

Quick Reference Card

Checking available memory

Jagged Alliance requires at least 3.5 megabytes of extended (XMS) memory free to run normally. This means that *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 MEMORY.** Then, type JAVM to start the game on your 4 MB machine. 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. is 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 less 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

Steps 1 and 2: Contacting A.I.M. and Hiring 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.)



Hiring a Team

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.

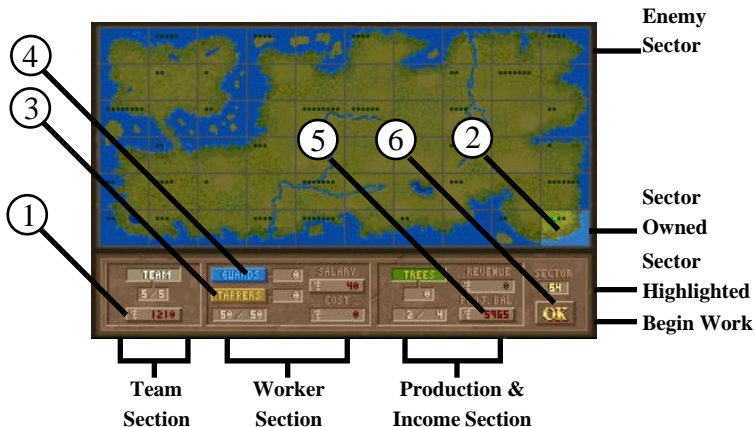
Steps 3,4 & 5: Giving Orders, Hiring Workers and Reviewing Funds

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 - the lighter one). Left click in the sector to place your team. Right click in a sector to remove them.
3. 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

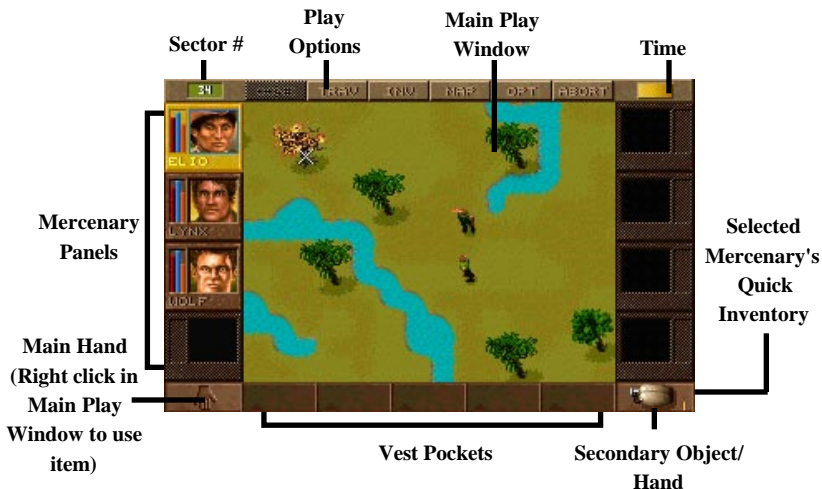
tappable tree (green highlight) you have. Right click in the sector to remove them.

4. 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.
5. Click on the Projected Balance (#5) button. You'll see your financial standing at the end of the day provided all goes well.
6. 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.



Action Points (Orange): Tracks action points.

Breath (Blue): Breath and energy. Lowers as member exerts energy. Rises as they rest.

Health (Red): The member's health. If hurt, it lowers and shows untreated injuries in yellow. These may continue to hurt the merc if not treated. Treated injuries show pink.

Selecting Mercs & Mercenary Panels

To select a mercenary Click on merc; double click portrait; F1-F8
To select combat mode/mute Right click portait; select option on back
To locate a member in the field Left click on 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.

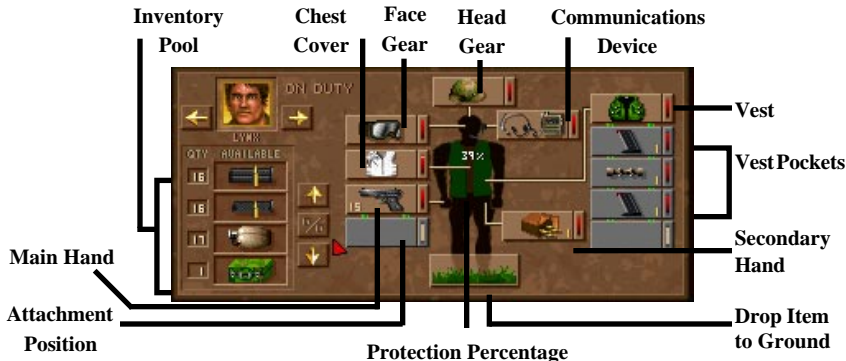
MUTE: Turns on or off the merc's “OK” and acknowledgement speech.

Inventory Controls

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 body
To use camouflage Pick up kit and click on body

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 mercenary plans to use (gun, key, etc).
- 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 mercenary has a vest, he or she may use its pockets to hold items. Up to 5 identical and groupable items may be stored in a slot.

Moving Around

To move Double click on desired location
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 CTRL during normal move
To crouch Hold down ALT with cursor over merc
or right click then left click over selected merc
To look in a particular direction Right click in direction and left click
Move to another sector ... Get all on border of sector, click TRAV or “T”
To exchange places 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 a couple of seconds or,
left click where the cursor is a “X” (walls, etc.)
Opening Doors Look for "Door" and double click on it
Magnifying Items or Signs Hold cursor over it, “Z”
or right click plus 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.



Select. Select another item or a person for the action.



The Big X. Not an acceptable option.



OK. Order accepted.



Toss . . . for grenades etc.



Target.



Use knife (great for water).



Use lockpick.



Use key.



Use tools.



Use camera.



Set land mine.



Set explosive.



Use wall probe.



Use gas detector.



Use metal detector.



No use or merc is unconscious.*



Apply first aid.



Selected merc is dead.

*Items with no apparent use might have to be merged with other items first.

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 strategic 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 (See the manual, page 27). When you've used up all your action points or don't have enough left to do anything, click DONE to end your turn.

To target an opponent Have weapon in main hand, right click
in play field to “use”, left click on target
... *then (optional)* ...

To perfect the gun's aim Right click to get desired level of accuracy
... *then* ...

To 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 selected by merc	F9, Enter (locate next)
Options Menu	F10
Exchange places w/another merc	Hold cursor over one to swap with, X
Compressed time (moves day along)	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	E
Done (in combat)	D
Magnify items	Hold cursor over item, Z

The Control Panel

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



- Sound FX:** Turns sound fx on and off. On Main Play Screen, “+” or “-” to adjust.
- Music:** Turns music on and off. On Main Play Screen, “.” or “,” to adjust.
- 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. 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 and off the text messages to you. 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 all the way to his destination.
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 letting you totally control the aiming accuracy.
Safety Move:	Forces you to double click on a location before a mercenary will move there to confirm the action.
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).
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. What the heck's that supposed to mean?

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. This computer's about to have a bad day, I tell ya.

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, 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 . . . the next second, he just disappears. What's wrong?

Nothin'. Remember, *you see what your mercs see*. The enemy has just

moved out of his direct line of sight, a critically important thing. He (like you) knows the enemy is there, but just can't get a fix on him through the trees.

Random Crash

Some users may experience random crashes, especially during disk access (e.g. saving and loading games) if they are running SMARTDRV. This may be a compatibility problem within your system. If this happens, try not loading SMARTDRV.

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 may cause unpredictable results resulting in alteration of game play.

Random Crash. I can't wait to hear your explanation for this, you dorks. I was in the middle of a serious GAME!

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 GAMBUP, Section 11 or e-mail at 76711.33@compuserve.com. Before you call, please try to record as much information about the event as possible.

Sir-tech Technical Support Line
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