



Technical Supplement

IBM-PC/Tandy/ compatibles

Readme Check the readme file on disk A for late changes to the documentation. The example below assumes that your floppy drive is Drive A. If your drive is designated by another letter, substitute that letter for A.

1. Boot your machine using a DOS disk.
2. When the A> prompt appears, remove the DOS disk and insert Punisher Disk A into drive A.
3. Bring the readme file to your screen.

enter: type readme <enter>

Hardware Requirement *The Punisher* requires an IBM PC, XT, AT, PS/2, Tandy 1000, Tandy 3000 or a computer 100% compatible with one of these models. The PC Jr. is not 100% compatible.

Graphics Requirement The game requires a color monitor with a CGA (4 color), EGA (16 color) or Tandy (16 color) or VGA (16 color) graphics system.

RAM Requirement The machine must have at least 512K of RAM for CGA, EGA and VGA graphics; at least 640K of RAM for Tandy graphics.

DOS Requirement You must have IBM DOS, MS DOS or Tandy DOS, version 2.1 or higher.

Options Supported Joystick; Covox Sound Master digitized sound; Ad Lib Music Card (*The Punisher* includes version 1.8 of the Ad Lib sound driver for superior sound board performance.)

Make a Backup of Your Disks *The Punisher* can be copied from the original disks onto either a formatted floppy disk or a hard disk. The files are normal in all respects, and should not cause special problems when backing up, optimizing or using a hard disk.

Format a Disk If you want the ability to save a game, format a disk before you load *The Punisher* and keep it handy.

Installing to Hard Drive

These examples assume that your floppy drive is Drive A and your hard drive is drive C. If your drives are designated by other letters, substitute those letters for A and C.

1. Make a hard drive directory for the Punisher.

example: `cd c:\ <enter>`
`md punisher <enter>`

2. Insert the Punisher Disk A in floppy drive.
3. Switch DOS to drive with the Punisher disk.

example: `a: <enter>`

4. Using the copy *.* command, copy all files from the Punisher disk to the Punisher directory on the hard drive.

example: `copy *.* c:\punisher <enter>`

5. Repeat steps 2 and 4 for disks B and C. *Note: if you use 3.5" disks, you will have only two Punisher disks — A and B.*

6. Switch DOS to the new punisher directory on your hard drive.

example: `c: <enter>`
`cd c:\punisher <enter>`

7. If you do not have the Ad Lib sound board, proceed to step 8. If you have the Ad Lib sound board, activate the sound board driver in The Punisher before loading the game. *Do not activate any other sound driver.*

enter: `adlib <enter>`

8. Load the game.

enter: `punisher <enter>`

Loading from Floppy Disk

The example below assumes that your floppy drive is Drive A. If your drive is designated by another letter, substitute that letter for A.

1. Boot your machine using a DOS disk (version 2.1 or higher is required).
2. When the A> prompt appears, remove the DOS disk and insert Punisher Disk A into drive A.
3. If you do not have the Ad Lib sound board, proceed to step 4. If you have the Ad Lib sound board, activate the sound board driver in *The Punisher* before loading the game. *Do not activate any other sound driver.*

enter: `adlib <enter>`

4. Load the game.

enter: `punisher <enter>`

5. Follow on-screen instructions for inserting other disk(s).

Set Up Questions At the beginning of the game, you will answer a few technical questions concerning your system. You will be asked if you have a joystick, what video mode you wish to use (CGA, EGA, VGA or Tandy), and, if you are playing from a floppy drive, whether you have a single or dual floppy system.

Loading Problems? If you have trouble loading, verify that all hardware is properly connected. Re-try loading. If the problem remains, try loading the game on a similar machine. If the problem persists, you may have a defective disk. To replace a defective disk, or for other assistance, call Paragon Customer Service, 412 838-1173, weekdays 8:00 am to 5:00 pm Eastern Time. Have a pencil and paper handy when you call.

Saving & Restoring Games Save and restore games by selecting the Game Options icon in the Warehouse. See page 4 of this Supplement for instructions on making selections in the Warehouse. When you select the Game Options icon, you will be asked if you want to save, restore, restart or quit.

To save a game, place a blank formatted disk into your drive and select "Save Game." You will be asked what name you want to save the game under. Type a name and press Enter.

To restore a game, place the disk with the saved game into your drive and select "Restore Game." You will be given a list of saved games. Select the game you want to restore. Press Enter or joystick button 1.

Special Keys A: Accelerate time
P: Pause the game
Q: Sound off
S: Toggle sound on/off
F-1: Toggle interface icon block on/off
F-10: Quit the game

Selecting Icons Keyboard:
Press the Space Bar. The first icon is highlighted. Use the Arrow Keys to highlight an icon and press <return> to select it. Press the Space Bar to return to game play without making a selection.

Joystick:
Press the Space Bar. The first icon is highlighted. Use the joystick to highlight an icon and press the Fire Button to select it. Press the Space Bar to return to game play without making a selection.

Updates to Manual

Update to manual (p. 18):

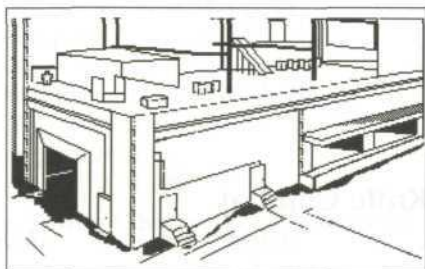
Turns may be made from any lane in either direction.

Reverse has been replaced by a U-turn.

Disregard section on Arriving in Van.

Update to manual (p.19):

Aiming the grenade launcher is in your control. It can be targeted toward the front of the van in the same manner as the mini-gun.



Warehouse Mode

Moving among the four main options

<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
left & right	← & →	4 & 6

Moving among the sub-options

<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
up	↑	8
down	↓	2

Selecting a sub-option

<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
button 1	Enter	Enter

Van Mode

Special keys

(only I, T, U & W are active
when van is moving)

C: Don disguise or scuba gear

I: Toggles engine sound on/off

L: Leave van

T: Toggles between driving the van
and using a weapon

U: U-turn

W: change weapon

F-2: Audio Surveillance



Driving

Update to manual (p. 18):

Turns may be made from any lane in either direction. Reverse has been replaced by a U-turn. Disregard section on Arriving in Van.

Action	Joystick	Keyboard	Keypad
shift lanes to right	right	◦	6
shift lanes to left	left	◦	4
turn 90° right	right + button 1	>	7
turn 90° left	left + button 1	<	9
speed up	up	◦	8
slow down	down	◦	2

Aiming and Firing Mini-gun and Grenade Launcher

Update to manual (p.19):

Aiming the grenade launcher is in your control. It can be targeted toward the front of the van in the same manner as the mini-gun.

Action	Joystick	Keyboard	Keypad
aim right	right	◦	6
aim left	left	◦	4
aim up	up	◦	8
aim down	down	◦	2
fire	button 1	F or Enter	5

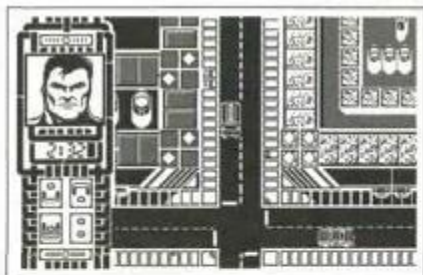
Launching Smoke Screen

Joystick	Keyboard	Keypad
button 1	F or Enter	5

Foot Mode

Special keys

- A: Accelerate time
- C: Remove disguise
- D: Drop Item
- E: Examine or Search
- I: Inventory information
- T: Take Item
- U: Use Item
- F-2: Interact
- SCRLCK + arrows or joystick: scroll screen without moving the Punisher



Moving

<i>Direction</i>	<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
North	Up	○	8
Northeast	Upper Right	○	9
East	Right	○	6
Southeast	Lower Right	○	3
South	Down	○	2
Southwest	Lower Left	○	1
West	Left	○	4
Northwest	Upper Left	○	7

Weapons

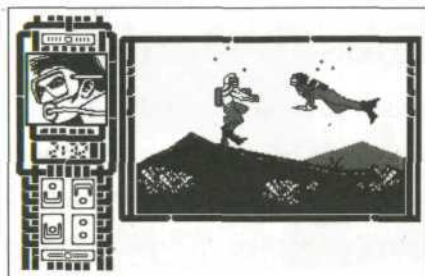
<i>Action</i>	<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
Fire Gun	Button 1	Enter	Enter or 5
Throw Grenade	○	G	○

Throwing Grenades

<i>Direction</i>	<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
North	Up	○	8
Northeast	Upper Right	○	9
East	Right	○	6
Southeast	Lower Right	○	3
South	Down	○	2
Southwest	Lower Left	○	1
West	Left	○	4
Northwest	Upper Left	○	7

<i>Distance</i>	<i>Joystick</i>	<i>Keyboard</i>	<i>Keypad</i>
High	Up	H	7,8 or 9
Medium	Left or Right	M	4,5 or 6
Low	Down	L	1,2 or 3

Scuba Mode



Swimming

Action	Joystick	Keyboard	Keypad
Up	Up	○	8
Up / Right	Upper Right	○	9
Right	Right	○	6
Down / Right	Lower Right	○	3
Down	Down	○	2
Down / Left	Lower Left	○	1
Left	Left	○	4
Up / Left	Upper Left	○	7

Knife Combat

Action	Joystick	Keyboard	Keypad
Attack Up	Fire + Up	○	5 + 8
Attack Down	Fire + Down	○	5 + 2

Facing Left

Attack High	Fire + Up / Left	○	5 + 7
Attack Middle	Fire + Left	○	5 + 4
Attack Low	Fire + Down / Left	○	5 + 1

Facing Right

Attack High	Fire + Up / Right	○	5 + 9
Attack Middle	Fire + Right	○	5 + 6
Attack Low	Fire + Down / Right	○	5 + 3

The Punisher
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