



DESERT STRIKE™

ATARI



VIDEO GAME CARD • CARTE DE JEU

TELEGAMES

RETURN TO
THE GULF

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STARTING UP THE GAME

- 1) Turn OFF the power switch on your Lynx.

Never insert or remove a game cartridge when the power is ON.

- 2) Insert the game cartridge into the slot on the Lynx. Press the cartridge down firmly to lock it in place.
- 3) Turn ON the power switch.
- 4) The cinematic introduction begins automatically. At the end of the intro, press PAUSE button to see the Main Menu

You can press PAUSE button anytime during the intro to go straight to the Main Menu.

- 5) If you want to see a brief demonstration of the first campaign, don't press any buttons and wait for the demo to begin.
- 6) Press PAUSE at any time during the demo to reset the game.

WEAPONS

A Chain Gun (Hold button for continuous fire)

B Hydra missiles (Hold button for continuous fire)

OPTION 2 Hellfire Missile

QUICKSTART TO DESERT STRIKE

- * Use the + Pad to fly and the buttons to fire.

- * During the game, press START to call up the map.
- * Use the + Pad to locate targets, supplies and enemy weapons on the map.
- * Hover over crates, drums and people to pick them up.
- * Complete the missions in order.
- * Drop off passengers in landing zones to restore armour.
- * Read all the text on the screen.

MAIN MENU

CHOOSE YOUR CAMPAIGN

If this is your first time playing, or if you don't have a password, then you must start with CAMPAIGN #1.

- * Press PAUSE when you're ready to begin a campaign.

RESTORING A SAVED GAME

- * From the Main Menu, press OPTION 1 to go to the Campaign Menu.

Enter your Password in the following manner.

- * + Pad up/down to select the correct letter.
- * + Pad left/right to move the cursor.
- * Press PAUSE to return to the Main Menu.

CHOOSE YOUR CO-PILOT

Your co-pilot is responsible for aiming the guns and operating the winch. The more capable your co-pilot, the easier your job as pilot will be and the more likely you are to save the world. Each co-pilot has a dossier.

- * Press OPTION 2 to go to the Co-pilot Selection screen.

This screen shows a picture of the co-pilot, his/her name and nickname, and his/her serial number. Below each badge is a brief background and evaluation of the co-pilot. The evaluations discuss the co-pilots skill with the chaingun and the winch.

Notice that Jake is listed as M.I.A, which stands for Missing In Action. He's out there somewhere, and if you find him and return him safely to the frigate for some much needed first aid, you'll be able to fly the subsequent campaigns with the best co-pilot of the bunch.

- * + Pad up/down to review co-pilots.
- * When the co-pilot you want to work with is showing on the screen,press PAUSE to return to the Main Menu

CONTROLS

During the game, the Direction Pad controls the following:

Up	- Thrust
Down	- Reverse Thrust
Left	- Rotate Anti-Clockwise

Right	- Rotate Cloclwise
Left & Option 1	- Jink Left
Right & Option 1	- Jink Right

PANEL MODE

A	- View Map
B	- Show Information
Option 2	- Show Mission Status
Left	- Previous Mission Information
Right	- Next Mission Information

PAUSE /THE MAP SCREEN

You will need to refer to the battle map continually throughout each campaign to locate yourself in relation to your targets and objectives. **The action pauses when you call up the Map.** From the Map you can access military data specific to your current campaign, and call up a record of your **status** for that campaign.

Apart from your weapons, the battle map is your most important tool as a pilot.

- * Press PAUSE when flying to pause the game and reveal the map screen.

Your Apache is depicted with a white, twirling box. Select objects from the display below the battle map. The object selected blinks on the battle map.

THE SELECTION DISPLAY

- * + Pad left/right to select objects on the battle map.

In the first three campaigns, your missions are numbered in the selection display beneath the battle map. **The missions should be completed in order**, though there is nothing to stop you from attempting to go out of order.

In the fourth campaign, only the 1st and 2nd mission are displayed initially. When you complete the 1st and 2nd mission the 3rd is revealed, and so on.

Other important objects on the terrain are listed after the missions.

- * Press B for a description of each object.

Note: *In the latter three campaigns **fuel** and **ammo**, and a few other **special items** are concealed in buildings, dunes, rocks, etc., but do not appear on the map until you destroy the structured surrounding them.*

CRITICAL INFORMATION

You are allotted three Lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on to the next campaign.

At times during a campaign you will receive announcements of incoming intelligence reports. If you

wait more than 5 or 10 seconds to access the report, it might not be available.

- * Press START to access the intelligence reports.

Each time you drop off a passenger at a landing site it allows your mechanics the time to repair your helicopter's armour. In Campaign #1, each passenger is worth 150 armour points. In all subsequent campaigns, each passenger is worth 100 points.

When your fuel level is low a warning message appears on the screen. When your armour is low you receive a similar warning message.

If you crash from lack of fuel, your armour is automatically restored to a full 600 points.

If you blow up from loss of armour, your fuel supply remains the same as it was before you crashed, unless you had fewer than 30 units of fuel, in which case your fuel tank is restored to 30 units.

If you bump into an object your armour loses ten damage points and you momentarily lose control of the helicopter. Also, you cause ten damage points to the object you bumped into.

When you crash and are resurrected, your "load" of passengers and your supply of ammunition remain the same.

The following critical information appears on the map screen:

- Lives** - Number of lives remaining
Load - Number of passengers aboard (6 max)
- Armour** - Protection against attack (5-600)
Fuel - Fuel remaining (1-100)
Guns - Rounds remaining in the chain gun (1178 max)
Hydras - Hydra missiles remaining (38 max)
Hellfires - Hellfire missiles remaining (8 max)
- Score** - The higher your score, the more you've accomplished.

MISSION REPORT

You can obtain detailed information about the targets and objectives of a campaign from the Mission report.

- * Press B (when the Map or Status screen is displayed) to call up the mission report.
- * + Pad left/right to toggle through the items.

Notice that every item on the map has a corresponding file in the data log. There you will find, its name, and pertinent information regarding it.

ARMOUR POINTS

Armour points are listed for some of the targets. The number represents the amount of damage that target can take before it is obliterated.

POWER POINTS

Power points are listed for the enemy's weapons. If you get hit by a Rapier SAM, which packs a 100 point wallop, your armour will lose 100 points.

STATUS

The status readout gives you an up-to-the-moment report on your progress in the campaign. Each mission is listed in order. Missions whose status are displayed in green letters are completed; missions whose status are displayed in red are yet to be completed.

CAMPAIGN #1: AIR SUPERIORITY

The following campaign descriptions divulge certain facts about the game and serve to make it easier to play. In no way are they necessary for successful completion of the game. For the maximum challenge, don't read further.

This campaign takes place in the morning.

The first order of business in any modern military conflict is to establish air superiority. Accordingly, in your first mission you must demolish the enemy's airfields. But before you can do that safely, you need to take out his radar and power stations.

After the airfields come the command centres, where the enemy commanders cower. To accomplish the final mission of the first campaign, you have to blow up the command centres and abduct an enemy commander, for

only then will you learn where the allied spy is being held captive. The spy holds the madman's secret nuclear plans.

A WALK-THROUGH (TACTICS)

For the purposes of this walk-through, the top of the screen is north.

- * Lift off from the frigate.
- * As soon as you loft off, press PAUSE to check out the map. As you see, land lies to the east and the enemy's radar sites are blinking. To destroy both radar sites is your first objective. It will help to know how well defended the radar sites are.
- * + Pad left/right to see what kind of weapons the enemy has deployed near the radar sites. When you come to AAA, meaning Anti-Aircraft Artillery, you see that each radar site is defended closely by two AAA batteries.
- * Press B for more information about AAAs. You see that the enemy's AAAs are not heavily armoured and pack only a 20 point wallop. Their accuracy is poor, but they fire rapidly. They rotate at medium speed and do not benefit from radar. In all, AAAs do not appear to be very formidable defenses. You should be able to handle them easily.
- * Press START to return to the campaign.
- * Fly to the southernmost radar site. You might have to call up the map again to get your bearings.

- * On your way there you will likely run across soldiers skirmishing on the ground, or be fired upon by a lone enemy. Soldiers not firing are possibly MIAs in need of rescue. Rescuing MIAs is part of your job and also can be a great benefit to you. You may not land at a landing site if you do not have at least one passenger.

Each passenger you drop off restores 150 point to your armour, with a maximum of 600 points.

- * If you like, destroy the enemy aggressor and hover over the MIA, who is probably flailing his arms. The rope ladder will descend as you approach the MIA. When you are correctly positioned over the MIA, he will grab the ladder and your co-pilot will pull him aboard.
- * When you reach the radar site you find one AAA inside the fence and one just outside. The AAAs begin to shoot at you as soon as you are in range. Attempt to destroy the AAAs with either your chain gun A or a couple of hydras B.
- * You might find it possible to dodge the AAAs and destroy the radar sites without having to expend any heavy ammunition. See if you can find a position where your chain gun reaches the radar dish but where you are out of reach of both AAAs. Conserving ammunition is not so important in Campaign #1. Where ammo is not scarce; but in later campaigns you will want to be conscious of the different ways to conserve ammunition.

- * As soon as you're safe from AAA fire, attack the radar dish. Since the radar dish cannot fire back, there is no need to use your heavier firepower to destroy it. Blast away with your chain gun A as fast as you can. Your fuel is always diminishing.
- * After you destroy the radar dish, press PAUSE to check the map. When you left this screen last you were looking at the mission data log on AAAs, so press A to call up the map screen.
- * Notice that the radar site you just destroyed no longer appears on the map. Before you move to the next radar site, you might want to see what objects lie between it and your present position.
- * + Pad left/right to toggle through map characters. You will see that there are two AAAs protecting the site, MIAs nearby, and an ammo crate in the vicinity. This one looks like a cake walk.
- * Fly north toward the radar site. Take out enemy targets along the way as you see it.

REMEMBER: Virtually everything on the screen is destructible but you are only required to destroy the seven targets on the map.

- * Destroy the radar site as before.
- * At this point you still should have more than half a tank of fuel. This should be enough to complete the second mission. NOTE: It is unwise to attempt to complete the objectives out of order. For example, if

you try to complete mission 2 without first destroying the radar sites, the enemy's defense will be better prepared and you will waste ammo and/or lose lives unnecessarily.

- * Check the map for the next objective: the Power Station. Toggle through the enemy weapons listed in the selection display to find the safest route and the best probable direction of approach. Notice that AAAs are placed strategically, and that Rapier SAMs, or Surface-to-Air Missiles, guard all the remaining targets.
- * Try flying north and east, avoiding the heavily defended airfield. When you come across a guard post or a group of tents you may or may not attack. **Enemy buildings and tents sometimes contain useful supplies.**

Notice how the world is three dimensional. You can fly behind buildings and rocks , and bump into things. When you bump into something, your Apache becomes disabled for a moment, leaving you vulnerable. Also, bumping into something costs you a few armour points.

- * Take out the Rapier and AAAs guarding the power plants. If you still have plenty of fuel, you might take the time to destroy the power plant with your chain gun and save your Hydras and Hellfires for more urgent situations. This is a good policy generally.
- * Notice the toolbox in the crater where the power plant was. Go to the map and check your armour points.

If You have fewer than, say, 300 armour points left, then you might want to pick up the toolbox. **The toolbox restores your armour to full strength.** Pick up the toolbox in the same way that you picked up the MIA. Hover over it and your co-pilot will lower a hook and pull the toolbox up with the winch.

- * At this point, you could probably use some fuel and some ammo. There is a crate in one of the barracks to the south and some fuel drums nearby, unless one or both were accidentally destroyed in the battle. Also, there are two MIAs in the area.
- * Find the fuel barrels and ammo crate if necessary, and hover over them to pick them up.
- * Now fly to the nearest airfield. The airfield is heavily defended, and you could bite the dust easily. Try to sneak up on the AAAs and Rapiers and destroy them before they can turn around and fire.
- * Never hesitate to retreat. If you take several hits and find your armour dangerously low, retreat to the nearest landing site and drop off your MIA. This action restores your armour, and you can return to your present objective with a new lease on life. You might want to check the map for MIAs and pick up the nearest one. **If possible, always have any MIA on board.**
- * Finish destroying the airfield. You have to take out all the planes and all the buildings before the airfield is considered destroyed. When in doubt, check the

- map. If the airfield icon still appears on the map, then at least one object critical to the airfield remains intact.
- * Destroy the other airfield.
 - * Before moving on to the command centres, make sure you are well fuelled, armed, and armoured. It's a terrible feeling to lose your third life at the end of a campaign because of a careless oversight. It's possible that there are no MIAs left, in which case you need to be extra cautious and willing to use more and heavier firepower against targets that fire back.
 - * When you destroy a command centre, the enemy commander will attempt to escape. Chase the commander and take him prisoner. Only then will you learn where the allied spy is being held captive.
 - * You need only destroy one command centre and capture one commander to get the location of the spy, but you receive bonus points for destructive actions above and beyond the call of duty. Make sure you are well fuelled, armed and armoured, especially if you're down to your last life.
 - * At the site where the spy is located you will find three buildings. One of the buildings conceals an underground trap door. Pick a building and destroy it. If the underground door does not appear, destroy another building.
 - * When you find the trap door, land your Apache. Your co-pilot will run in to rescue the spy.

- * In the meantime, a few VDA guns will appear on the scene. Destroy the guns and your co-pilot and the spy will emerge from the trap door. Pick up the spy and your co-pilot and return to the frigate.
- * After you land, commander gives you a summary of your score.
- * Read your debriefing and get your assignment for Campaign #2. If you want to stop now and return to the game later, write down the password. Note: you must complete a campaign to obtain a password for the next campaign. You cannot return to the middle of a campaign.

CAMPAIGN #2 : SCUD BUSTER

This campaign takes place in the afternoon.

Now that you've established air superiority in Campaign #1. It's time to take out the madman's Scud launchers. As in Campaign #1, first you will want to take out the enemy's radar sites. Then there are several political prisoners to think about. The President is a politician first and foremost, and the rescuing of political prisoners is a high priority to the American people.

Complete the following six objectives in order.

1 DESTROY RADAR SITES

You already know how to deal with radar sites, except now there are three to take out, and two are heavily defended.

These three jail breaks are tough. Make sure you clear the area before you blast a hole in the jail so you won't get

gunned down before you can pick them up. Be careful not to kill any fleeing prisoners, as even the best gunner can make mistakes in the heat of battle.

3 DESTROY THE POWER STATION

This target is well guarded, but you should be able to demolish it without taking much damage if you know how to dodge the enemy's weapons.

4 DESTROY THE CHEMICAL WEAPONS COMPLEX

Make sure you have plenty of armour and ammunition before attempting this mission.

5 TAKE OUT THE SCUD LAUNCHERS

After you destroy the chemical weapons complex, the Scud commanders start getting nervous and decide to make a run for it rather than risk facing the ignominy of being caught like rats in their own holes. Now is your chance to capture them and find out where the Scud launchers are placed.

First you will need to check the map to find out where all the Scud Command Headquarters are located. You already might have noticed metal buildings marked by a red flag. These are the Command Headquarters. Proceed from Headquarters to Headquarters, blasting each one to kingdom come and capturing the exposed Scud commander, who by now is crazed with fear.

As you capture each Scud commander, a Scud launcher site appears on the map as a red dot. Fly to the Scud launchers and see if you can destroy them before they can launch their missiles. There are six launchers in all and

you must destroy at least five of them to complete the mission.

CAUTION: If you accidentally kill more than one Scud commander, you will be called back to the frigate and have to begin the campaign again.

6 RESCUE PRISONERS OF WAR

This mission is what the second campaign is all about.

With enough ammunition and fuel, and the savvy it takes to stay alive, you'll be able to complete this rescue and return safely to the frigate for new orders.

There are 16 POWs in all, and you need only rescue 14 of them. Don't let more than two med die in the action, or all your work up until now will have been in vain.

Take a safe route back to the frigate.

CAMPAIGN #3: EMBASSY CITY

This campaign takes place in the early evening.

1 RESCUE UN INSPECTORS

The United Nations inspectors are under attack in a parking lot near the embassy. Fly in and take out the enemy tank and ground troops. Make sure not to hit the inspectors or you'll have to start over.

2 DESTROY BIOLOGICAL WEAPONS COMPLEX

There is a large biological weapons complex to the northwest. The lead chemist is hiding in a biological

weapons factory surrounded by seven other similar looking facilities. Destroy the buildings to find and capture the chemists. When you find the right one he'll give you the locations of the underground missile silos.

3 DESTROY UNDERGROUND MISSILE SILOS

In this mission you have to hunt for the underground silos, which are covered by sand dunes. Use your chain gun to locate the silo's armoured covering, (you'll hear the sound of impact when you hit the correct sand dune) then see if you can blow up the silo before the missile inside is launched.

4 RESCUE THE PILOTS LOST AT SEA

This mission is fairly easy. Blast the enemy speedboats without harming the defenceless pilots and then pick up the pilots. One of the pilots has a valuable piece of information.

5 DESTROY THE POWER STATION

You learn from one of the rescued pilots that the power station controls an alert zone around the madman's yacht. You'll have to destroy the power station before attempting the difficult rescue at the yacht.

6 RESCUE PRISONERS ON MADMAN'S YACHT

After you eliminate the initial opposition, blow a hole in the yacht. The prisoners will leap into the water one by one. The prisoners are weak from torture and cannot stay afloat for long, so you'd better have a good winchman and know how to hover accurately. Be careful not to bump into the yacht, as the time it takes to recover might cost a prisoner his life. If you let too many prisoners drown, you'll have to start over.

7 CAPTURE THE ENEMY AMBASSADOR

Here you will face the heaviest fire power you have encountered thus far. Make sure you have a full load of ammo and know where you can get more. One crate probably won't help you if you don't first take out the radar station providing an alert zone around the area. You could lose three lives here in a few seconds if you're not careful and skilful.

8 EMBASSY RESCUE

Your last mission in this campaign is to rescue the 12 embassy officials held captive in the embassy building. Your co-pilot jumps out to drive the bus, so you'll have to work the guns yourself from here on in. After you destroy all the enemy's defences, blast open the gate in front of the bus. Your co-pilot knows where the Navy Seals Camp is located and will take the bus there. The bus is very vulnerable and cannot take much of a beating. Your job is to escort the bus and see that no harm comes to the dignified officials. If the bus is destroyed, you'll have to start this campaign over.

Make sure you don't get shot down and crash on top of the bus, killing all the occupants. Then you'll have to start all over. Besides the driver is a friend of yours, and you wouldn't want to be the cause of his or her demise.

CAMPAIGN #4 : NUCLEAR STORM

This Campaign takes place at night.

1 PROTECT THE OIL FIELDS

There are two objectives in this mission: to airlift the commandos to the landing sight in the middle of the oil

fields and to destroy all the enemy tanks around the oil fields. If you allow the enemy to destroy too many of the oil tanks you will be called back to the frigate and have to begin again.

It's best to drop off all the commandos at once. Their landing site is available for only one unloading, so if you try to shuttle the commandos to the landing site in multiple trips you'll wind up carrying them around for the rest of the campaign, using up valuable space. **They will not disembark at regular landing zones.**

2 STOP THE OIL SPILLS

A good gunner comes in handy here. Before you attempt to close off a pipe, you'll want to take out the enemy forces stationed near the oil dock. Once you're safe, go ahead and fire at the end of the pipe. You have to hit just the right spot in order to stop the spill; that's where an accurate gunner is called for.

Now you're on your own. Make sure you read all the information presented to you on the screens. Completing the game is hard, but far from impossible.

THE PASSWORD

At the end of each successful campaign you receive a password. Make sure to write it down if you wish to return to the game at the beginning of the next campaign with your score intact.

The password does not save your co-pilot selection or any non-standard control settings you may have chosen.

Use + Pad to change code - PAUSE button to exit.

HINTS AND TIPS

The following items divulge certain facts about the game and serve to make it easier to play. In no way are they necessary for successful completion of the game. For the maximum challenge, don't read further.

KEEP MOVING

- * You can't win the game if you don't learn how to out manoeuvre the enemy's weapons. The President picked you to head-up this mission because of your consummate skills as a pilot. He would be mighty disappointed if he saw you going toe-to-toe with a SAM launcher in a government-owned Apache, when you could easily dodge and fire.

FUEL AND AMMO CONSERVATION

- * In Campaigns 2,3 and 4 there are more fuel drums and ammunition crates in the field than are indicated on the map. The map shows only those supplies exposed above ground. Numerous fuel and ammo dumps are hidden in buildings, under sand dunes, etc. The only way to find these hidden supplies is to blow up the structures that conceal them.
- * You might find it a useful strategy (especially in the latter, more difficult campaigns) to explore the field for hidden supplies, taking note of where they are, before attempting to win a campaign.
- * Whenever possible, use your chain gun to destroy non- hostile targets, such as bunkers, sand dunes, and small buildings. You'll find in the latter campaigns

that your Hellfires and Hydra are precious commodities not to be squandered. So when you clear an area of enemy weapons, use your chain gun to destroy the targets if you have enough fuel, firing rapidly with the A button to conserve Fuel.

- * Don't waste fuel and ammo by picking them up when you're already full or nearly full. It's best to let them sit where they are and return when you need them.
- * you will notice that you Apache does not consume fuel when you're flying over water. Accordingly, fly over water whenever possible to conserve fuel.

JINKING

- * Certain targets are difficult to hit, even with Jake as your co-pilot. The Oil Spill and Bomb Shelter missions are two examples of difficult targets, where you have to strike a small spot on a large object in order to do damage. Jinking (see Control Summary for instructions) will help you increase your precision.

NEUTRAL TARGETS

Some targets, such as buildings and dunes, are neutral, which means that your gunner will not fire on them automatically. If you want to hit a neutral target, you must point the Apache directly at it and fire. Jinking often comes in handy here.

PICKING UP PASSENGERS

When there is a crowd of waiting passengers, your co-pilot will pick out the closest one and drop the ladder for him. You must pick up that passenger or back away from him before the ladder will drop for another passenger.

You can capture unarmed enemy foot soldiers, but if you leave the area after spotting them, they may not be there when you return.

DROPPING OFF PASSENGERS

When you land at a landing zone, all passengers (except commandos) will disembark. Try to drop off your passengers at appropriate times so as not to waste the armour value they bring. You need not pick up all available passengers to win a campaign, but you should remember the locations of the people you did not pick up so that you can use them for armour points later if you need to.

ARMOUR REPAIR

There are armour toolboxes hidden in all 4 campaigns. Picking up an armour crate restores your armour to a full 600 points.

QUICK LADDER

All 4 campaigns offer a quick ladder, but you have to find it. The quick ladder allows you to pick up objects practically on the run, and can make your life a whole lot easier. The quick ladder lasts for an entire campaign, even if you crash, but it does not carry over into subsequent campaigns.

EXTRA LIVES

The box with the red cross on it contains an extra life. There are a few hidden throughout the campaigns, and you will almost certainly need some of them to win the game. Extra lives do not carry over into subsequent campaigns.

STAY OUT OF ALERT ZONES

Certain targets are protected by alert zones, which dramatically increase the power of the major weapons (everything but the ground troops' hand held weapons), the rate at which they fire and aim.

Some alert zones are controlled by radar stations and some are controlled by power stations. Pay attention during your briefings and to all information you receive during a campaign to find out which station control which alert zones.

CHOOSE YOUR WEAPONS CAREFULLY:KNOW YOUR ENEMY

As you gain experience you will discover how much firepower it takes to take out certain enemy targets. It's important (especially in the latter campaigns when ammunition is at a premium) to remember how much firepower you need to destroy a given target.

For example, after completing Campaign #2 you should know that it takes one hellfire and 2 hydras to destroy a ZSU tank. Accordingly, you should develop the habit of pressing Option 2 once then B twice when you need to destroy a ZSU in short order.

FOOLS RUSH IN

You can save yourself a lot of heartache by checking the map for the positions of the enemy's defences before traveling. The map shows only the ground weapons newly introduced in each campaign, so in the latter campaigns you must be ready to face the unknown.

The Weapons Appendix is a reference to the enemy's major weaponry. The more information you have, the fewer surprises you'll encounter, and the better your chances of saving the world from the cowardly tyrant.

EXPERT CHALLENGES

If you finish the game and want a further challenge, try playing all 4 campaigns with Mr D as your co-pilot.

WEAPONS APPENDIX

CHAIN GUN ; Inflicts 3 points of damage
HYDRA ; Inflicts 25 points of damage
HELLFIRE ; Inflicts 100 points of damage

Apache carries 600 points of armour

ENEMY WEAPON	ARMOUR	POWER (Damage)
AK47	10 points	5 Points
APHID	25	75
AAA	50	20
RAPIER	75	100
VDA	100	25
ZSU	150	40
SPEEDBOAT	150	50

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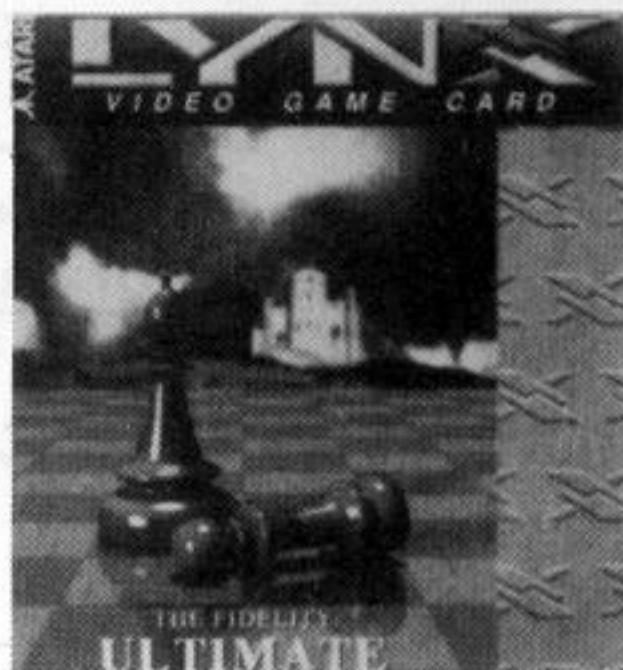
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