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Productions  
Inc.

## INSTRUCTION BOOKLET



**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEM

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# MISSION OVERVIEW

In the year 2003, geneticists deciphered the code that unlocked the secrets of life. With this new technology, man decided to create the perfect soldier.

Something went wrong...

Three new life forms, intended to protect and serve, turned on their creators. Brutally savage ORCS, cybernetic androids called CROMES, and genetically-enhanced human soldiers, code named MARS, are now battling for world domination.

Powerful forces dedicated to restoring order have been secretly assembled. This army is now waiting for you to lead it to victory.

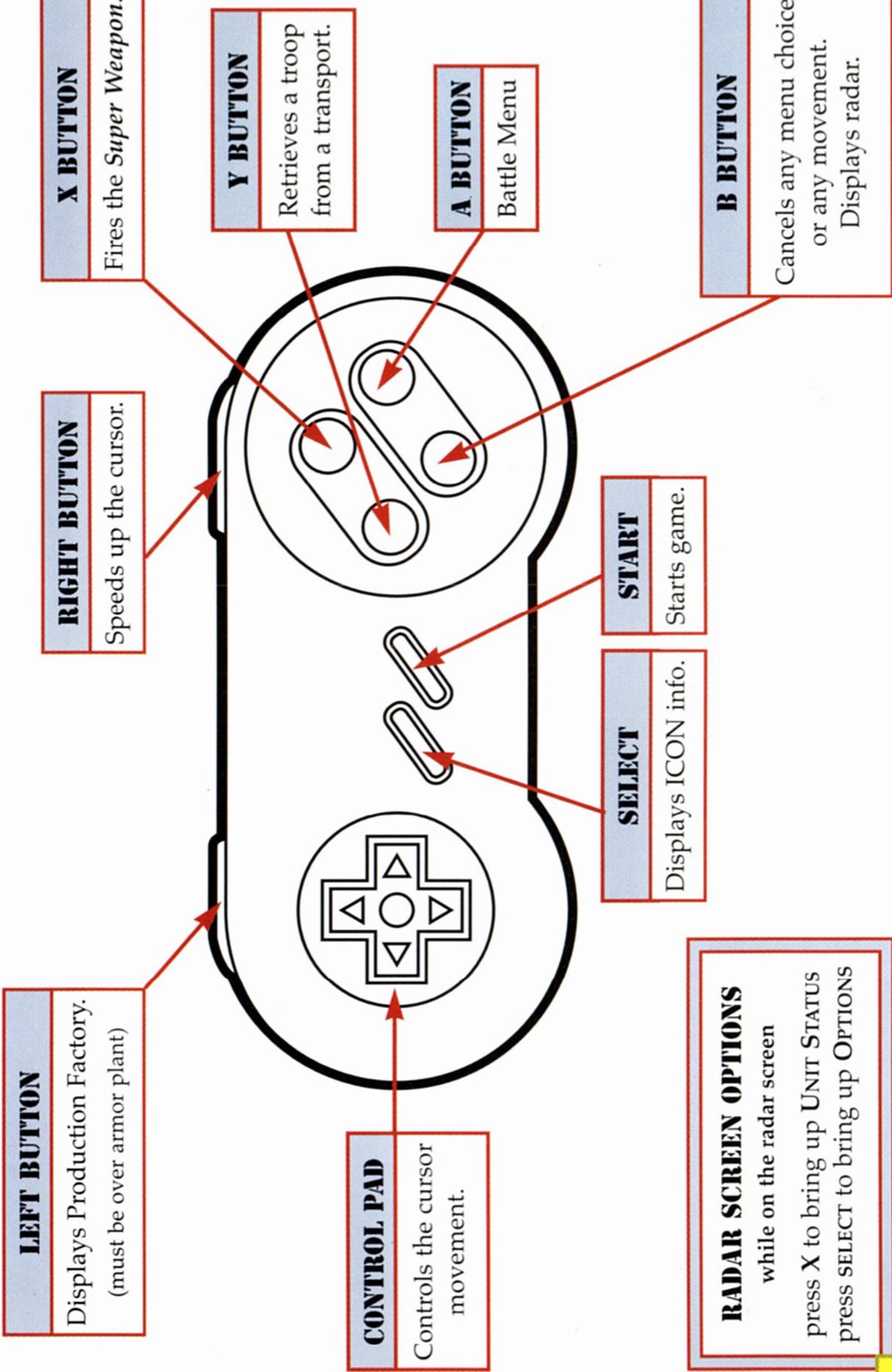
The fate of humanity is in your hands!

Good Luck!

*Dr. James Morgan*

Dr. James Morgan

# CONTROLLER



# OPTIONS & PASSWORDS

## OPTIONS



Using the CONTROL PAD, you may select an option by moving the hand icon to your choice and pressing the A-BUTTON.

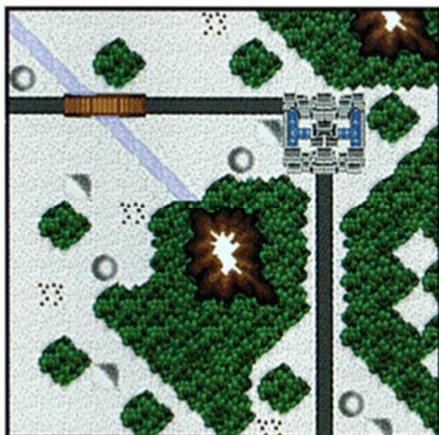
## PASSWORDS



At the completion of every mission, you will be given a PASSWORD. This password enables you to resume your game from the point at which you ended your last mission. To enter the password, go to the OPTION SCREEN and select PASSWORD. Using the CONTROL PAD, enter the password using the A-BUTTON. Select END when finished.

# MAPS, INFORMATION & BATTLE BAR

## MAPS



This screen is a partial overhead view of a particular scenario. The map is where you will strategically position your icons to defeat your enemies. There are 20 levels, each with increasing difficulty, icons, and strategy. Once you attack your enemy, the screen will enter battle mode, where you will view an automatic animated cinema.

## INFORMATION

By maneuvering the cursor over any icon on the map screen and pressing SELECT, you will receive current INFORMATION on that particular piece. The information includes a detailed picture, name, energy bar, basic mobility and defense/attack strengths and weaknesses.



## BATTLE BAR

By pressing the A-BUTTON on the controller, the BATTLE BAR is overlaid on top of the map screen. The BATTLE BAR gives you total control of your army. You are given 3 choices, and a display of the terrain effect. To select your choice, use the CONTROL PAD and press the A-BUTTON.



### BATTLE

to engage  
the enemy

### MOVE

positions your  
icons on the map

### END.

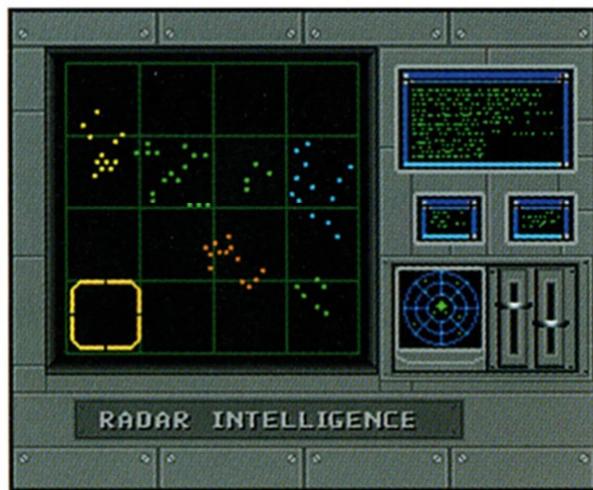
when you have  
finished your turn

### TERRAIN EFFECT

percentage of  
defense assistance

# RADAR AND STATUS

## RADAR



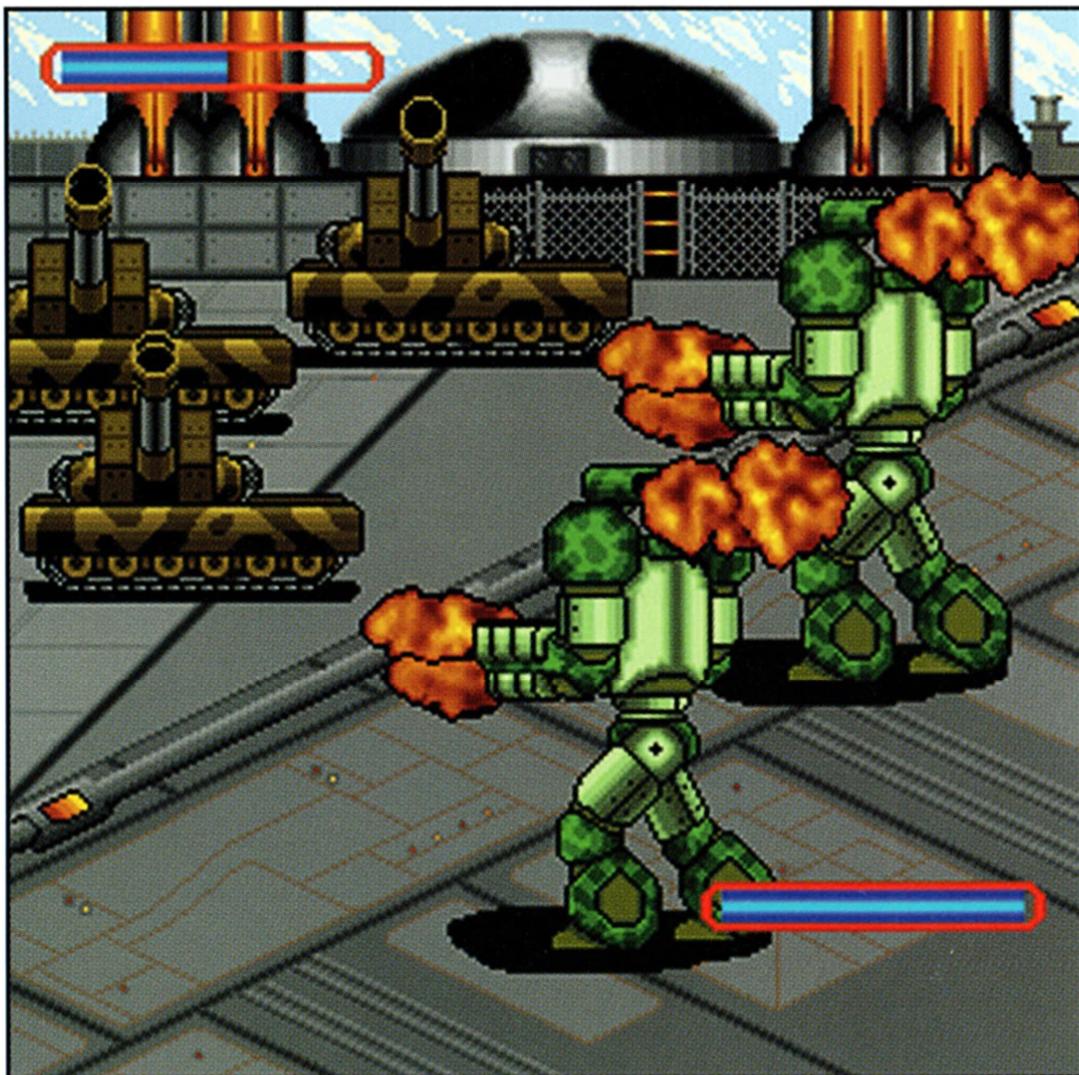
Using the Global Defense Alliance Satellite system, you will be able to see long-range radar information. Pressing the **B-BUTTON** on the controller displays the **RADAR SCREEN**. This screen displays every section of the map, revealing each icon and its location. Moving the cursor to a particular icon or section on the radar screen allows you to position yourself in that same location when returning to the map screen.

## STATUS



Pressing the **X-BUTTON** while on the radar screen allows you to see the current **STATUS** of your armies, as well as those of the enemies. It will reveal the total number of troops survived and destroyed.

# ANIMATION



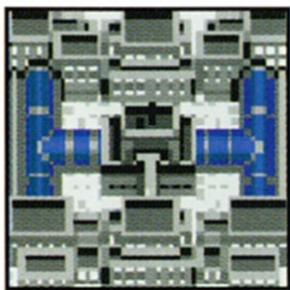
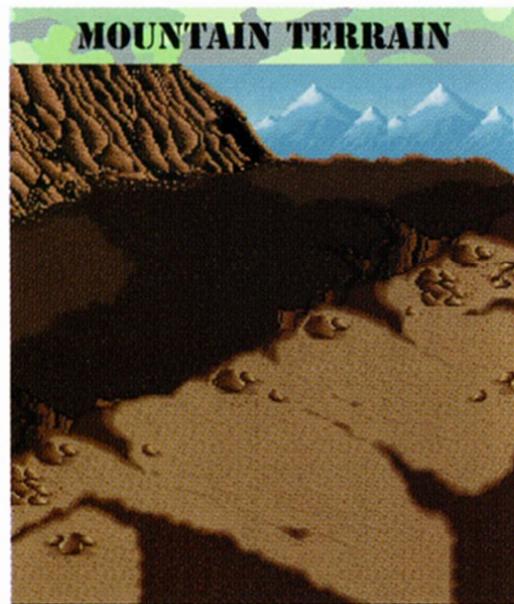
The **ANIMATIONS** will automatically display an epic battle each time there is a confrontation. The cinemas will show your icon (which will always be displayed on the bottom of the screen), as well as the enemy icon (which will always be on top). Also on this screen is an **ENERGY BAR** for each icon. The Energy Bar will show the amount of damage that each piece has sustained after each battle.

# TERRAINS

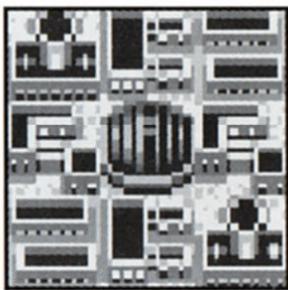
The screen to the right is an example of the mountain terrain. Terrain enhances or hinders players' and enemies' movement and defense. There are 12 terrains on which you will battle. Listed below are all the terrains (and their defense ratings), as they would appear on the MAP screens.

## DEFENSE RATING CHART

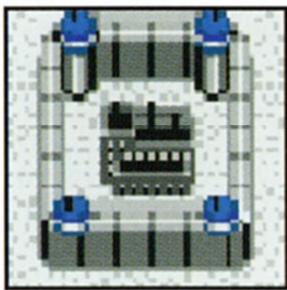
N. NONE    L. LOW    M. MEDIUM  
H. HIGH    VH. VERY HIGH



CITY



ARMORY



BASE

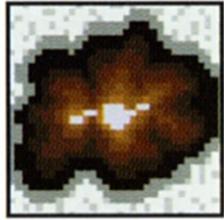


ENERGY

MEDIUM

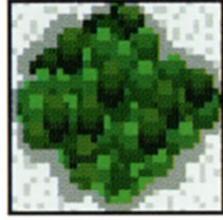
MOUNTAIN

VH.



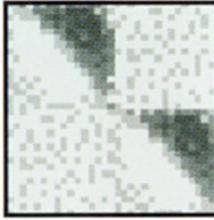
FOREST

M.



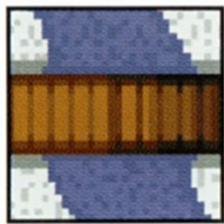
HILLS

M.



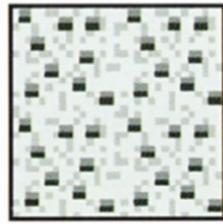
BRIDGE

N.



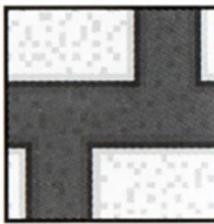
ROCKS

M.



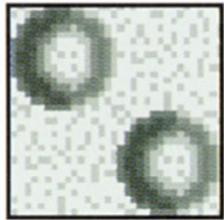
ROAD

N.



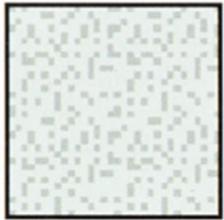
CRATER

L.



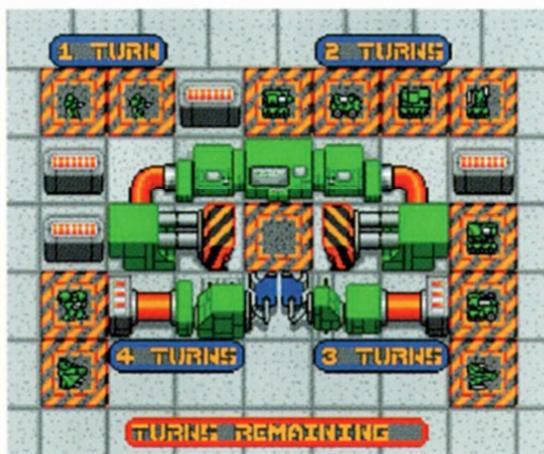
SAND

L.



# PIECE PRODUCTION & OPTION “B”

## PIECE PRODUCTION SYSTEM



This is the Production Factory. To start building pieces, you must have an armory, a city, and an energy plant in your possession. Once you own all three, place the cursor over the armory and press the **LEFT-BUTTON** on the controller. You may select a piece, using the **CONTROL PAD**, by moving the cursor over your selection and pressing the **A-BUTTON**.

## OPTION “B”

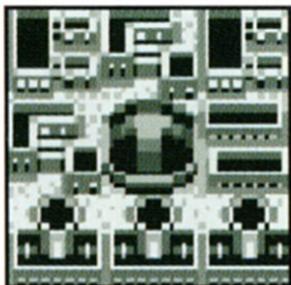


Option “B” allows both you and the computer to build pieces on any level *without* having possession of an armory, a city, and an energy plant. To use Option “B,” go to the RADAR SCREEN and press **SELECT** to get to the **OPTION SCREEN**. While on the option screen, select **OPTION “B”** using the **CONTROL PAD**, and press the **A-BUTTON** to activate this option.

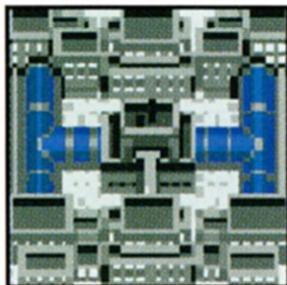
# SUPER WEAPON & ICON REPLENISHING

## AJV-68X DEFENSE SATELLITE

Hidden in 4 places is vital information that is necessary to activate the AJV-68x defense satellite. The four places you must occupy are:



ENERGY PLANT



CITY



ARMORY

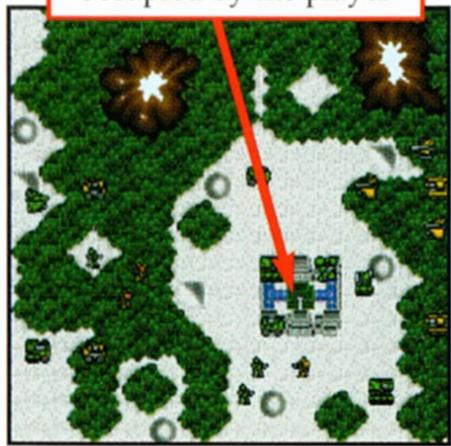
### THE HIDDEN LAB

Once you occupy these places, the super weapon will automatically activate. This weapon takes four turns to charge fully (25% each turn). At full-charge, it completely destroys any of the opponent's piece that you target, even if that piece is at full strength. You do not have to wait until the weapon is fully charged to use, but it will not do maximum damage.

To use this weapon press the X-BUTTON on the control pad.

#### The Center of a City

A replenishing center occupied by the player



## ICON REPLENISHING

When an icon occupies the center of a city, energy plant, armory or base, the icon will be recharged to full strength and the center will change to that army's corresponding color. For example, when your medium tank enters the center of a city, the center will change color from gray to green, signifying it now belongs to you and restoring the medium tank to maximum strength.

# PLAYER ICONS

## MCT-1001-P11 STORMBRINGER

**TYPE:** MAIN COMBAT TANK

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

**ARMAMENT:** 30MM XT-60A1 ASSAULT TURBO LASER CANNON  
SINGLE 12MM VULCAN  
STANDARD RADAR TRACKING SYSTEM

## HAV-730-P95 DEVASTATOR

**TYPE:** HEAVY ARTILLERY VEHICLE

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 55MM CXT-720 SELF-PROPELLED ASSAULT  
TURBO LASER CANNON  
TWIN 24MM VULCANS S.R.T.S.  
STANDARD RADAR TRACKING SYSTEM

## LAV-7A1-P04 WILDCAT

**TYPE:** LIGHT ATTACK VEHICLE

**MOBILITY:** HIGH



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** 22MM BLASTER

360 VISUAL

TWIN 16 AUTO GUNS (2,000-2,800 ROUNDS)

## TTP-113-P15 RAGE CAGE

**TYPE:** TERRAIN TROOP TRANSPORT

**MOBILITY:** MEDIUM



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** STANDARD TWIN LASER PULSE RIFLES

## MMT-26J-P92 MEGADEATH

**TYPE:** ALL-TERRAIN MEDIUM TANK

**MOBILITY:** MEDIUM



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 40MM AX-220R HEAVY-ASSAULT TURBO CANNON

TWIN 16MM VULCANS

STANDARD RADAR TRACKING SYSTEM

## **INF-GT1-P08 BAD BOYZ**

**TYPE:** INFANTRY

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

**ARMAMENT:** BIO-INSECTIC ALL-TERRAIN ARMOR

360 VISUAL (ALL SPECTRUMS)

12MM SEMI-AUTOMATIC PHOTON PARTICLE CANNON

## **COM-GT2-P08 OMEGA FORCE**

**TYPE:** COMMANDOS

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

**ARMAMENT:** BIO-INSECTIC ALL-TERRAIN ARMOR

360 VISUAL (ALL SPECTRUMS)

TWIN 34MM AUTOMATIC NEUTRON CANNON (LOC-ON SIGHT)

## **AAE-6L3-P73 HAILSTORM**

**TYPE:** ANTI-AIR MISSILES

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

**ARMAMENT:** 12 SURFACE-TO-AIR MISSILES (S.A.M.)

**HOUSING:** HZT-COATED COBALT

**WARHEAD:** QUANTUM TUNNELING DISRUPTOR

## MC-33A-P07 EARTHQUAKE

**TYPE:** MECH

**MOBILITY:** LOW



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

**ARMAMENT:** LEFT ARM: 41MM ZSX-01 CONCUSSION BLASTER  
RIGHT ARM: 30MM IONIC GATLING GUN  
20,000 ROUNDS  
MISSILES: 6 S.A.M.S

## FF69-P23 SKYRUNNER

**TYPE:** AIR DEFENSE FIGHTER

**MOBILITY:** VERY HIGH



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

**ARMAMENT:** 4 20MM T-320 PULSE CANNONS 800-1000 ROUNDS  
4 3,000LB. ELECTRO-STATIC SHRAPNEL BOMBS

## BM-17A-P68 THUNDER

**TYPE:** BOMBER

**MOBILITY:** HIGH



<u>DEFENSE:</u>		<u>ATTACK:</u>	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

**ARMAMENT:** 4 32MM T-60 PULSE CANNONS 1,000-1,500 ROUNDS  
12 6,200LB. LOC-ON TARGETING DISRUPTOR BOMBS

# MARS ICONS

## MCT-1001-H03 BIOHAZARD

**TYPE:** MAIN COMBAT TANK

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

**ARMAMENT:** 30MM XT-60A1 ASSAULT TURBO LASER CANNON  
SINGLE 12MM VULCAN  
STANDARD RADAR TRACKING SYSTEM

## HAV-730-H15 DOOMSDAY

**TYPE:** HEAVY ARTILLERY VEHICLE

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 55MM CXT-720 SELF-PROPELLED ASSAULT  
TURBO LASER CANNON  
TWIN 24MM VULCANS S.R.T.S.  
STANDARD RADAR TRACKING SYSTEM

## LAV-7A2-H55 SCORPION

**TYPE:** LIGHT ATTACK VEHICLE

**MOBILITY:** HIGH



DEFENSE:		ATTACK:	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** 22MM BLASTER

360 VISUAL

TWIN 16 AUTO GUNS (2,000-2,800 ROUNDS)

## TTP-1113-H31 QUIET RIOT

**TYPE:** TERRAIN TROOP TRANSPORT

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK:	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** STANDARD TWIN LASER PULSE RIFLES

## MMT-26K-H23 JACKYL

**TYPE:** ALL-TERRAIN MEDIUM TANK

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK:	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 40MM AX-220R HEAVY-ASSAULT TURBO CANNON

TWIN 16MM VULCANS

STANDARD RADAR TRACKING SYSTEM

## **INF-GT1A-H09 RAT PACK**

**TYPE:** INFANTRY

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

**ARMAMENT:** BIO-INSECTIC ALL-TERRAIN ARMOR  
360 VISUAL (ALL SPECTRUMS)  
12MM SEMI-AUTOMATIC PHOTON PARTICLE CANNON

## **COM-GT2A-H09 WIDOWMAKER**

**TYPE:** COMMANDOS

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

**ARMAMENT:** BIO-INSECTIC ALL-TERRAIN ARMOR  
360 VISUAL (ALL SPECTRUMS)  
TWIN 34MM AUTOMATIC NEUTRON CANNON (LOC-ON SIGHT)

## **AAE-6EX-H90 SHREDDER**

**TYPE:** ANTI-AIR MISSILES

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

**ARMAMENT:** 12 SURFACE-TO-AIR MISSILES (S.A.M.)

**HOUSING:** HZT-COATED COBALT

**WARHEAD:** QUANTUM TUNNELING DISRUPTOR

## MC-20X-H70 PILEDRIVER

**TYPE:** MECH

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

**ARMAMENT:**  
 LEFT ARM: 41MM ZSX-01 CONCUSSION BLASTER  
 RIGHT ARM: 30MM IONIC GATLING GUN  
 20,000 ROUNDS  
 MISSILES: 6 S.A.M.S

## FF-69ZX-H99 BLACKDRAGON

**TYPE:** AIR DEFENSE FIGHTER

**MOBILITY:** VERY HIGH



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

**ARMAMENT:**  
 4 20MM T-320 PULSE CANNONS 800-1000 ROUNDS  
 4 3,000LB. ELECTRO-STATIC SHRAPNEL BOMBS

## BM-17C-H19 HELLSTORM

**TYPE:** BOMBER

**MOBILITY:** HIGH



DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

**ARMAMENT:**  
 4 32MM T-60 PULSE CANNONS 1,000-1,500 ROUNDS  
 12 6,200LB. LOC-ON TARGETING DISRUPTOR BOMBS

# ORC ICONS

## MCT-010-B03 DEMON'S HEART

**TYPE:** MAIN COMBAT TANK

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

**ARMAMENT:** 28MM 001-AA ASSAULT ROCKER CANNON  
TWIN 12MM GATLING GUNS

## HAV-210-B11 BLOODSTALKER

**TYPE:** HEAVY ARTILLERY VEHICLE

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 44MM B2-350 ASSAULT LASER CANNON  
TWIN 24MM GATLING BLASTERS

## **LAV-33-B63 HELLHOUND**

**TYPE:** LIGHT ATTACK VEHICLE

**MOBILITY:** HIGH



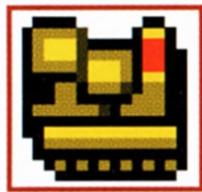
DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** 12MM BLASTERS  
180 VISUAL  
TWIN 12 AUTO GUNS (1,000-2,000)

## **TTP-21A-B02 ASYLUM**

**TYPE:** TERRAIN TROOP TRANSPORT

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** STANDARD TWIN LASER PULSE RIFLES

## **MMT-36-B45 BRIMSTONE**

**TYPE:** ALL-TERRAIN MEDIUM TANK

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 40MM OC-11A MEDIUM-ASSAULT TURBO CANNON

## **INF-333-B39 CARNAGE CREW**

**TYPE:** INFANTRY

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

**ARMAMENT:** POLYMETAL ALLOY PLATE ARMOR

180 VISUAL (INFRA-RED)

12MM SEMI-AUTOMATIC IONIC BLASTERS

## **COM-666-B69 SOULSTEALERS**

**TYPE:** COMMANDOS

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

**ARMAMENT:** TITANIUM PLATE ARMOR

220 VISUAL (ALL SPECTRUMS)

TWIN 32MM SEMI-AUTOMATIC IONIC CANNON

## **AAE-A03-B12 STRAIGHTRAZOR**

**TYPE:** ANTI-AIR MISSILES

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

**ARMAMENT:** 12 SURFACE-TO-AIR MISSILES (S.A.M.)

**HOUSING:** 100% TITANIUM

**WARHEAD:** SHRAPNEL DISRUPTOR

## MC-78A-B01 APOCALYPSE

**TYPE:** MECH

**MOBILITY:** LOW



DEFENSE:		ATTACK:	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

**ARMAMENT:** LEFT ARM: 30MM AC3-1 CONCUSSION BLASTER

RIGHT ARM: 22MM IONIC GATLING GUN

8,000 ROUND

MISSILES: 6 S.A.M.S

## FF-87A-B41 HELLFIRE

**TYPE:** AIR DEFENSE FIGHTER

**MOBILITY:** VERY HIGH



DEFENSE:		ATTACK:	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

**ARMAMENT:** 4 16MM XC-200 PULSE CANNONS 800 ROUNDS

4 2,000LB. SHRAPNEL BOMBS

## BM-13A-B31 FLATLINER

**TYPE:** BOMBER

**MOBILITY:** HIGH



DEFENSE:		ATTACK:	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

**ARMAMENT:** 4 24MM T-60 PULSE CANNONS 1,000 ROUNDS

12 5,000LB. DESTROYER BOMBS

# CROME ICONS

## MCT-001-C1 MAINFRAME

**TYPE:** MAIN COMBAT TANK

**MOBILITY:** LOW



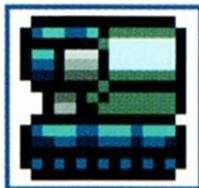
DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	MEDIUM
AIR	NONE	AIR	NONE

**ARMAMENT:** 32MM C1-X MATRIX DISRUPTOR CANNON  
TWIN 20MM OMNI-DIRECTIONAL VULCANS

## HAV-010-C15 MEGABYTE

**TYPE:** HEAVY ARTILLERY VEHICLE

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	V. HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 62MM CC-2E ADAPTIVE MATRIX ELECTRO-STATIC  
CANNON  
TWIN 30MM VENTED VULCANS  
BIO-SPECTRAL TRACKING SYSTEM

## LAV-013-C09 HOT-WIRED

**TYPE:** LIGHT ATTACK VEHICLE

**MOBILITY:** HIGH



DEFENSE:		ATTACK:	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** 28MM DISPERSION CANNON

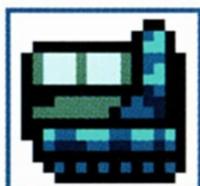
360 CARBON SCAN

TWIN 20MM SELF-TRACKING BLUE LASERS

## TTP-000-C00 HARD DRIVE

**TYPE:** TERRAIN TROOP TRANSPORT

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK:	
LAND	MEDIUM	LAND	LOW
AIR	NONE	AIR	NONE

**ARMAMENT:** TWIN BIPOLAR LASER RIFLES

## MMT-101-C03 STICKSHIFT

**TYPE:** ALL-TERRAIN MEDIUM TANK

**MOBILITY:** MEDIUM



DEFENSE:		ATTACK:	
LAND	HIGH	LAND	HIGH
AIR	NONE	AIR	NONE

**ARMAMENT:** 44MM C2A-01 CROSS-BRACED CANNON

TWIN 24MM LASER GATLING GUNS

ADVANCED TRACKING SYSTEM

## **INF-OOE-C13 TINCANS**

**TYPE:** INFANTRY

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	LOW	AIR	MEDIUM

**ARMAMENT:** CYBERNETICALLY-ENGINEERED SOLDIER

360 VISUAL (BIO-SPECTRAL)

18MM SEMI-AUTOMATIC SUB-BLASTER

SHIELDING: LOW-LEVEL DAMPENING FIELD

## **COM-1EX-C10 LOGICS**

**TYPE:** COMMANDOS

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	MEDIUM	LAND	HIGH
AIR	MEDIUM	AIR	HIGH

**ARMAMENT:** ENHANCED CYBERNETICALLY-ENGINEERED SOLDIER

360 VISUAL (BIO-SPECTRAL)

TWIN 40MM AUTOMATIC SUB-CANNON (AUTO-TARGETING)

## **AAM-111-C06 MATRIX**

**TYPE:** ANTI-AIR MISSILES

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	LOW	LAND	NONE
AIR	HIGH	AIR	V. HIGH

**ARMAMENT:** 12 AUTO-TARGETING AIR DIFFRACTION S.A.M.S

HOUSING: POLYSYNTHETIC ALLOY

WARHEAD: AXIS-RESPONSE DISRUPTOR

## MC-11X-C16 SHOCKWAVE

**TYPE:** MECH

**MOBILITY:** LOW



DEFENSE:		ATTACK	
LAND	V. HIGH	LAND	V. HIGH
AIR	HIGH	AIR	HIGH

**ARMAMENT:** LEFT ARM: 50MM 000-00 CONCUSSION BLASTER  
RIGHT ARM: 40MM RESONANCE GATLING GUN  
MISSILES: AIR DIFFRACTION MISSILES

## FF-01A-C19 LASERSTREAK

**TYPE:** AIR DEFENSE FIGHTER

**MOBILITY:** VERY HIGH



DEFENSE:		ATTACK	
LAND	LOW	LAND	LOW
AIR	V. HIGH	AIR	V. HIGH

**ARMAMENT:** 4 28MM EX-03 SUB-CROSSOVER CANNONS  
4 5,000LB. BIO-HYBRID CONCUSSION BOMBS

## BM-103-C17 SONIC BOOM

**TYPE:** BOMBER

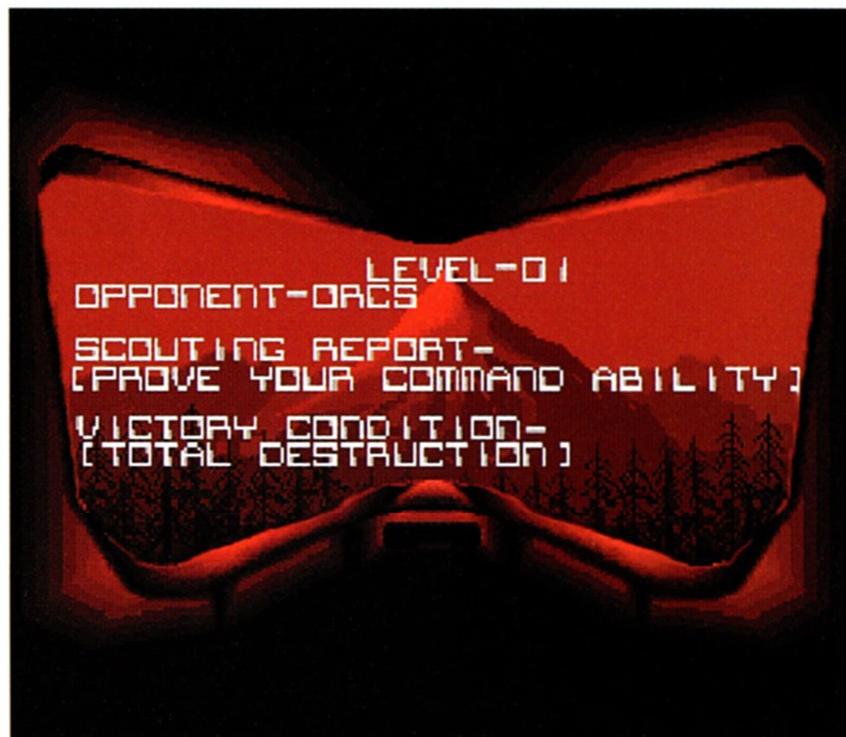
**MOBILITY:** HIGH



DEFENSE:		ATTACK	
LAND	LOW	LAND	V. HIGH
AIR	LOW	AIR	LOW

**ARMAMENT:** 4 43MM X-0101 BIPOLAR CANNONS  
12 7,000LB. AUTO-TARGETING DISRUPTOR BOMBS

# MISSIONS



There are 20 missions in the game, with each level requiring increased skill. At the beginning of each mission you will receive a **MISSION BRIEF**. In each mission a **VICTORY CONDITION** must be accomplished before advancing to the next level. On the following pages are a summary of the levels, including mission breakdowns.

# MISSIONS

## LEVEL 1

<b>OPPONENT</b>	ORCS
<b>SCOUTING REPORT</b>	PROVE YOUR COMMAND ABILITY
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 2

<b>OPPONENT</b>	MARS
<b>SCOUTING REPORT</b>	COMBINED ARMS
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 3

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	COMBINED ARMS
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION OR OCCUPY BASE

## LEVEL 4

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	WEAPONS PLANT DISCOVERED
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 5

<b>OPPONENT</b>	ORCS
<b>SCOUTING REPORT</b>	TWO-SIDED ATTACK (LARGE TANKS WITH MIXED TROOPS)
<b>VICTORY CONDITION</b>	DESTROY ALL TROOPS

# MISSIONS

## LEVEL 6

<b>OPPONENT</b>	MARS
<b>SCOUTING REPORT</b>	THERE ARE TWO BASES
<b>VICTORY CONDITION</b>	DESTROY TROOPS AND CAPTURE BASE

## LEVEL 7

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	COMBINED ARMS
<b>VICTORY CONDITION</b>	OCCUPY BASE

## LEVEL 8

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	NONE AVAILABLE
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 9

<b>OPPONENT</b>	MARS
<b>SCOUTING REPORT</b>	SUSPECTED HIDDEN LAB
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 10

<b>OPPONENT</b>	MARS AND ORCS
<b>SCOUTING REPORT</b>	ENEMIES SPOTTED
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

# MISSIONS

## LEVEL 11

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	NONE AVAILABLE
<b>VICTORY CONDITION</b>	FIND AND CAPTURE BASE

## LEVEL 12

<b>OPPONENT</b>	MARS
<b>SCOUTING REPORT</b>	COMBINED ARMS
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION OR CAPTURE BASE

## LEVEL 13

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	HEAVY AIR POWER
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION OR CAPTURE BASE

## LEVEL 14

<b>OPPONENT</b>	ORCS
<b>SCOUTING REPORT</b>	MASSIVE TANK BATTLE
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 15

<b>OPPONENT</b>	ORCS AND CROMES
<b>SCOUTING REPORT</b>	NONE AVAILABLE
<b>VICTORY CONDITION</b>	CAPTURE BOTH BASES

# MISSIONS

## LEVEL 16

<b>OPPONENT</b>	MARS
<b>SCOUTING REPORT</b>	ARMY OF MECS AND TROOPS
<b>VICTORY CONDITION</b>	CAPTURE BASE

## LEVEL 17

<b>OPPONENT</b>	CROMES
<b>SCOUTING REPORT</b>	YOU ARE SURROUNDED
<b>VICTORY CONDITION</b>	ESCAPE WITH INFORMATION

## LEVEL 18

<b>OPPONENT</b>	ORCS
<b>SCOUTING REPORT</b>	ADVANCING ARMY
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION OR CAPTURE BASE

## LEVEL 19

<b>OPPONENT</b>	ORCS AND MARS
<b>SCOUTING REPORT</b>	BLACKOUT
<b>VICTORY CONDITION</b>	TOTAL DESTRUCTION

## LEVEL 20

<b>OPPONENT</b>	FULL-SCALE WAR: ALL ARMIES BATTLE
<b>SCOUTING REPORT</b>	NONE AVAILABLE
<b>VICTORY CONDITION</b>	ANNIHILATE ALL ENEMIES

# MEDALS & RANKS



This is the **MEDALS** display case. When you are given a medal it will appear in this case. Medals are given out during the game as you complete your missions.

As you conquer your enemies, the G.D.A will graduate you in **RANK**. The seven ranks are as follows:

LEVEL	RANK
2	Lieutenant
5	Captain
8	Major

2	Lieutenant
5	Captain
8	Major

11	Colonel
14	Brigadier General
18	Major General

LEVEL	RANK
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20	?????
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## HINTS & TIPS

**Use weak pieces as diversions.**

**Don't spread your army too thin.**

**Long-range weapons are very effective.**

**At higher levels, protect your aircraft  
and anti-air pieces.**

**Use terrain effects to protect weaker pieces.**

**Pair up units that can complement each other.**

# **WAR 2410™**

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