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S I E R R A 

DARYL F. GATES'
P O L I C E Q U E S T ®

SWAT ™



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M A N U A L

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INTRODUCTION

Welcome to *Police Quest: SWAT*. As the newest member of LAPD's Special Weapons and Tactics team you're about to find yourself in the thick of urban turmoil. Successfully resolve these civic conflicts and you'll be awarded with medals and career advancement. Promote to the position of Element Leader and it will be your turn to call the shots. If sharpshooting interests you, train and attempt Qualification. Pass and you'll be eligible to be called up as a sniper.

Remember, *SWAT* is founded on a team concept and it will be up to you to play by the rules. To do just that read the following information contained in this manual. Become familiar with *SWAT*'s interface and what to expect on the shooting ranges, training sessions and during call-ups.

INSTALLATION

WINDOWS INSTALLATION

1. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
2. Start Windows™.
3. Click on [File].
4. Select [Run].
5. On the command line, type the letter of your CD drive followed by \SETUP. For example, if the letter of your CD drive is "D", type D:\SETUP and press the [Enter] key on your keyboard.
6. Follow the on screen instructions.
7. Once the game has been installed, you will have the option of reading the "Read Me" file. This file contains all the latest information about *SWAT*, including compatibility issues discovered during testing.

8. After installation of the game you will be given the opportunity to register your product via modem. This is the best way to make sure you receive the latest updates on Sierra's products, and a free subscription to *InterAction Magazine*, Sierra's own quarterly magazine.

WINDOWS® 95 INSTALLATION

1. Start Windows® 95.
2. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
3. Appearing on the computer screen will be the question, "Do you wish to install *SWAT* at this time?" Click on the "Yes" button underneath the question.
4. Follow the on screen instructions.

DOS INSTALLATION

If during the Windows installation you received a message suggesting you should run *SWAT* in DOS, or you prefer to run your games in DOS, follow these installation instructions.

1. Put the *SWAT* CD disk #1 into your computer's CD-ROM drive.
2. Change to the CD-ROM drive by typing the letter that corresponds to your CD-ROM drive, followed by a colon. For example, if the letter of your CD-ROM drive is "D", type D: then press the [Enter] key on your keyboard.
3. Type the word "Install" and then press the [Enter] key on your keyboard.
4. Follow the on-screen installation instructions.

THE ICON BAR

The Icon bar is the panel at the bottom of the screen. Its appearance and functionality depend on your location in the game. The Icon bar consists of the following features:

- Information/Travel Button
- Interface Box with four sides, featuring:
 - Cover Panel
 - Inventory Panel
 - Hand Signals Panel
 - Room Entry Panel
 - Control Panel Button
 - Alert/LASH Button

These features are described below in more detail.

INFORMATION/ TRAVEL BUTTON

The Information button is located on the left side of the Icon bar. Depending on where you are in the game, clicking this button will call up travel options or crisis scenario information. You will also view hand signals in this window. The button's functionality at any given time is depicted by one of three graphics. These graphics, and what they represent, are described below.



SWAT Logo Graphic

This graphic appears when you are not on a call-up. Clicking on the *SWAT* logo brings up a window with travel options. Click on a listed destination to go there immediately. If you change your mind about going anywhere, click on Cancel to return



