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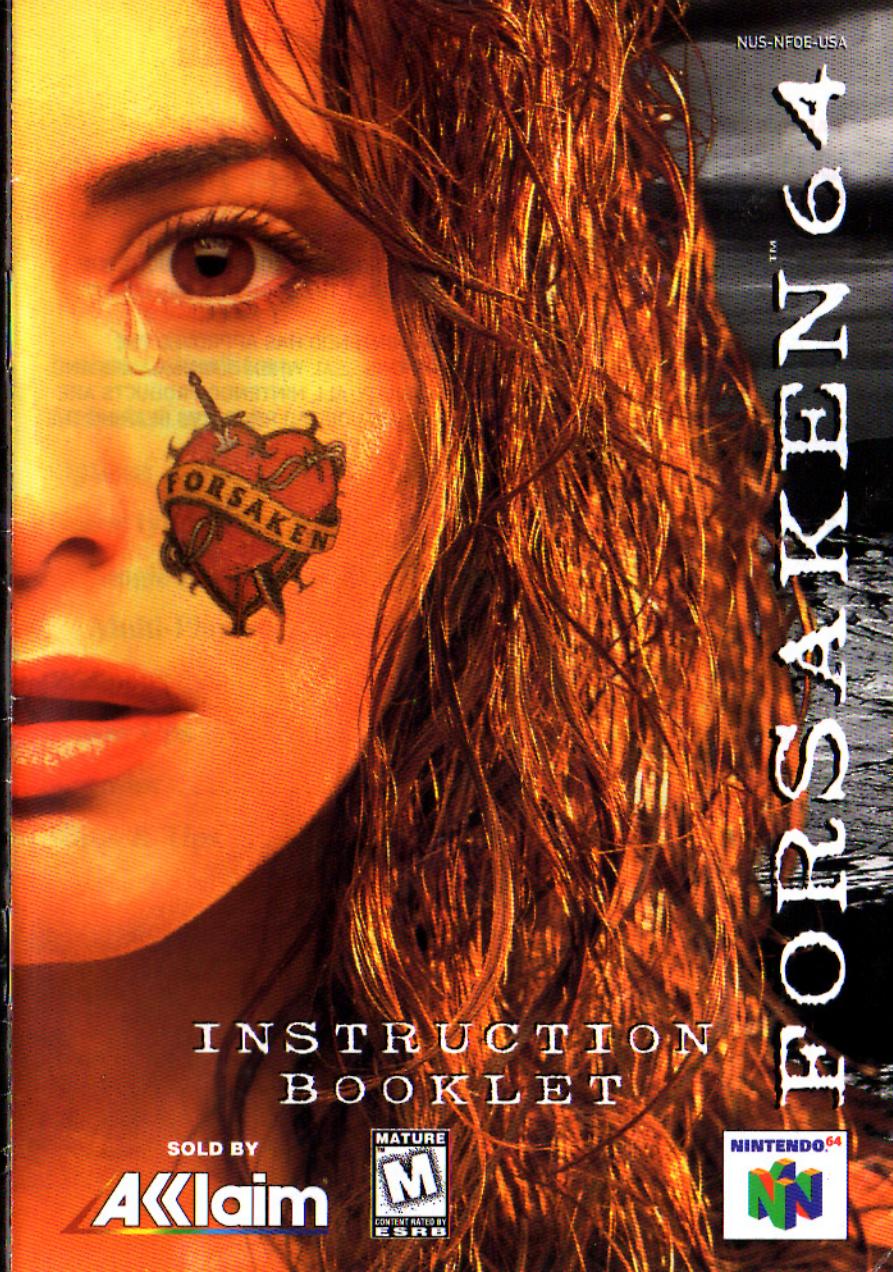
EmuMovies

WORLD WRESTLING FEDERATION®



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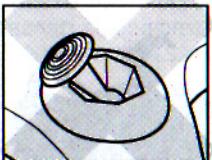
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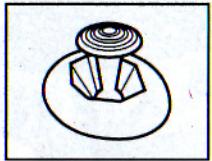


CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad. When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons. The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your FORSAKEN™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Socket 1.
- Note: FORSAKEN™ is for up to 4 players. Each player should insert a controller now (there must be a Controller in Port 1).**
4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

INTRODUCTION

The Terran system; the birthplace of humanity. Once one of the most peaceful and prosperous areas of the galaxy, it now lies derelict after a dangerous experiment went catastrophically wrong. For the better part of three decades, Earth had rested smugly in the knowledge that no force, alien or otherwise, could possibly penetrate its defenses.

The Imperial Theocracy, ruling council of the multi-verse, had permitted Earth's installation of the Mechanoid Defense Force (MDF). Based within a huge, menacing, 5-level repository known to the natives as Babalas, the self-repairing MDF was an awesome array of defensive satellites, orbital minefields, and computer controlled defense systems guarding important sites, patrolling the space lanes, and keeping the planet free from the space vermin who inexorably worked their way through the system.

However, despite such ostentatious measures, in the year 2113, Earth's nemesis came from within...

For many years, particle physicists at Earth's Central Scientific Research Facility delved deeper and deeper into the very fabric of matter itself, unraveling layer after layer of subatomica. A dedicated team worked night and day in an attempt to seize the impossible. After eight long years - a breakthrough; they discovered the means by which they could manipulate matter at its most basic level. The potential could revolutionize human life, providing countless high-technology spin-offs, including the creation of tiny fusion clusters that could keep a sun burning for close to 100 billion years.

Unfortunately, in their first great experiment into the unknown, they made an error they'd regret for the rest of their short, arrogant lives. The consequences of their actions soon became apparent, as an uncontrollable fusion reaction ripped through the central power network and communications infrastructure, sending a stream of unsolicited data into the heart of the MDF mainframe. The system, unable to cope with the immense stresses of a trillion errors, did the only thing it could; it turned its defenses Earthwards and fired.

The Earth lay in ruin. Almost torn from its orbital axis, the shattered planet was no more than a lifeless husk, devoid of atmosphere and bathed in the searing radiation of the sun. Within a few short days, all life, human or otherwise, had been completely extinguished.

News of the disaster soon reached the High Councillors of the Imperial Theocracy. An investigation into the disaster began in earnest, while a major salvage operation was initiated by Theocracy Troops. Anything considered valuable was removed, and sites warranting further study were left heavily

guarded by what remained of the Mechanoid Defense Force. Unknown to the Theocracy, the MDF Mainframe's first priority was to repair itself, re-enforce the Babalas fortress, and manufacture thousands of new defense units for immediate deployment.

Several months later, the dead system was classified 'Condemned' and considered up for loot. Every bounty hunter, mercenary, fortune seeker and free-loading scum in the galaxy suddenly gained the unwritten right to raid the dead system and take anything the Theocracy didn't want - and that included the MDF. Enraged by this decision, the five commanders of the MDF vowed to exact revenge on the Theocracy and their pitiful race. Claiming the Earth as their own, all MDF units were subsequently re-programmed with a new list of directives. The first directive was to annihilate, without question, any humanoid lifeforms. Shoot first and ask questions later was not just their mantra - it was now their instinct.

The first few groups of scavengers who dared to visit the Earth were slaughtered in a bloodbath of epic proportions. Rather than publicize the fact that the Earth was now an immense death-trap, the Theocracy actively encouraged more mercenaries to visit the planet - to them, it was a quick and easy way to rid the solar system of villainous scum. The planet of their forefathers had become nothing more than a huge waste-disposal system.

Troubled by a surge of conscience and overwhelmed by the flagrant disregard for human life demonstrated by his fellow council members, the Grand Councillor of the Theocracy decided to put a covert operation together, an operation which would take the participants deep into the heart of the MDF. Code-name 'Forsaken', those valiant enough to take up the challenge were furnished with fuel, supplies, basic weapons and schematics to allow safe passage past the incredible firepower of the outer defenses.

The rewards of success would be plentiful. The price of failure would be immeasurable.

It was Earth's last hope.

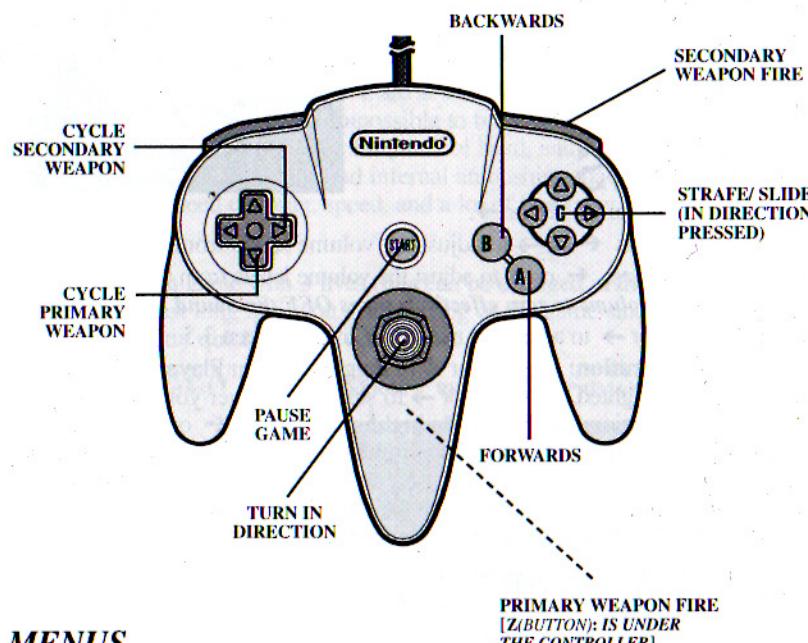
You now become one of these ruthless mercenaries. Astride your anti-grav pioncycle, you prepare to brave the now abandoned settlements of Earth, battle the ruthless mechanoid adversaries of the MDF in a bid to make your fortune, dispose of rival gangs of bounty hunters, and ultimately infiltrate the Babalas fortress and destroy the commanders lurking within.

Or perhaps to simply raise your renown to that of the truly infamous.

DEFAULT CONTROLS

Controls can be reconfigured in the Options menu (see page 6).

A + B BUTTONS = Nitro



MENUS

Control Pad/Control Stick

A BUTTON

B BUTTON

Toggle highlight.

Confirm selection/next screen

Cancel selection/previous screen.

BEGIN YOUR BATTLE

At the title screen, press the START BUTTON to access the Main Menu.

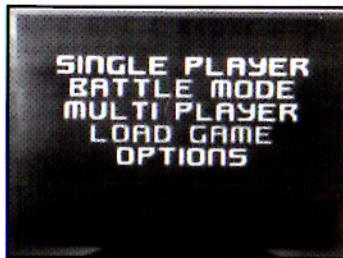
Single Player: A single player competes against the computer.

Battle Mode: For the Forsaken elite, those with the nerve, skill and patience to master the game, Battle Mode presents a special bonus challenge. Depending on whether you take the Easy, Medium or Difficult path to victory, you'll be presented with Bronze, Silver or Gold challenges. Good luck!

Multi-Player: Up to 4 players play on the same console/monitor, using a split screen view.

Load Game: Load and save games.

Options: Set game options.



OPTIONS

To toggle settings, press ← or →.

SFX Volume: Press ← or → to adjust the volume levels from 0-100

Music Volume: Press ← or → to adjust the volume levels from 0-100

Note: Setting the volume to zero effectively turns OFF the Sound Effects/Music.

Lives: Press ← or → to adjust the number of lives between 3-5.

Control Configuration: Press ↑ or ↓ to toggle between Player and Style. With Player highlighted, press ← or → to select the player you wish to choose a configuration for. With Style highlighted, press ← or → to select the configuration you wish to use for the currently selected player. Try the default controls to begin with. Once you get used to the game action, you'll have a better idea of what is most comfortable for you. When your controls are set, press the B BUTTON to return to the Options menu.

PAUSE OPTIONS

To access Pause Options, press the START BUTTON at any time during a game. On the pause menu, select Options and press the A BUTTON. There are different options for single player and multi-player modes.

SINGLE PLAYER PAUSE OPTIONS

The degree of SFX Volume, Music Volume, Brightness and Contrast are all set using a slider. To sample or change the in-game music, highlight Song and toggle through the various sound stylings.

Crosshairs: Toggle between Large and Small target crosshairs.

View: Choose between 1st and 3rd person views.

MULTI-PLAYER PAUSE OPTIONS

The degree of SFX Volume, Music Volume, Brightness and Contrast are all set

using a slider. To sample or change the in-game music, highlight Song and toggle through the various sound stylings.

Hide Computer Players: Toggle between YES and NO. In a multi-player game with CPU players, hiding the computer players turns off the split screen view.

Light Ships: Toggle ON (ships give off a glow) and OFF. When on, enemy ships are easier to spot.

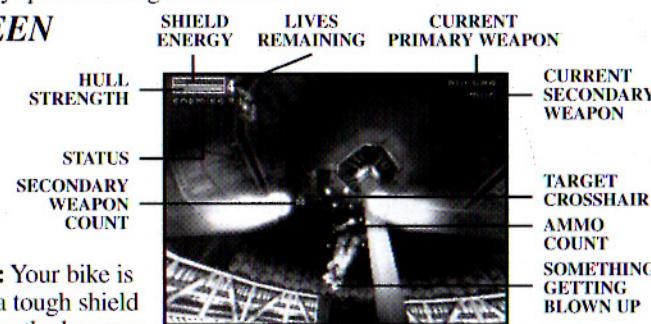
GAME BASICS

Levels: Each level has different specific objectives/requirements, some of which can be adjusted (see Level Options, page 10). Levels are ranked as Easy, Medium and Difficult, and have enemies and weapons to match. That is, some enemies and weapons only appear once you are at a certain level of difficulty. There are lots of levels, and it would be impossible to brief you on every nook and cranny. All you need to know is keep a cool head, and keep moving to survive the constant blasting, sniping and infernal ambushing that makes Forsaken™ what it is. You need cunning, speed, and a lot of firepower.

LIVES

You begin each game with 3 lives (this can be changed in the Options menu), which won't last long until you get the hang of the game—and even then, you'll need to be pretty quick to hang on to them.

THE SCREEN DISPLAY



Shield Energy: Your bike is equipped with a tough shield to protect it from the barrage of incoming fire. However, every direct hit will deplete the shield energy. When this runs out, your Hull Strength (see below) will begin to diminish.

Hull Strength: This is effectively your energy level, and dictates the strength of the hull on the bike. Once the bar reaches zero, the hull will breach and you'll lose a life.

Target Crosshair: This comes in very handy for lining up the enemy in your sights, allowing you to score direct hits each and every time you fire.

Something Getting Blown Up: This is one of the great rewards in Forsaken—make sure it's not you! In Multi-player games, you'll enjoy the sight of Your Friend Getting Blown Up.

Current Primary Weapon: This shows the Primary Weapon currently in use.
Current Secondary Weapon: This shows the Secondary Weapon currently in use.
Ammo Count: This curved bar illustrates how much ammunition remains for your primary weapons. When it reaches zero, the effectiveness of those weapons will be reduced considerably.

Status: Depending on your mission objective, this display may show enemies remaining on a level, number of kills, pods collected, etc.

GAME TYPES

There are two game types, Single Player and Multi-Player. If you are really a Forsaken™ fiend, you will find your just rewards. Each game type offers significantly different challenges and, depending on your play style, you'll get different results. You might never play the same game twice the same way!

SINGLE PLAYER GAME

A single player game pits you against computer opponents. There are tons of different missions, in 5 different mission styles: Collect, Defend, Destroy, Clear and Boss. Once you select a mission, you will be given the mission objective(s). Happy hunting!

Collect: In Collect Missions, you must fight your way to a desired object or objects. For example, in Four Uneasy Pieces, the objective is to retrieve four pieces of a one-shot super weapon. Unfortunately, these four pieces are held by three tough enemies and an unyielding boss. You must hunt down each of them, collect the desired objects and then discharge the super weapon, freeing the player from the level.

Defend: Defend Missions challenge you to protect an object—or objects—from the unwanted attentions of the automated defense forces. For example, Save The Drone requires you to escort an automated freight pod across a very hostile environment. The pod has its own pre-determined route, cutting through some amazingly dangerous areas. You must clear a path for the freight pod, but at the same time be conscious of the fact that the pod is vulnerable to attack.

Destroy: Destroy Missions challenge the player to knock out a designated target, or targets. These missions range from hunting down a team of bounty hunters, to destroying a heavily fortified enemy base.

Clear: In Clear Missions the player has to blast everything that moves; the objective of the mission might be as simple as clearing all enemies from the level. This is as an excellent opportunity for the player to get used to the basics of Forsaken™.

Boss: Boss Missions are the hardest and most rewarding of the single player levels. There are lots of tricks and traps from the wily bosses, and some cool effects when you send them to kingdom come.

After selecting a 1 Player game, you will see the biker select screen.

BIKE SELECT

Each bike has different attributes, each biker a different attitude. Press ← or → on the CONTROL STICK to toggle through the gallery of space bikers and pick the one that suits your style. Press the A BUTTON to confirm. Two players **cannot** select the same bike/biker.



MISSION SELECT

In Single Player games, you can select which of the available levels you wish to play. Simply scroll to the desired level, then press the A BUTTON to select it. Note that the first level is a 'Difficulty Setting' mission, and is used to determine your play path—try playing with different degrees of intensity to see how it affects your route to the final reward.



Mission Briefings: After selecting a mission, a briefing screen for that mission will appear. Press ↑ or ↓ (on the Control stick, control pad, or C BUTTONS) to scroll through the briefing information. Press the A BUTTON to begin the mission, or press the B BUTTON to cancel the mission and return to the Mission Select screen. Mission briefings are also available during a game on the Pause menu.

MULTI-PLAYER GAME

Multi-Player games let you stalk people and harm them quite badly. Unless they get to you first. In which case you will just have to play a Get Even round, won't you? Multi-Player games offer up to 4 players the chance to compete in these game modes:



Max Frag: In this timed contest, players vie to see who can pile up the highest body count.

Last Man: A survival match in which all players do their best to destroy everyone and everything possible until they are the last player left alive.

After selecting a Multi Player game, you'll see the Game Type screen. Press ↑ or ↓ to choose a game type (Max Frags or Last Man), then press the A BUTTON to select a game or the B BUTTON to return to the Main Menu.

Controllers: After selecting your game mode, you can choose how many human and how many CPU-controlled bikers will compete. Note that a

single player can compete against 3 CPU opponents in Multi-player mode. Press **↑** or **↓** to choose the configuration of players that best suits you. Press the **A** BUTTON to proceed to the Biker Select screen, or the **B** BUTTON to return to the Game Type screen.

After choosing your bikers (see Biker Select on page 9), you will be presented with a further list of options, which you can select by pressing **↑** or **↓**.

Select Mission: Press **←** or **→** to choose the required multi player level.

Light Ships: Press **←** or **→** to toggle the lighting on the bikers ON or OFF.

Hide CPU: Press **←** or **→** to toggle the computer player's displays ON or OFF.

CPU: Press **←** or **→** to change the toughness of the computer controlled Bounty Hunters.

Frag Limit: Press **←** or **→** to change the frag limit (Max Frags game only).

Lives: Press **←** or **→** to change the number of starting lives (Last Man game only).

Enter Game: Highlight this and press the **A** BUTTON to begin the game.

THE LOAD SCREEN

There are "save points" associated with certain areas in Forsaken™. Once certain missions are completed, you can save your progress. You will be prompted to save after completing the mission. If you elect to save, you will go to the Save Game Screen. If a Rumble Pak is detected instead, you will be asked to remove it and to replace it with a Controller Pak.

Save Game: If you have a Controller Pak inserted, you can choose to save your current game status (highest level completed, number of lives). To do so, scroll to an open slot and press the **A** BUTTON. If all slots are full, you will be prompted to overwrite (erase) one to make room for the new data you wish to save. To do so, confirm that you wish to overwrite a slot (YES) and press the **A** BUTTON. To cancel a save, press the **B** BUTTON.

Restore Game: If you have a Controller Pak inserted, you can select any of your saved games to load in. Game play will resume from the level you saved at, with the same number of lives. To restore your game, scroll to the desired slot and press the **A** BUTTON.

WEAPONS, ENEMIES & POWERUPS

The availability of weapons, enemies and powerups depends on the level you are playing.

KNOW YOUR WEAPONS!

Weapon Types: Weapons come in two basic types: Primary and Secondary. Primary weapons are basic weapons which fire lasers and bullets, and have a high ammo count. Secondary weapons are missiles, and have a lower ammo count. Secondary weapons which can be "dropped" (such as mines, listed out below) are especially useful for creating ambushes. All weapons can be boosted by collecting Power Pod powerups (up to 3 can be held).

Using Weapons

You can only activate one Primary and one Secondary weapon at a time. The currently selected weapon is displayed on your control panel at all times. Line up the enemy in your crosshair and let 'em have it.

NOTE: If you are destroyed during the course of a game, any collected weapons you have will be jettisoned on that spot; you can then re-collect them when you regenerate (if you have any remaining lives left) by moving over them. In Death Match play, try to collect a destroyed opponent's weapons, giving you a tactical edge and hurting enemy morale. Try not to gloat.

Cycling Weapons: You may need to switch your current weapons to counteract a particular enemy or situation. Press the **↓** Control Pad to cycle through Primary weapons and on the **→** Control Pad to cycle through Secondary weapons.

PRIMARY WEAPONS

| ITEM | DESCRIPTION |
|--|---|
|  | Pulsar This is the default primary weapon which all players begin the game with. The Pulsar is always in your possession, though you'll frequently need to collect extra Weapon Energy in order to maintain a decent rate of fire. |
|  | Trojax A Trojax blast has high damage potential. To achieve this, charge the Trojax by holding down the Fire Primary Weapon control (release it to fire). Each second of charging increases the damage, and collecting extra Power Pods will decrease the charge time. |
|  | Suss-Gun Firing 'smart' tipped projectiles, the Suss-Gun is ideal for maintaining rapid fire against several targets, allowing the novice to achieve higher hit percentages. Mixed tracer rounds aid in targeting, and hence accuracy of fire. A short range weapon with a wide field of fire, the Suss-Gun uses its own special ammo (see Suss Gun Ammo). |
|  | Transpulse Fire from the Transpulse will bounce off solid objects (except bikes and enemies, of course), allowing you to ricochet your fire off walls, ceilings, and around corners. Packing a formidable punch, the Transpulse cannon's force will knock you backwards as you fire. |
|  | Beam Laser The Beam Laser fires two powerful laser beams. The range is vast, the effect instantaneous. <i>Note: the Beam Laser will overheat if fired for too long - if this occurs, you'll have to wait for it to cool down before using it again. To remedy this, try firing in short bursts.</i> |

SECONDARY WEAPONS

| ITEM | DESCRIPTION |
|--|---|
|  | Mug This is the standard ordnance rocket carried by each player. They are fast and pack a mighty wallop, but possess no on-board guidance system, so their accuracy depends entirely on your aim. As each bike has two launch bays, Mug Missiles can be fired in rapid succession. |
|  | Scatter The Scatter Missile is primarily a nuisance weapon, designed to rob your opponent of all his or her weapons. An opponent struck by this missile will lose all on-board weaponry. Make sure you don't get hit with this! |
|  | MFRL Carrying snub-nosed dart missiles (a smaller variant of the Mug Missile with enhanced propulsion), the Multiple Fire Rocket Launcher is capable of launching its entire compliment within 12 seconds. Again, there is no on-board guidance system, their accuracy depending on your aim. |
|  | Solaris As the name suggests, the Solaris uses Infra-Red heat signature detection to track its target and strike home. The missile uses standard propulsion technology, and thus is no faster than the Mug Missile, but the larger warhead provides a greater destructive potential. |
|  | Titan The Titan Missile is a hugely powerful piece of missile ordnance. Fitted with a stasis chamber warhead which holds opposing matter and antimatter elements, this device has an explosive yield of roughly five kilotons. The Titan will destroy just about anything near its huge blast radius — including you. |
|  | Gravon The Gravon Missile is fitted with a powerful energy distorting warhead, which enables it to alter gravity within its blast radius. Upon detonation, all free floating matter within a given range is drawn inexorably towards the blast point, causing mayhem for anything lurking nearby. |

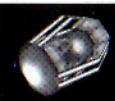
DROPPED SECONDARY WEAPONS

| ITEM | DESCRIPTION |
|--|--|
|  | Purge Mine These are the standard pursuit-deterrent mine. Fitted with proximity fuses and a thermo-neutron charge, they can take out even the most determined pursuer. Purge Mines are ejected directly behind the bike, and are left floating and slowly rotating. They detonate on collision, and can be destroyed by weapons fire. |
|  | Quantum Mine Like the Titan, Quantum Mines use stasis technology to hold opposing matter and antimatter elements apart, releasing them on detonation. The resulting shockwave damages enemies depending on their distance from the blast. Again, it is dropped directly behind the bike, is detonated by collision, and will detonate if fired upon. |

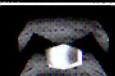
ITEM

| ITEM | DESCRIPTION |
|---|--|
|  | Pine Mine Short for 'porcupine', this is actually a floating missile platform rather than a mine. Once deployed, again from behind the bike, it will seek out enemy targets within range and bombard them with snub-nosed dart missiles. The device is 'smart', ignoring the player who activates it. As before, it can be destroyed by weapons fire. |

AMMO

| ITEM | DESCRIPTION |
|--|--|
|  | Weapon Energy This energy, in the form of a clean and reliable Plasma Pack, is essential for replenishing the energy levels of the Pulsar, Transpulse, and Trojax Cannon. Each pack provides a full energy boost. |
|  | Suss-Gun Ammo This is the Suss-Gun's special ammunition, and contains an ample supply of 'smart' tipped shells for use exclusively with the Suss-Gun. |

POWER UPS

| ITEM | DESCRIPTION |
|--|--|
|  | Power Pod Power Pods are the universal weapon booster pickup, offering an unlimited power supply. Each pod increases the damage potential of all primary weapons currently held. Each bike has one pod as default, and can carry up to two extra pods. |
|  | Golden Power Pod This is a variation of the standard Power Pod, and temporarily rewards the collector with a full compliment of Power Pods, unlimited Nitro capability, and unlimited weapon energy. Needless to say, they are in very short supply. |
|  | Shield Overdrives These are similar, in essence, to Weapon Energy, although they boost shield strength rather than weapons power. Most Overdrives will replenish your shield with roughly one eighth of the maximum shield strength. Rare ones give you a boost of one half! |
|  | Nitro A Nitro Tank added to a bike will effectively double its speed, allowing you to speed quickly away from your enemies and leave them sputtering on the exhaust fumes. It has a limited amount of fuel, enough for approximately 20 seconds of sustained use. |
|  | Stealth Mantle The Stealth Mantle creates a low frequency damping field around the bike, absorbing almost all emitted sonic and spectral energy—in other words, you cannot be seen or heard. The Mantle has a limited life span, so use it wisely. |
|  | Orbital Pulsar These are small weapon pods which rotate around the bike, boosting weapon capability. They work like the Pulsar, with their strength increasing as more power pods are collected. Orbit Pulsars automatically fire at the same time (and the same target) as the current primary weapon. Up to four may be added to your bike. |

| ITEM | DESCRIPTION |
|--|--|
|  | The Resnic Reanimator is the ideal companion for reckless bikers; providing full cellular regeneration, it allows players to return from the grave and get back into the saddle. In other words, it rewards you with an extra life, but is only present in the Single Player game. |
|  | The Chaos Shield is a high-frequency protection device, which provides total invulnerability to the user (albeit on a temporary basis). No known energy weapon is able to penetrate its interference, making it one of the most sought-after pickups in the game. |

THE ENEMY

Enemies. Everybody's got 'em. In Forsaken you'll meet more than your share. Behind a corner, behind a wall, behind your eyes... Enemies are considered Fodder or Leader types. Fodder enemies are more numerous and less dangerous than Leaders.

There are, of course, some fearsome boss-type rascals to deal with, and I'll be delighted to hear how you fare against them. Make sure your affairs are in order... Here are some of the foes that confront you in Forsaken.

TURRETS

| ITEM | DESCRIPTION |
|--|---|
|  | These are floor-mounted variants of the Missile Turret, again firing speedy snub missiles, and are protected by a unique, heavily armored shell. They are significantly slower at tracking enemies, however, and have a fire rate approximately half that of their faster counterpart. |
|  | This is a floor or ceiling-mounted turret, which fires its military pulsar in rapid, controlled bursts. Like the Missile Turret, pulse turrets track by radar, but are particularly dumb and prone to firing even when their line of sight is blocked by a friendly unit. |
|  | The Dual Turret is a more advanced version of the basic Pulse Turret, boasting two military pulsars as opposed to just one. These can target and fire independently from one another, and are exploited to their fullest by use of its 360-degree rotating head. Again, it is floor-mounted. |
|  | The ceiling-mounted Beam Turret is a more intelligent version of the pulse turret, firing a long-range, high power military beam laser (which is red to distinguish it from that of the player). To avoid overheating, most turrets fire intermittently to ensure the laser remains operational at all times. |

| ITEM | DESCRIPTION |
|---|--|
|  | Missile turrets carry a compliment of snub missiles. They turn slower than energy weapon turrets, and will track a target momentarily before firing. Missile turrets track using radar, which means that they won't open fire on a target if its line of sight is blocked, particularly by another MDF unit. |

GROUND ENEMIES

| ITEM | DESCRIPTION |
|--|--|
|  | Mektons are tracked bots created for war, with heavy weaponry and thick armor. Equipped with a centrally mounted pulsar turret with an approximate equivalent of three power pods, this turret is extremely maneuverable, with full 360° rotation and 70° elevation. |
|  | A bipedal variant of the Mek Ton, Legz was designed to navigate the rough terrain encountered in many of Earth's remaining installations. Its unusual turret moves independently to the main unit, and allows it to fire Mug Missiles at enemies in front or behind. |
|  | These are slow, tracked vehicles which carry snub missiles. Snub Bots track by sight and sound and, on detecting an enemy, will move into firing position. It can follow targets behind obstacles, even when it's no longer visible. As with the missile turret, they will track for a moment before firing. |
|  | The Laz Bot is a small, tracked vehicle with a single military beam laser. As with the Beam Turret, it tends to fire in controlled bursts to avoid overheating. Like the Snub Bot, they are capable of crossing any relatively flat terrain, though they are somewhat faster. |

FLYING ENEMIES

| ITEM | DESCRIPTION |
|--|--|
|  | Fodders are one of the most commonly encountered enemies, fitted with single power military pulsars. Usually travelling in groups, Fodders roam around without purpose until they encounter an intruder and attack. Lacking intelligence, they attack until destroyed, run into mines, and behave erratically. |
|  | Swarm are small, lightly armed bots with a single pulsar. With considerable strength in numbers, it is often deployed in groups to overwhelm and confuse the enemy. Swarm tracks by radar, and will maneuver wildly around its enemies to cause the greatest damage and confusion possible. |

ITEM**DESCRIPTION**

| | | |
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|  | Shade | Armed with a single pulsar, the Shade is a flying stealth enemy capable of seeing anything in front of it, and detects enemies behind it by way of radar (although a line of sight must exist). Though slower and less erratic than Swarm, it is highly maneuverable. |
|  | Airmobil | Airmobil was designed as a support vehicle, used to augment the efficiency of surrounding MDF units. It is armed with a plentiful supply of Gravon Missiles, which it will use to debilitate its enemy, allowing other units to fly in and finish off their prey. |
|  | Suppressor | The Suppressor is similar in many ways to the Shade in that it is slow, yet highly maneuverable, and comes equipped with twin military pulse cannons. Though its rate of fire is quite slow and methodical, its intelligence allows it to move in to the optimum position to attack its enemy. |
|  | Levitank | This armor-clad flying tank would seem to be a formidable adversary, considering the on-board firepower it packs. However, this is offset by the fact that the Levitank lacks speed and maneuverability, making it easy to avoid direct confrontations. |
|  | Hunter | These are fast and highly maneuverable attack craft. A highly sophisticated bit of mercenary machinery, Hunters are in short supply. It is armed with a Beam laser mounted to a front rotating turret, which allows for a 120-degree frontal arc of fire. Occasionally they travel in groups - beware! |

NOTES**HINTS & TIPS****GENERAL/SINGLE PLAYER:**

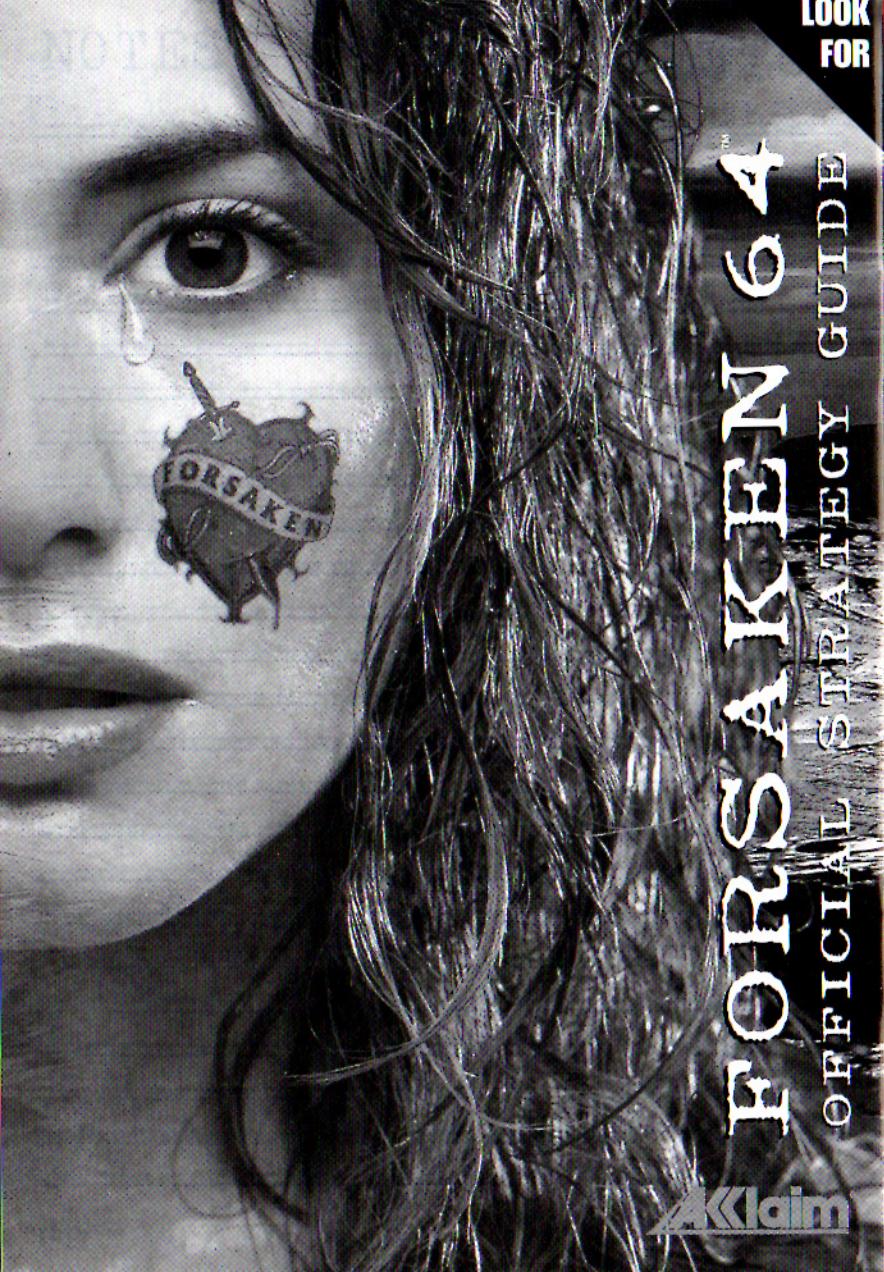
- Fly, don't fry! While standing still is a must at some points, the difference between a daring survey and a sitting duck is just a shot away. Keep moving! Slide Up, Down, Left, and Right. Constant darting in and dodging back is crucial to survival!
- Don't just fire at foes. Blast at your surroundings, too. There are lots of areas that are only accessible by blowing away a door, surface or something else. Be creative; game designers are a clever lot, out to trick you any way they can think of!
- Don't mistake Quantum and Purge mines for power ups! Quantum and Purge mines rotate whilst bobbing up and down. Powerups spin on one axis – they don't bob. That and the fact that mines blow you up should help you learn the difference. Purge mines are small red and yellow spheres with white spikes around the center circle. They cause some damage, but are more of a nuisance. Quantum mines spin and give off a bright bluish light. Quantum mines will kill you on contact.

DEATHMATCH

- You got beat again? Try practicing in Single Player to get your skills up.
 - Dropping mines too close together will create a chain reaction when one is tripped. This can be good or bad...

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