically important thing. Your merc (like you) knows the enemy is there, but just can't get a fix on him through the trees in the seconds it takes for a round to pass.

RANDOM CRASH . . .

Some users may experience random crashes, especially during disk access (e.g. saving and restoring games) if they are running **SMARTDRV**. This may be a compatibility problem within your system. If this happens, try not loading **SMARTDRV** in your **AUTOEXEC.BAT** file. Just insert "REM" and a space at the beginning of that line, save it and reboot.

RANDOM CRASH W/O SMARTDRV. I CAN'T WAIT TO HEAR YOUR EXPLANATION FOR THIS, YOU DORKS.

Hopefully, no one will ever look here. As with all our games, we tested this bugger to pieces on a gajillion different systems and cleared out any enemy programming tools that Santino had at his disposal. If you think you've found one we missed, please contact us: Technical Support at (315) 393-6644, 9 a.m. to 5 p.m. EST, CompuServe in **GAMB PUB**, Section 11 or e-mail at 76711.33@compuserve.com. Before you call, please try to record as much info about the event as possible. If possible, save your quick save (**QUICK.SAV**).

HEY! HEY! HEY! WHAT'S THIS? STRANGE STUFF HAPPENING . . .

If the game ever appears to "freeze" or "lock up," try hitting **ESC**. If this does not produce results, try pressing **CTRL-F**. Use this only as a last resort when you are **SURE** the game has locked up - it might cause unpredictable results in normal circumstances resulting in alteration of game play.

SIR-TECH TECHNICAL SUPPORT LINE
AVAILABLE MONDAY TO FRIDAY, 9 TO 5 PM EST (EXCEPT HOLIDAYS)
(315) 393-6644