

~ GUNTU WESTERN FRONT JUNE , 1944 ~

memory of iron

ELECTROCOIN
JAPAN CO., LTD.

story

June 1944.

The leaders of the United States and Britain, as well as several other military commanders, were summoned to Allied Command Headquarters in the UK, and it was decided that a foothold needed to be established as quickly as possible to liberate the nations of Europe from five years of war and chaos, and a large-scale landing operation in northwestern France was launched.

The operation, named Operation Overlord (later called the Normandy landings in France), was

It was an unprecedented operation, involving an unimaginably huge force of 5,000 ships, 180,000 troops, and over 10,000 air force aircraft. Prior to the operation, the Allied forces had meticulously planned and cleverly executed various diversionary tactics to prevent the enemy from identifying the landing site, and everyone had no doubt that the landing operation, which had been so meticulously prepared, would be a success.

However, intelligence from the British intelligence agency reported the existence of the fortress "Florence Leorg Chevalier" and the giant railway gun "Dora," which had the entire French coastline within its range, which rendered all of the deception tactics that had been carried out up to that point meaningless. British military commanders were reluctant to carry out the operation, as they felt that a landing was impossible without eliminating the giant railway gun.

The US military command, determined to carry out the landing operation at all costs, decided that if they missed this opportunity they would never be able to land again, and quickly decided on Operation "Excalibur", with the main missions of attacking the "Floren Leorg Chevalier" and destroying the giant railway gun "Dora".

The U.S. Army's special elite unit, GUNTU (General's Undercover Tactics Unit), was selected to carry out the operation. And...

[Hey! Boy!]

You were falling asleep for a moment, thanks to the comfortable vibrations of the twin-engine transport plane. You were unusually cheerful for a British soldier.

I was woken up by the half-shouting call of a cocky pilot.

"Hahaha! You're so unlucky, Boy! You've got to work at a time like this!"

Looking out the cockpit window over the pilot's shoulder, you saw thick clouds spreading directly below the transport plane, as if blocking your path. The sound of the engine gradually quieted down, and in response to the sound of the wind that could be heard instead, you opened the door of the transport plane wide, and after confirming the ridge of the Pyrenees, you hurriedly began preparing to descend.

"Are you ready, Boy? Our future depends on you, Boy!"

You muttered "OK" under your breath, turned around to give the pilot a small salute, and then jumped off the transport plane. As if by divine protection, you were enveloped in the light of dawn.

For Japan Only



player
1 person



memory card
1 block



Special controller
SLPH0034 [Namco Ltd.] compatible



~ GUN TU WESTERN FRONT JUNE , 1944 ~

GUN TU... General's Undercover Tactics Unit, a secret tactical unit under the direct command of the Supreme Commander of the U.S. Army.

c o n t e n t s



02 ~ 03 How to start the game [How to use the memory card]

04 ~ 05 Operation method [Standard controller, Guncon operation method]

06 ~ 07 How to read the screen and weapons

08 ~ 09 Introduction of enemy characters

10 ~ 11 Stage introduction

12 Tips for Name Entry

Thank you for purchasing the PlayStation software "GUN TU WESTERN FRONT JUNE, 1944". Please read this "Instruction Manual" carefully before use and use the game correctly. Please keep this "Instruction Manual" in a safe place.

*This game is a work of fiction that differs from historical facts, and the names of countries, people, organizations, etc. that appear in the game are in no way related to any existing countries, people, organizations, etc. Furthermore, this game is not intended to slander or libel any specific country or organization.



When you turn on your PlayStation and the opening demo ends, you'll see the title screen.

(When you turn on the PlayStation after connecting the Gun Controller, the Gun Controller calibration screen will be displayed first. For details, please refer to the Operation Instructions page.)

Press the start button and the main menu will appear.

■ Main menu

GAME START

The game begins.

SAVE

The game status you have played so far (number of stages cleared, game level, etc.) is recorded on the memory card.

LOAD

Loads the game state (number of stages cleared, game level, etc.) previously recorded on the memory card.

CONFIG

The screen will switch to the game level and special weapon selection screen.

EXIT

The opening demo will start again.



Selecting GAME START from the main menu will take you to the stage selection screen shown in the photo above. Shooting the rotating emblem mark will display a photo and description as stage information. Shooting the photo will start the game. Shooting anything other than the photo will cancel the game. Shooting the EXIT sign will return you to the title screen.

■ |CONFIG menu**● GAME LEVEL SELECT**

You can set the game difficulty to three levels: EASY, NORMAL, and HARD.

● WEAPON SELECT

Choose one of three types of special bullets with various effects. (The default setting is COMBINATION bullets.)

**CUSTOM**

It's a piercing bullet. The bullet you fire will penetrate all objects on the screen, including people and vehicles.

COMBINATION

Not only will it hit an enemy, but the explosion will also hit and damage surrounding enemies.

SPECIAL

Deals equal damage to all enemies on the screen.

**● GUN ADJUSTMENT**

Adjust the aim of the gun controller.

(Cannot be selected when a standard controller is connected.)

● EXIT

Return to previous screen.

When using a memory card, be sure to use memory card slot 1. When inserting or removing a memory card, make sure the PlayStation console is turned off.

Note!

C o n t r o l s

How to operate

«Standard controller»



Directional

buttons: Move the crosshair
on the screen. Select the pause
and continue menus.

START button

Game start, pause.

L1 button

Instantly aim at the left edge of
the screen
(height does not change).

R1 button

Instantly aim at the right edge of
the screen
(height does not change).

△ button

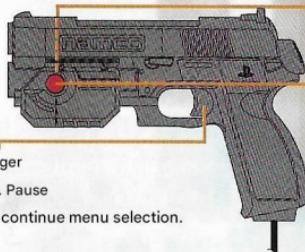
Select the type of bullet you want to
use.

O button

Shot. Pause
and continue menu selection.

*L2, R2, □, x, and Select buttons are not used.

Special controller (SLPH00034) (Guncon)



B button

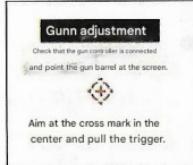
Pause. The
menu for continuing is decided.

A button

Select the type of bullet to use.
Select the menu for pausing and
continuing.

Please connect the gun controller to the controller terminal before turning on the main unit. The software will detect the connection of the gun controller and the GUN ADJUSTMENT screen will be displayed first. When you pull the trigger, the aim will be automatically adjusted by aiming at the red aim displayed in the center of the screen.

When you have finished adjusting, press the A or B button. You can also adjust the aim by selecting GUN ADJUSTMENT on the menu screen. (For detailed connection instructions, please refer to the instruction manual that comes with the gun controller.)



■How to use special bullets

●CUSTOM bullet

If you pull the trigger without releasing the A button, a CUSTOM bullet will be fired. You can fire it in rapid succession just like a normal bullet. (The target is not displayed.)

When you release the A button, you will return to normal bullet selection.



●COMBINATION

When you press the A button, a red reticle will appear on the screen where the gun is pointing. If you pull the trigger without releasing the A button, a combination bullet will be fired. However, the reticle will be fixed in the position when you pressed the A button, so if the enemy moves out of line with the reticle or you want to aim at a different enemy, you will need to release the A button and then realign the reticle.

When you release the A button, you will return to normal bullet selection.

●SPECIAL 弾

When you press the A button, a red crosshair will appear on the screen where the gun is pointing. If you pull the trigger without releasing the A button, a SPECIAL bullet will be fired. (The crosshair can be anywhere on the screen.)

When you release the A button, you will return to normal bullet selection.



●HP gauge

It shows the HP (health, armor durability) of the enemy hit by the player's bullet.



●Number of bullets remaining

Displays the number of bullets remaining for the selected bullet. When it reaches 0, you will be unable to fire any more bullets for a few seconds. Be careful!

●Remaining time

The player's remaining time. When it reaches 0, the game is over. When you defeat a specific enemy, it becomes +. On the other hand, when you receive damage, it becomes †.

●Bullets used

Normal bullets are displayed on the left, and special bullets on the right. The bullet surrounded by a yellow frame is the selected bullet.

●Enemy army

Occasionally, some enemies will try to charge you with their body. If you get hit, the remaining time will be significantly reduced to one. Be careful!

●Aiming

It shows where the player's bullets will hit. (However, if you are playing with a gun controller, the machine gun sights will not be displayed.)

machine gun

This is the only weapon the player is equipped with.
You can choose to fire either normal or special bullets.

Normal bullets: Rapid fire is effective, but they don't have much power. Moreover, they are completely ineffective against tanks with thick armor, so you'll have to rely on special bullets. You start the game with 25 bullets. By releasing the trigger, you can replenish your bullets up to a maximum of 25.

Special bullets: There are three types of special bullets with various effects.



CUSTOM (special bullets)

It is a piercing bullet. The bullets you fire will penetrate all objects on the screen, including people and vehicles. They are not very powerful, but you can fire them repeatedly. You start the game with 25 bullets. One bullet is replenished every two seconds, and you can store up to 25 bullets.



COMBINATION (special bullets)

Not only does it damage the enemy it hits, but it also hits the surrounding enemies with its explosion. Its power is the highest among the special weapons, and it is the most effective weapon for efficiently taking down a thickly armored tank. At the start of the game, you have 5 shots. One shot is replenished every 10 seconds, and you can store up to 20 shots.



SPECIAL (special bullet)

Deals equal damage to all enemies on the screen. Most enemies cannot withstand the blast and are blown high into the air. However, its power is less than that of a combination bullet. At the start of the combo, you have three bullets. One bullet is replenished every six seconds, and you can store up to ten bullets.

t h e n e m y

Enemy factions attack players in various ways. Read this page carefully to learn how to defeat enemies efficiently.



infantry

Equip an assault rifle.

When killed, it increases the time by 2~20 seconds.



Motorcycle (BMW R75)

They may charge at you. Defeating them will increase your time by 2~10 seconds.



Jeep (Kubelwagen)

They may charge at you. Defeating them will increase your time by 3~20 seconds.



Truck (8t half truck)

They may charge at you. Defeating them will increase your time by 3~20 seconds.



Armored car (Hanomag)

Equip an anti-tank gun. When killed, it increases the time by 5~60 seconds.





Armored car (Funkwagen)

Equipped with a machine gun.

Defeating it will increase your time by 5 to 50 seconds.



Airplane (Messerschmitt)

Equipped with a machine gun and bombs.

When killed, it increases the time by 2-5 seconds.



Tanks (Panzer IV, Panther)

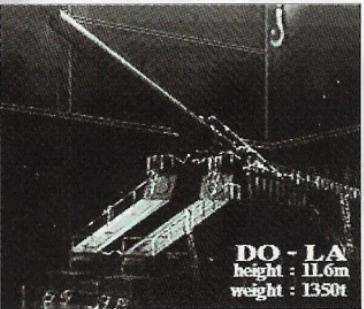
Both are equipped with powerful tank guns.

When they are defeated, the time increases by 25-75 seconds.



Final goal "Giant Railway Gun" data

The largest and most powerful land weapon of the German Army. It was manufactured ignoring the vehicle limits of the national railway, resulting in a total length of 75m, height of 12m, and width of 16m, with a weight far exceeding 2000t. Due to its size and weight, it requires double tracks to run on, and a dedicated engineering unit is assigned to it. It is equipped with one 240cm gun and six 120cm guns. It can fire three shots per minute at its fastest. Its maximum range exceeds 50km, making it a true "land monster."



DO - LA
height : 11.6m
weight : 1350t



There are six stages. In each stage, tanks and cannons operated by German army commanders are waiting. Good luck!

stage 1

There are a series of rugged mountain roads leading to the Pyrenees volcano. Soon after the German army gained control of this area, they began building a frontline base, with the intention of using it as a base for expanding their control further westward. 様。

STAGE 1

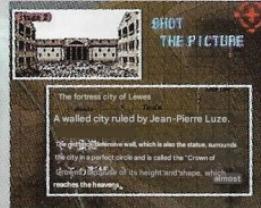


EXIT

stage 2

The fortified city of Lewes, ruled by Count Jean-Pierre Lewes, is symbolized by a red brick wall that surrounds the fort in a circular shape, with its top reaching up to the sky. People call this wall the "Crown of Lewes" because of its height and shape.

STAGE 2



stage 3

A supply facility for both the Army and Air Force, located about 100 kilometers north of the Crown of Lewes. This is merely speculation, but it is thought to be a very important supply facility for the Air Force's supply routes to Africa and the Mediterranean.

STAGE 3



stage 4

The lush grassland is surrounded by small hills. The people of Lewes call it the "Hill where the Lord can be seen" and it was known as a place of faith together with the temple built 800 years ago. However, it was devastated by two German bombings and the remains of this faith were destroyed. The earth disappeared.

STAGE 4**stage 5**

The only way to reach the fortress is through this bridge, which hangs over a steep cliff. Made of intricate masonry that was once considered the limit of what masonry could do, the bridge boasts a design that reaches an artistic level, despite being designed during wartime.

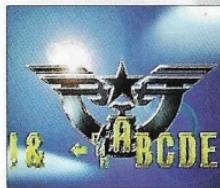
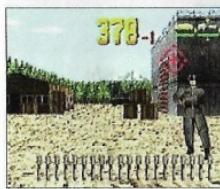
STAGE 5**stage 6**

The fortress "Florence Leorg Chevalier" was built in secrecy, with few even within the German army knowing of its existence. In preparation for the Allied forces of the United States and Britain to land in Normandy, the fortress was already equipped with a "giant railway gun" to intercept them, and preparations were underway.

STAGE 6**advice**

When the Stage Select screen is displayed, press the Start button (or the B button when using a GunCon) to return to the title screen.





(1) Shoot down the grenades!

You can shoot down grenades thrown by enemy soldiers and shells from armored vehicles with your own weapon. If you aim carefully, you can shoot them down without any trouble, but if you fail, your remaining time will be reduced by 5 to 100 seconds, so be careful!

(2) Use the L1 and R1 buttons effectively!

If you are using a standard controller, you can use the L1 and R1 buttons to instantly move your aim to the edge of the screen. This allows you to react to enemies quicker than using the directional pad, so give it a try!

(3) Save and use special weapons!

Special weapons are resupplied with one bullet every few seconds depending on the type. If you save your bullets carefully until the commander (boss) appears, the rest of the game will be much easier.

『Name entry』

When a player achieves a high score, the name entry screen will appear, where the player can record their ranking and the name they entered. Select and confirm the word END to end the name entry process.

Character selection... ...Left and right on the directional pad (if you're using a gun controller, shooting the left and right screens will move the selected character one by one. Shooting a character on the edge of the screen will select that character.)

Deciding on characters... ...Circle button (if using a gun controller, shoot the text in the center of the screen)

Cancel text...△ button

(B button for Guncon)

Precautions for use

- disc is software for home video game computer "PlayStation". Do not use it on other models as it may cause damage to the device or have a negative effect on your hearing. or other parts of your body. Use only in Japan. This disc is only compatible with Japanese-specification "PlayStation" models that have the NTSC-J mark or FOR SALE AND USE IN JAPAN ONLY. It cannot be used on overseas-specification "PlayStation". Please read the "User's Manual" and the "Operating Instructions" carefully and use the product correctly.

- make sure the label side (the side with the title and other information printed on it) faces up. Also, lightly press the center of the disc to stabilize it. ● When removing the disc from the "PlayStation" console after playing, press the open button on the console and make sure the disc has completely stopped spinning before doing so. Do not touch a rotating disc, as this may cause injury, damage the disc, or damage the results.
● Handle the disc carefully to avoid fingerprints, dirt, or scratches on both sides. Also, do not attach stickers or write or draw with a pencil or pen. ● If the disc becomes dirty, lightly wipe it from the inside to the outside with a soft cloth, such as a glasses wipe. Do not use record cleaners or solvents. ● Do not use cracked or deformed discs, or discs that have been repaired with adhesives, as they may cause malfunctions. ● Do not store in high temperature locations such as in direct sunlight or near heating equipment. Also, avoid humid locations. ● Do not place or drop old objects on the case or disc as this may cause damage and injury. ● After playing, return the disc to the case and store out of reach of children. ● Please note that we cannot provide compensation for scratches or damage caused by improper handling by the customer.
 - Do not connect the PlayStation to a TV that uses a screen projection system (projection TV). Doing so may cause screen burn due to residual light. ● Some software requires a memory card. Please check the

Health precautions

- tired or sleep-deprived. ● When playing, keep the room well-lit and stay as far away from the TV screen as possible. ● In cases, some people may experience temporary muscle spasms or loss of consciousness when exposed to strong light or when watching a TV screen that repeatedly flashes. If you have experienced such symptoms, be sure to consult a doctor beforehand. Also, if you experience any of these symptoms while watching the screen while playing, stop playing immediately and consult a doctor.

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