# IT CAME FROM THE DESERT II™
## Operating Instructions for the Commodore® Amiga®

Welcome back to Lizard Breath. It's been real quiet these past five years, but rumors have been circulating recently that "you-know-who" is back.

First, a bit of explanation about the copy routine necessary to create a set of *DESERT II* disks. Originally we had planned to make a *DESERT II* a data disk for *DESERT I*. As *DESERT II* developed, however, we decided to make some improvements in the Desert's gameplay environment. We had already published the purchase price for *DESERT II*, so the DiskCopy route was the only way we could get the game to you. If you haven't copied disks before on the Amiga, make sure you read all the instructions. If you make a mistake, don't worry--just reboot and start again.

Thanks for all the nice cards and letters on *DESERT I*. We're glad you enjoyed it.

Happy hunting....

David Riordan, Designer/Producer

### OVERVIEW

Following in the tradition of great sequels, *IT CAME FROM THE DESERT II* takes place in the same little desert town of Lizard Breath, California, four-and-a-half years after the defeat of the giant mutant ants. Many of the residents are the same, but there are some new faces you'll encounter at some point along the way...

The hero of *DESERT II* is Brick Nash, a tough, cynical ex-fighter pilot, returned from distinguished service in the Korean War to an America with no time for heroes. Now a truck driver, Brick gets a call from his kid brother Andy, a new recruit in the Army. Andy is desperate; the next morning, he and his fellow dogfaces will be deployed 1000 yards from an above-ground atomic bomb test. Andy tells of a hastily scrawled note smuggled out of solitary confinement: "I am a scientist ... stop the test! Lethal range ... 14-16 miles ... thousands will die ... Lizard Breath will be annihilated! Go there ... warn Dr. Wells ... he alone can stop this disaster!" Brick springs into action, hijacking a truck carrying the plutonium bomb trigger. He is roaring towards Lizard Breath, unmindful that the once-dormant ant nest has come alive once more, hungry for the precious, life-giving plutonium. Brick realizes too late what he has become: A glorified pizza delivery boy for some very tough customers. As they crush the truck with their metal-munching mandibles, Brick is knocked unconscious. His nightmare is just beginning ...

The story begins on January 1, 1956. As Brick Nash, you must save the hapless townfolk from being changed into mutant slaves--a fate worse than death. You must find and destroy the queen ant, breaking her hold over the unsuspecting humans of Lizard Breath. You have only ten days to save the townspeople and destroy the queen ant. If you fail, both you and the town are lost. You need to find the evidence to convince the Mayor that the town is doomed--unless the ants and their queen are destroyed.

## GAME PLAY

There has been some construction in Lizard Breath, particularly at the Hospital, although Godfrey's is *still* unfinished. The skills you developed in *DESERT I* will be necessary for winning *DESERT II*; just let your reflexes take over when you encounter a surprising situation. During the course of the game, you will need to open a safe with a combination lock. It operates exactly like a real one. Turn the dial clockwise twice to clear the tumblers (you can use the fire button to speed up dial movement), stop at the first number and press the fire button; turn the dial counter-clockwise once past the second number, stop on the number and press the fire button; turn clockwise to the third number, stop and press the fire button; and finally, pull back on the joystick to open the safe.

## INSTALLING *IT CAME FROM THE DESERT II*

The installation procedure requires at least one megabyte of RAM and about 30 minutes; two drives will speed things up a little. The MASTER DISK contains all the changes required and does the actual installation. All you need are your original *DESERT I* disks (write protect them before starting), and three blank disks (new ones are recommended). Label your blank disks DESERT II REEL 1, DESERT II REEL 2, and DESERT II REEL 3; then, boot the MASTER DISK. The installation program will do the disk copying, transfer the new files, and prompt you for all disk swaps. Watch your drive indicator light and do not remove a disk while the light is on. Please follow the instructions on your screen carefully, because any errors can result in invalid game disks and may require executing the install program again. Above all else, **DO NOT** write protect your *DESERT II* disks until prompted to do so by the installation routine.

If you're installing *DESERT II* on a hard drive, reboot your computer, then put *DESERT II REEL I* in DFØ: and double-click on the HDInstall2 icon, then follow the directions on your screen...