INTRODUCING 4 WAY PLAY!

Now attach up to 4 controllers to your Genesis for even more challenge and excitement. No more long hours alone in front of the TV—now up to 4 friends can join the action.

EA SPORTS

MADDEN NFL '94

Madden NFL '94 is stocked! New closer to the field design, a full NFL season, set audibles anytime and play call bluffing complement the huge list of 80 teams to choose from, including 28 1993 teams, 37 Super Bowl teams, 12 All Star franchise and 3 All Madden teams.

EA SPORTS

SOCCER
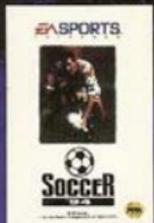
The world's most popular game, brought to you by EA SPORTS style. Real players, real international teams competing for the World Championship. Knock a diving header into the corner of the net, drop a bicycle kick past the keeper, or take down a speeding wing with a slide tackle. This is the one real soccer fans have been waiting for!

EA SPORTS

NHL '94

Both of hockey's leading organizations have teamed up with EA SPORTS to bring you the ultimate hockey videogame. Real players, real teams—real hockey action. Now with loads of new features, including updated teams and player ratings, new player animations and a whole new set of offensive commands and strategies.

EA SPORTS
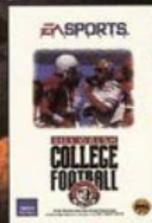
COLLEGE FOOTBALL

Forget the polls! Bill Walsh and EA SPORTS present the definitive college football game complete with 48 teams and real college rules as well as cheerleaders, fight songs, and a playoff tournament to decide the real national champion.

EA SPORTS
ELECTRONIC ARTS

714305

ELECTRONIC ARTS

GENERAL CHAOS

Artist Bios

After a decade of designing and developing some of the most popular video arcade games of all time (Archrivals, Rampage, Pigskin, and Xenophobe, to name a few), veteran daydreamers Brian Colin and Jeff Nauman are pleased to present General Chaos, a multi-player battlegame of paramilitary pandemonium created especially for Electronic Arts and the Sega Genesis System.

Programmer Jeff Nauman is a certified sports nut who would rather be out shooting hoops than sitting behind a computer. He blames most of his success on his kids, Danny and Michelle, who not only provide Jeff with inspiration and insight, they keep him in line as well.

Most days, award-winning animator Brian Colin leaps from his bed at the crack of noon, ready to tax his already over-active imagination in the mind-numbing world of game design. A firm believer in "minimal sweat," he has been known to leave Halloween decorations up until Groundhog's Day.

The offices of Game Refuge, Inc. are well off the beaten path – so far off, in fact, that visitors are encouraged to wear hip boots, mosquito netting, and/or snowshoes, depending in the season. Correspondence should be addressed to:

Game Refuge, Inc.
PO Box 2121
Homewood, Il. 60430

What about Starpuppy?

How about Biceps?
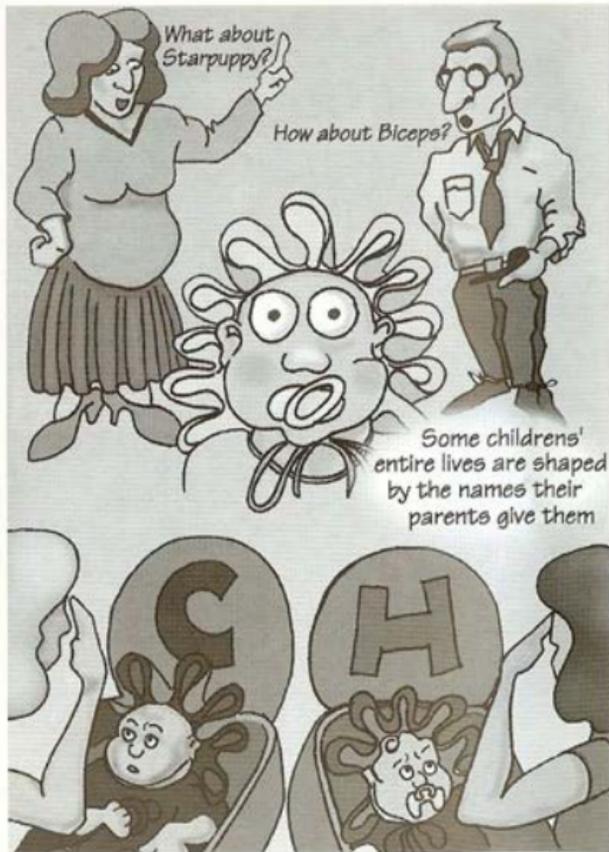
Some childrens' entire lives are shaped by the names their parents give them

A child named Chaos another named Havoc are not likely to grow up to be tree huggers or flower sellers
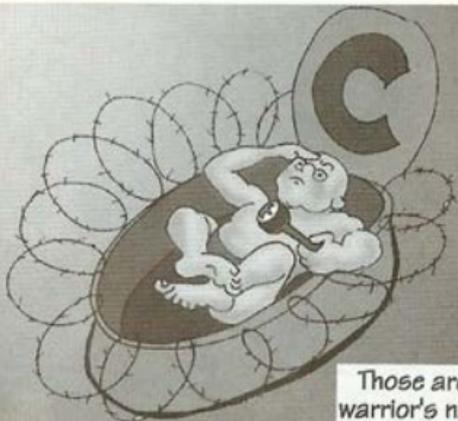
Those are warrior's names

Chaos and Havoc were inseparable playmates during childhood
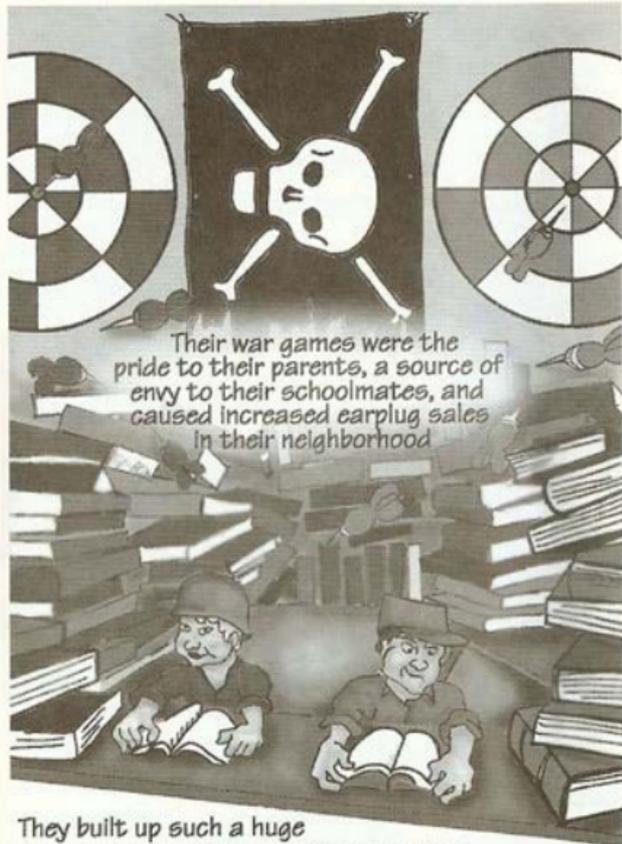
Their war games were the pride to their parents, a source of envy to their schoolmates, and caused increased earplug sales in their neighborhood

They built up such a huge library of the literature of combat that their knowledge of strategy and tactics was soon encyclopedic.

Their games expanded over the years, and so did their library.

One day, Chaos came upon a written treasure more valuable than Napoleon's journals, Charlemagne's diary, or Frederick the Great's credit card carbons
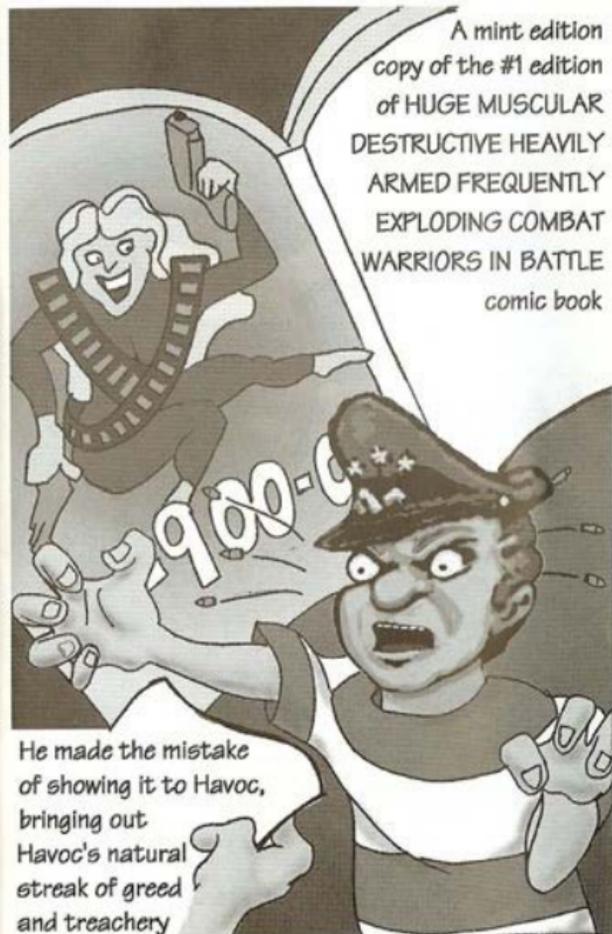
A mint edition copy of the #1 edition of HUGE MUSCULAR DESTRUCTIVE HEAVILY ARMED FREQUENTLY EXPLODING COMBAT WARRIORS IN BATTLE comic book

He made the mistake of showing it to Havoc, bringing out Havoc's natural streak of greed and treachery

Gimmeel

Havoc declared martial law and tried to confiscate the comic book.

R-R-R-Riiiipp!!

Chaos refused.
In a tug of war, the aged pulp pages flew apart.

You! Me? You!
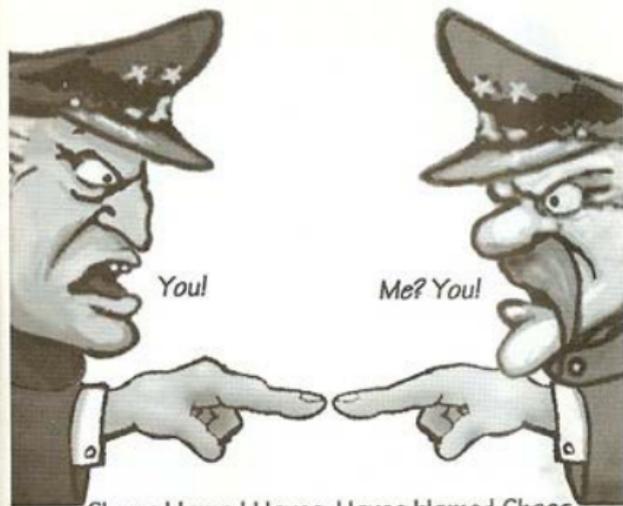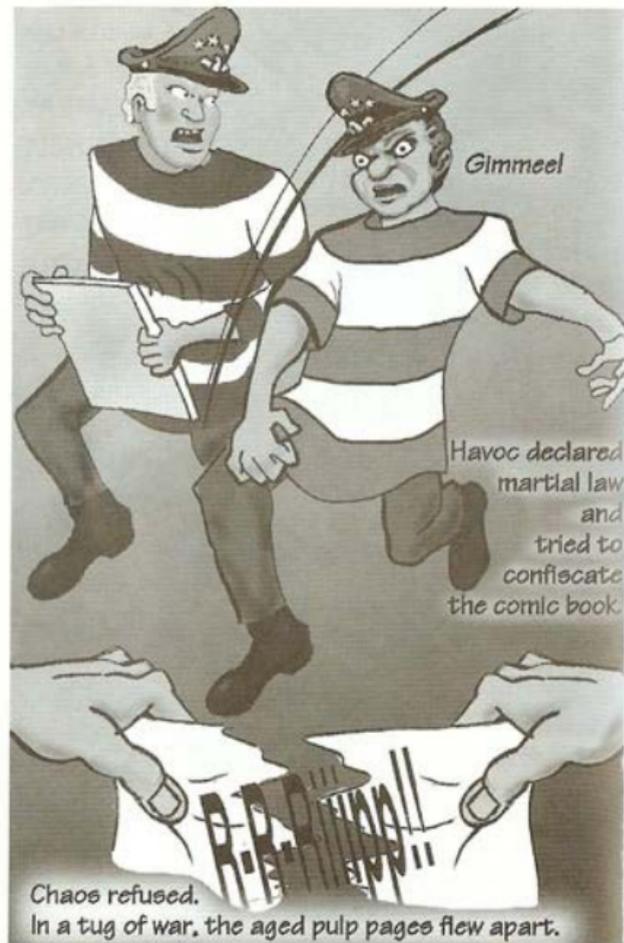
Chaos blamed Havoc, Havoc blamed Chaos.
A feud began that has never ended.

Both continued their military studies and went on to control huge armies and vast tracts of land.
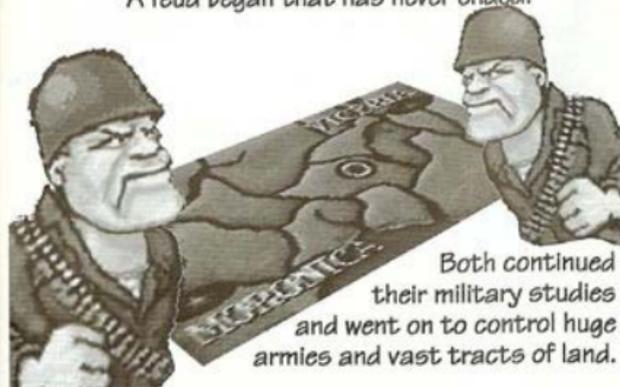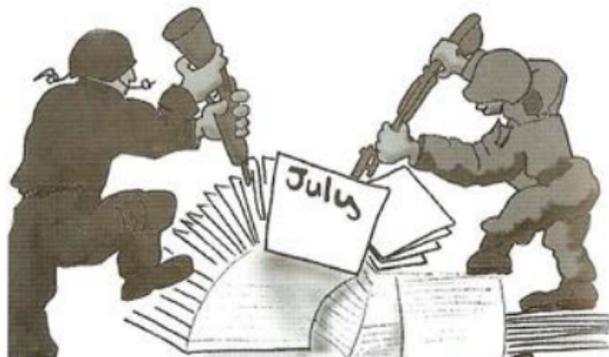
War has raged between General Chaos of Moronica and General Havoc of Viceria for decades.

Vast armies were drawn back and forth across the landscape like bedclothes. There was no snooze alarm to postpone the carnage.
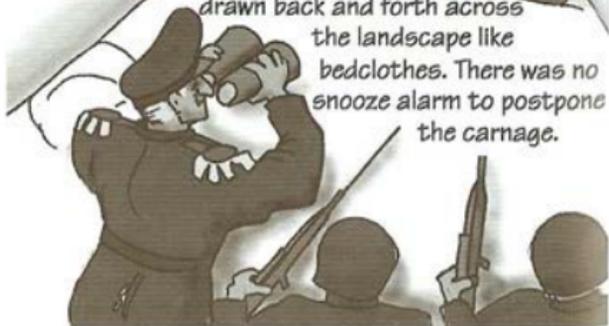
Both generals thought at length on how to break the stalemate.

Finally...
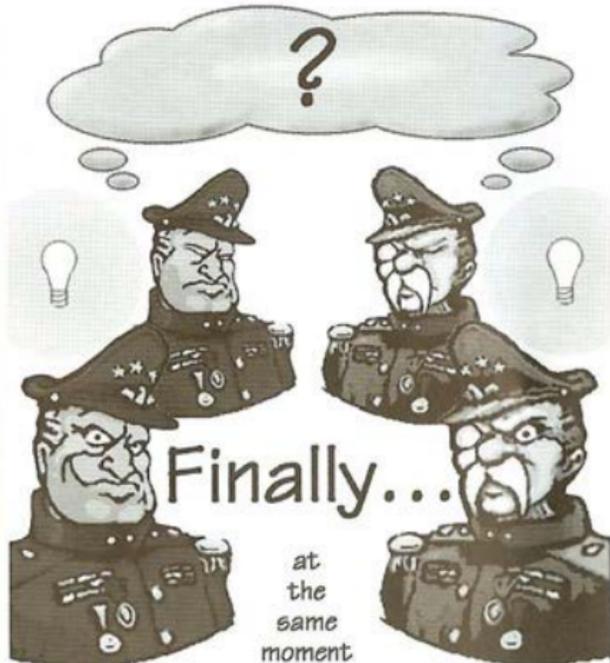
at the same moment both Chaos and Havoc arrived at the same solution.
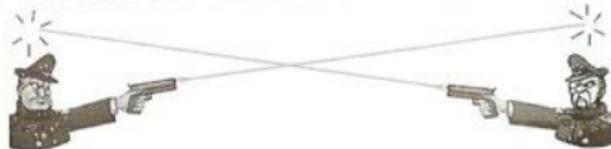
Small mobile squads of Scorchers, Gunners, Launchers, Chuckers, and Blasters in place of huge, slow armies.

Scorchers are fire bugs who think the whole world's a barbecue
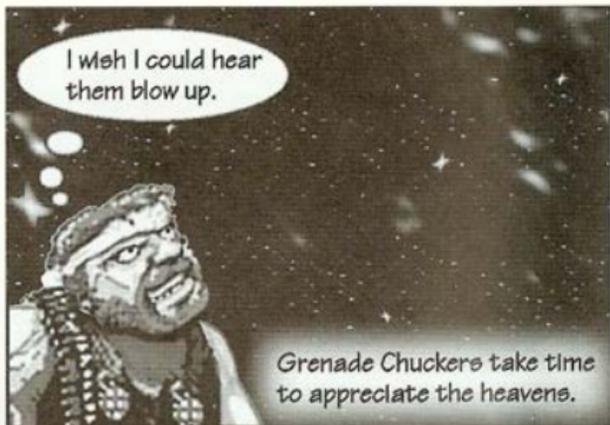
I wish I could hear them blow up.

Grenade Chuckers take time to appreciate the heavens.
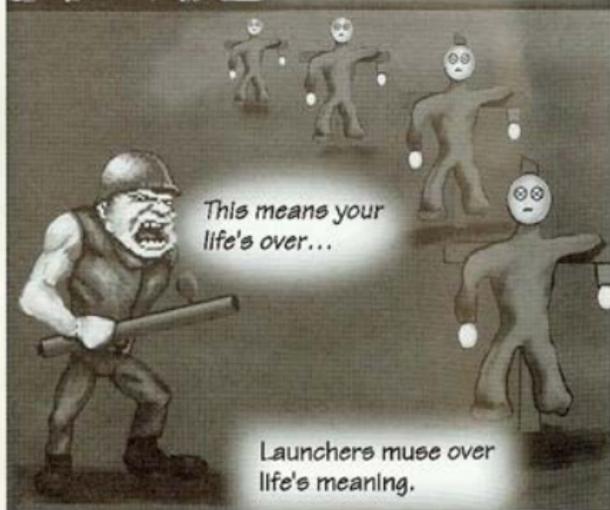
This means your life's over...

Launchers muse over life's meaning.

Gunners lay down a curtain of lead in combat, but they're the most fun-loving soldiers in the army.
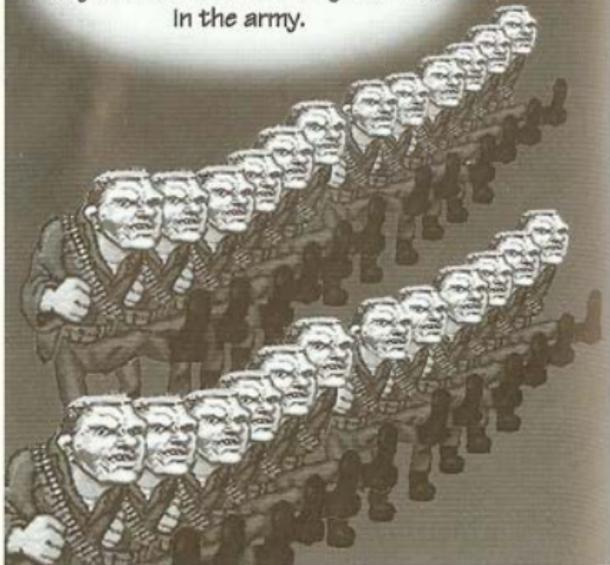
A Blaster is something of an outcast among his fellow soldiers.

I coulda sworn I started with 4 of these…
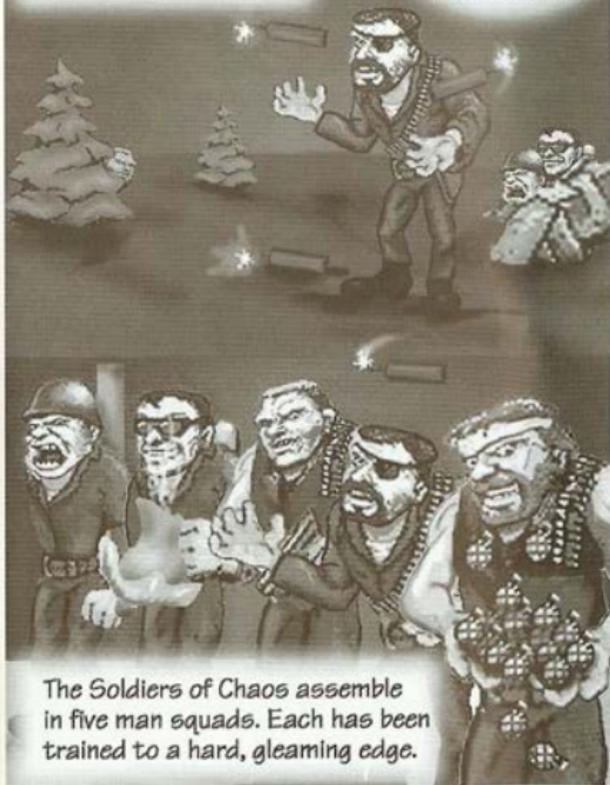
The Soldiers of Chaos assemble in five man squads. Each has been trained to a hard, gleaming edge.
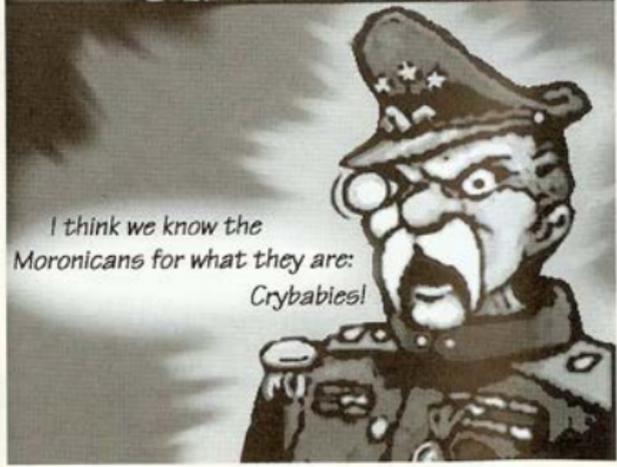
So it has come to this.

The end is surely near.

GENERAL CHAOS

TABLE OF CONTENTS

CONTROL SUMMARY

Select Soldier

C   Cycles through soldiers

Combat

A   Fire All Weapons

Close Combat (Hand To Hand)

A	Punch Straight
A + D-Pad UP	Punch High
A + D-Pad DOWN	Punch Low

B	Kick Straight
B + D-Pad UP	Kick High
B + D-Pad DOWN	Kick Low
C	Block

Movement (Five Man Squads)

| D-Pad | Move Cursor |
| B | Move Highlighted Soldier to Cursor |

If you move the Cursor while you are holding down B, the Soldier will follow the Cursor around the screen.

Movement (Commandos)

| D-Pad | Move Highlighted Commando |
| B | Move Other Commando To Highlighted Commando's Location |

Medics

Five Man Squads: Move Cursor to downed Soldier; when Cursor changes into a Cross press A.

Commandos: Move Active Commando To Downed Commando and press A.

Pausing the Game

Press START to Pause the game; press START again to cancel the Pause. You can pause the game only during troop selection and combat.

Intro to General Chaos

Chaos & Havoc

Football is a pale reflection; chess is a sanitized simulation; checkers lacks drama; hockey is cold. It's war that's the ultimate sport.

War has something for everyone: Speed and physical challenges; quick thinking and careful planning; courage and cruelty; grim determination and plain dumb luck. These are just some of the elements that give war its universal appeal. This appeal is not lost on two bitter enemies, Moronica and Viceria.

General Chaos, the Moronican commander, and General Havoc, the military strongman of Viceria, face each other across a battle torn landscape. Neither has been able to achieve final victory, to make the enemy host flee in craven fear, or to march in arrogant triumph down the rubble-strewn boulevards of their foe's capital. Both generals have yearned to savor the sweetness of victory, but until now they have known only stalemate, and it has tasted...well, stale.

But the nature of their struggle has changed. Soldiers have become highly specialized, each one the master of a single weapon. Massed battles have given way to tactical skirmishes between mobile five-man squads or two-man commando teams. This war has become a game of winners-take-all and losers-don't-live.

LOCK & LOAD: SETTING UP

1. Turn off the power switch on your Sega™ Genesis™. *Never* insert or remove a game cartridge when the power is on.

2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.

3. Turn ON the power switch.

4. The EA logo will appear and the introduction will begin. You can press **START** a few times to quickly bypass the intro to go directly to the Main Menu.

THE 4-WAY PLAY™

Too many friends, not enough controllers? Electronic Arts has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

Note: Six-button controller users who are using the 4-Way Play must play in three-button mode.

To configure your controller to three-button mode:

1. Turn off the Genesis.

2. Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controller is now configured in three-button mode.

You may just want to leave a 4-Way Play plugged into your Sega Genesis even if you aren't playing a 3 Player or 4 Player game. If you have a 4-Way Play plugged into your Sega Genesis and you want to play a 1 Player game, make sure your controller is plugged into control port 1. If you want to play a 2 Player game with the 4-Way Play plugged in, make sure controller 1 is plugged into control port 1 and controller 2 is plugged into control port 2.

GETTING STARTED

Main Menu

8
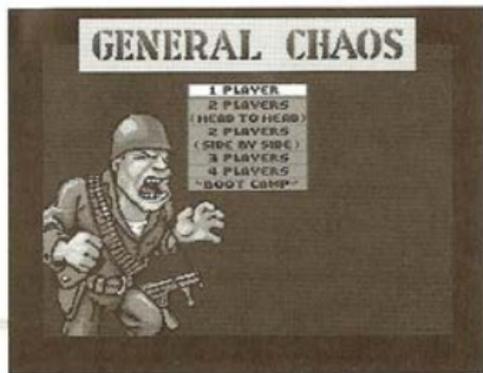
1. At the main menu, press the D-Pad up/down to highlight one of the following:

   • 1 Player
   • 2 Players (Head To Head)
   • 2 Players (Side By Side)
   • 3 Players
   • 4 Players
   • Boot Camp.

   In a 1 Player game, your controller must be plugged into the port marked Control 1. You are always General Chaos (blue) and your opponent is always General Havoc (red) in a 1 Player game.

   The 3 and 4 Players options will only be available if you have a four player adapter plugged into your Sega Genesis.

2. Press the **D-Pad** up/down to highlight the kind of game you want, then press **START** to select it. If this is the first time you've played General Chaos, think about selecting Boot Camp to see tutorials of the game. (See the Boot Camp section of this manual for more information.)

3. Press C to advance to the next screen.

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WINNING THE GAME

You defeat your enemy by capturing his Capital city, even if your enemy has an advantage in points and battles won.

CONTINUING THE GAME

At the conclusion of a campaign, the victorious general gets the chance to continue on to another campaign. General Chaos can be Continued twice, so there are three full scale campaigns available. To Continue the game:

1. The bottom of the Victory Screen will read "Continue Game? Yes/No".

2. Press the **D-Pad** left to highlight Yes and press any button if you want to Continue

3. Press the **D-Pad** right to highlight No and press any button if you don't want to continue to the next campaign

Note: If General Havoc wins a 1 Player Game, you cannot Continue the game. You have been defeated and you must start the war over again from the beginning.

PAUSING THE GAME (REALITY CHECK)

A Pause in General Chaos is called a Reality Check. The only times you can call a Reality Check are during combat or Squad Selection. To call a Reality Check, press **START**; to end a Reality Check, press **START** again.

BOOT CAMP

1. Boot Camp is a sequence of tutorials that describe the following General Chaos game features: Squad Control, Using Weapons, Close Combat, Medical Staff, and Commandos.

2. To select a Boot Camp tutorial, press the **D-Pad** up/down to move the selection cross beside it. To begin the tutorial, press **C**.

3. Follow the on-screen instructions to play the tutorials.

4. To leave a tutorial at any time and return to the Boot Camp Menu, press **START**.

5. To leave Boot Camp from the Boot Camp menu and return to the Main Menu, press **START**.

BATTLEFIELD & SQUAD SELECTION

Battlefields

Battlefield Selection Screen

The Attacking Army chooses the next battle site, known as the Battlefield. Usually, the army that won the last battle is the Attacking Army. There are exceptions:

- In the first battle of the first game, the Blue Army is always the Attacking Army.

- In a 3 or 4 Player game, Player 1 will choose for Chaos when they are the Attacking Army, and Player 3 will choose for Havoc when they are the Attacking Army.
- In the first battle of a Continued game, the army that lost the last campaign is the Attacking Army.

To select a Battlefield:

1. Press the **D-Pad** up/down to move the Bullseye Icon up and down on the map. A Battlefield's name will appear at the top of the map when the Bullseye Icon is on it.

   In the first battle, you can choose from a "set" of three different Battle Regions. And in most subsequent battles, you also usually have a "set" three battle regions to choose from. However, in a campaign's later battles, after the control of several Battle Regions has been determined, you may have only one or two Battlefields to choose from. If only one Battle Region is available, you will automatically attack it.

2. To select a region, place the Bullseye Icon over it and press any button. A dart will hit the target Battlefield and you'll be on your way.

As your front line pushes forward, the Battlefields that you may select from get closer and closer to the enemy capital. You can attack your enemy's capital after you've captured a territory that borders on it. If you lose the battle for the enemy's capital, you must defeat the enemy's subsequent advance toward your own capital before you can attack his capital again.

There are 17 Battlefields in each campaign map. In a game Continued through all three campaigns, there are a total of 51 possible Battlefields.

Squads

Squad Selection Screen

Next, select your Squad. You have four Squads to choose from, each with a unique combination of weapons and personnel. The weapons each type of squad carries will change with each battlefield and with each use of that squad.

To select a Squad:

1. Use the D-Pad to look at portraits of the available squads:

D-Pad UP	Displays the Assault Team
D-Pad DOWN	Displays the Commandos
D-Pad LEFT	Displays the Demolition Squad
D-Pad RIGHT	Displays the Brute Force Squad

Note: When you're playing a 2 Player Side By Side or 4 Player Game, you can choose only Commandos. When you're playing a 3 Player Game, the side with 2 players can only choose Commandos.

2. Icons beneath each Squad portrait tell what weapons the Squad carries. Check the icons to make sure you're getting the weapons combination you want.

3. Look to see if the Attacking Army has a Special Objective in the upcoming battle; it could help you decide which Squad to select. For example, if your Special Objective is to destroy a building, you might want to select a Squad that includes one or more grenade-throwing Chuckers or dynamite-tossing Blasters.

Special Objective assignments appear above the Squad portraits. (See the Special Objective section in this manual for more information.)

4. When the Squad you want is on screen, press **A**, **B**, or **C** to select it.

Clandestine Squad Selection

When selecting squads in a multi player game, the player who chooses his squad first can then secretly select a different squad, so his opponent won't know what he selected. This is called Clandestine Squad Selection.

To commit Clandestine Squad Selection:

1. Before your opponent makes his squad selection, press the **D-Pad** in the direction of the squad you want.

For instance, if you originally selected an Assault Team, you can select the Commando Team by pressing the D-Pad down before your opponent selects his squad.

2. If Clandestine Squad Selection has been accomplished, the text on the closed dossier drawer will change from "Squad selection completed" to "Clandestine squad selection completed".

SOLDIERS

Launcher

Scorcher

Blaster

Chucker
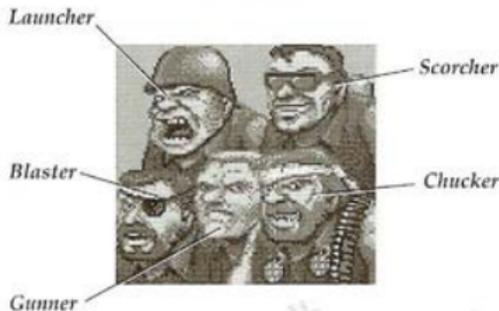
Gunner

Group Portrait

There are five types of Soldier. Each type of Soldier has a unique appearance to make them easily recognizable on the battlefield.

18

Gunner - Gunners are standard issue GI jarhead grunts. They aren't lifetime soldiers like Launchers, but War is still the most fun they'll ever have.

Gunners lay down a constant spray of bullets with their machine guns. Their weapons can jam, though, and they need time to clear them when they do. Their line of fire can also be blocked by some obstacles. Range: 40 meters

Chucker - Combat is probably the best place for Chuckers. Chuckers have a reputation for being a little off the wall...and they'd like to know just where this wall is so they could go blow it up. If Chuckers could jump on live grenades, they would – not to save their comrades' lives but as a show of affection.

Chuckers throw grenades for good distance and can arc them over obstacles. Range: 50 meters.

Scorcher - There's something about Scorchers' grins and tendency to mutter "Mmm, barbecue!" in the heat of battle (no pun intended) that makes people think Scorchers enjoy their work just way too much.

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Their flamethrower unfurls a short but deadly curtain of flame that can ignite more than one foe. But he may have trouble firing up immediately after crossing a body of water. Range: 5 meters.

Launcher - Launchers are old-fashioned hard-bitten by-the-book army "lifers". Military service is the only life they know, and all they care about. Their long years of service have earned them the privilege of using that most formidable of weapons, the bazooka.

These roughnecks' bazookas have very long range, but they take awhile to reload. As with Gunners, some obstacles can block Launchers' fire. Range: 150 meters.

Blaster - Blasters are nervous. You might ask why guys like that would get into demolitions; the answer is they weren't guys like that when they started. They inevitably have a few mishaps during training (those eyepatches are there for a reason), which leave them jangled for life. The fact they throw bombs a relatively short distance away doesn't hem-up their frayed nerves, either.

Blasters blow things up by throwing dynamite; they're good guys to send in when you need to blast an objective. Their range is short, but the explosions have an area of effect that can take out more than one enemy. Range: 10 meters.

INFO LINE

Selected Soldiers

| GUNNER | | | | | | CHUCKER | | | | |

Soldier needs medic — Blaster — Dead Soldier — Launcher — Scorcher — Gunner — Scorcher
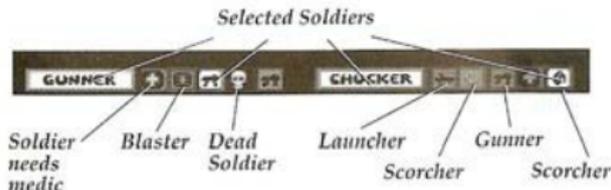
Info Lines for both armies appear at the top of the screen during combat. The Blue army's Info Line is on the left side of the screen, and the Red army's Info Line is on the right side of the screen.

The currently selected Soldier appears on the left side of the Info Line, followed by a line of icons. Each Soldier is represented by an icon of the weapon he uses. The currently selected soldier's icon is highlighted in white.

When a Soldier is down and needs a Medic, his weapon icon on the Info Line is replaced by a cross.

When a Soldier dies, his weapon icon onto Info Line is replaced by a skull.

FIRE AND MOVEMENT

Firing Weapons
Button A fires all soldiers weapons as long as the button is held down. Each Soldier automatically attempts to fire at the closest enemy Soldier, but it is up to you to move them within range of targets or into strategic positions.

Deploying Soldiers
Note that Commandos move differently than other Soldiers. See **Commandos** section immediately following for more information.

Selecting Soldiers
For Players 1 and 3, their currently selected Soldier is marked by a circle beneath him; for players 2 and 4, their currently selected Soldier stands on a star. The circle or star will flash the color of the appropriate Army and then turn black. To select another Soldier, press **C** until the circle is beneath the Soldier you want.

Movement Cursor
The Movement Cursor tells the selected Soldier where to go. The Blue Side's Cursor is stamped with a C (for Chaos, naturally), while the Red Side's Cursor is emblazoned with an H (the initial of Havoc).

1. To move the Movement Cursor around the battlefield, use the **D-Pad**.

2. Press the **D-Pad** Up to move the Cursor up, press it down to move the Cursor down, left to move it left, and right to move it right.

Moving Soldiers
1. When you've selected a Soldier and chosen his destination, press **B**. This will tell the Soldier to move toward the Cursor's location. The next Soldier on the Info Line then becomes the selected Soldier.

2. To move multiple Soldiers to the same location, press B several times, rapidly.

3. To make a Soldier follow the Cursor around the screen, hold down **B** when moving the Cursor. To make the Soldier stop following the Cursor, let up on the **B** button.

COMMANDOS

Selecting Commandos

The currently selected Commando is marked with a circle in a 1 Player game or 2 Player Head To Head game; in a 2 Player Side By Side, 3 Player, or 4 Player game, the currently selected Commando is marked by a Circle or a Star, depending on which player is controlling him. See the descriptions of 2 Player Side By Side, 3 Player, or 4 Player games in this manual for more information.

To switch between Commandos, press **C**.

Moving Commandos

1. There is no Movement Cursor for Commandos. The selected Commando's movement is directly controlled by the **D-Pad**: Press the **D-Pad** in the direction you want the selected Commando to go.

2. To call the other Commando to the selected Commando's position, press **B**.

Terrain & Obstacles

Soldiers encounter many different types of terrain and obstacles during campaigns. These can slow their movement in a variety of ways – tripping over rocks, running into trees, stumbling over crates, etc.

Water

Water is a special problem. There will be many instances when your troops will have to cross bodies of water. But Soldiers move through water at a much slower speed than they travel over land. And if a Soldier spends an extended amount of time in the water, he will eventually become exhausted and drown. (Medics cannot help a drowning Soldier.) So when you send a Soldier into water, get him back out again as soon as possible.

WEAPONS COMBAT

Press A to fire all your Squad's weapons. Soldiers will aim at the nearest target, but it is up to you to put them in position so their fire will be effective.

CLOSE COMBAT

Blue Soldier's Health Level

Red Soldier's Health Level

Close Combat

When Soldiers from opposing Squads come too close to each other to use weapons, hand-to-hand Close Combat results. A cloud of dust means a Close Combat has begun (nearby Soldiers may be knocked aside by the

hand-to-hand fury). All other activity stops while a Close Combat is in progress: Weapons combat is suspended and other Soldiers will not move or respond to commands.

Some Close Combats are over as soon as the dust clears – one Soldier has already defeated the other. Many Close Combats, though, require the player or players to guide their soldier's tactics.

There are three basic moves in close combat that are activated by pressing the appropriate button:

Move	Button
Punch	A
Kick	B
Block	C

Punches and Kicks can also be directed high or low:

1. Press the **D-Pad** UP at the same time you press **A** to direct a Punch high. Press the **D-Pad** UP at the same time you press **B** to direct a Kick high.

2. Press the **D-Pad** DOWN at the same time you press **A** to direct a Punch low. Press the **D-Pad** DOWN at the same time you press **B** to direct a Kick low.

3. Press **A** or **B** without moving the **D-Pad** to deliver a mid-level Punch or Kick.

Each Close Combat participant's Health is displayed as a row of dots at the top of the screen: Red dots for the Red Soldier, Blue dots for the Blue Soldier. As a Soldier's Health decreases when he is hit or kicked, his dots decrease, too. A Soldier will lose the Close Combat when all his dots are gone.

Note: It is recommended that you vary your Close Combat moves or you'll suffer a surprise from your opponent.

2, 3, AND 4 PLAYER GAMES

2 Player Head To Head Game
This game pits a Blue Team against a Red Team. You can match a full five-man Squad against another five-man Squad, a five-man Squad against a two-man Commando team, or Commandos against Commandos.

2 Player Side By Side Game
You can play a 2 Player Side By Side game with either two standard controllers or a four player adapter. Both players are on the same team, and each player controls a pair of Commandos who face a single enemy team of five Soldiers. Player 1 selects the battle map as well as the Squads. Player 1 controls the Alpha Commando Team, and Player 2 controls the Beta Commando Team. Alpha Team Commandos are highlighted by a circle and Beta Team Commandos are highlighted by a star.

3 Player Game
A 3 Player game requires the 4-Way Play.

You may just want to leave your 4-Way Play plugged into your Sega Genesis even if you aren't playing a 3 Player game. If you have a 4-Way Play plugged into your Sega Genesis and you want to play a 1 Player game, make sure your controller is plugged into control port 1. If you want to play a 2 Player game with the 4-Way Play plugged in, make sure controller 1 is plugged into control port 1 and controller 2 is plugged into control port 2.

There are two possible player configurations in a 3 Player game:

• An Alpha Commando unit controlled by Player 1 and a Beta Commando unit controlled by Player 2 vs. a five-man Squad controlled by Player 3.

- An Alpha Commando unit controlled by Player 1 and a Beta Commando unit controlled by Player 2 vs. a single Commando team controlled by Player 3.

On the two-player side, Player 1 selects the battle map when he and Player 2 are the attacking army. Player 1 also makes the squad selection. Alpha Team Commandos are highlighted by a circle and Beta Team Commandos are highlighted by a star.

Blue Squads and Red Squads can attack each other only; a Blue Squad cannot attack the other Blue Squad.

4 Player Game
A 4 Player game requires the 4-Way Play.

You may just want to leave your 4-Way Play plugged into your Sega Genesis even if you aren't playing a 4 Player game. If you have a 4-Way Play plugged into your Sega Genesis and you want to play a 1 Player game, make sure your controller is plugged into control port 1. If you want to play a 2 Player game with the 4-Way Play plugged in, make sure controller 1 is plugged into control port 1 and controller 2 is plugged into control port 2.

Each player will control a Commando unit. Players 1 (Blue Alpha Commandos) and 2 (Blue Beta commandos) form the Blue Team, and Players 3 (Red Alpha Commandos) and 4 (Red Beta Commandos) form the Red Team.

Blue Squads and Red Squads can attack each other only; a Blue Squad cannot attack the other Blue Squad, and Red Squads cannot attack each other.

MEDICS

Medics are the only personnel who can't be wounded by the combat that rages around them. When one of your Soldiers goes down, you can call a Medic who will run out to treat the Soldier on the field, or take him to safety, treat his wounds, and send him back into battle.

For Five Man Squads
To send in a Medic for a member of a five man Squad:

1. Move your Cursor onto a downed Soldier. The Cursor will become a Cross when it is over a Soldier who needs a Medic. (Note that the Cursor will change only when you have Medics available.)

2. Press **A**. When the Soldier is ready to reenter battle, he'll run onto the screen towards the current location of the Cursor. If you don't call a Medic quick enough, your downed man's wounds may become fatal.

If you have no Medics, naturally you can't send any in to patch up your wounded.

You begin each game with 5 Medics. You earn one Medic at 10,000, 25,000, and 50,000 points. More Medics can be earned by picking up Medic Bonuses.

Medic Bonuses appear on some battlefields; each is worth varying numbers of additional Medics. But no matter how many Medic Bonuses you pick or, or what their value is, you can never have more than 9 Medics.

For Commandos

To call in a Medic for a Commando, move the active Commando to his downed partner and press **A**. If you have only one Commando left , you cannot call a Medic to help him if he goes down.

Sudden Death

Sometimes, when a Soldier who has already been hit in the line of duty is hit by a shell from a Launcher's bazooka, he will die instantly. You'll know he's passed on when he is reduced to bones and crumbles to dust. When this happens, even a Medic can't help him.

SPECIAL OBJECTIVES

1. Sometimes, the Mission Description will include a Special Objective, such as destroying an aircraft or protecting a tank. The name of the commanding general who is issuing the Special Order, Chaos or Havoc, is displayed beside the Special Objective text.

2. The Special Objective is intended for the side that chose the map. For example: Havoc (Red Team) chooses a Battlefield. The Mission Description includes the Special Objective of destroying a building. The Red Team must try to destroy the building, and the Blue Team must try to protect it. The successful side will receive points when the battle is over.

3. To Destroy a Special Objective, move your soldiers (especially Launchers, Blasters, and Chuckers) near it.

They will target the Objective. Note that Gunners and Scorchers will not target a Special Objective. Sometimes it takes multiple hits to destroy the Objective.

Hint: For best results, position the Special Objective between your squad and the enemy squad.

PLUNDER

| Safe | Gold Bars | Documents | Money Bag |

On all battle maps, there is Plunder to pick up. Plunder can take the form of gold dust, gold bars, ammo, secret documents, or moneybags.

To pick up Plunder:

1. Move a Soldier to it or over it and he will pick it up automatically.

2. A Soldier does not have to stop to pick up Plunder. If he runs over it on his way to another part of the map, he will still pick it up.

Safes & Crates

Most plunder is out in the open, but some is hidden in crates or safes. You need to open them to get to the Plunder they conceal. To open a safe or crates, position one of your Soldiers in such a way that he can blast it open. (Or position one of your Soldiers so that an enemy will blast open the safe while trying to blast him.)

POINTS & SCORING

Battle Report
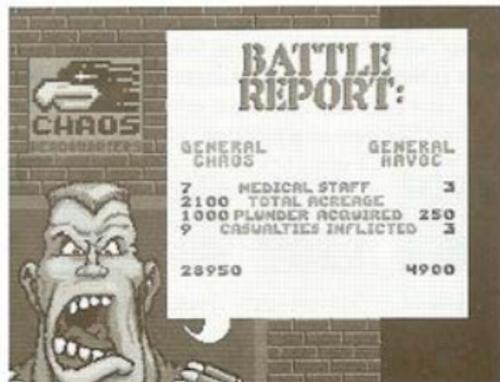
Battle Report

At the end of each battle, a Battle Report will appear. It tells you how many Medical Personnel you have left after the last battle and adds up your points.

Points are awarded in the following categories:

Plunder Acquired
You are awarded points for every item of Plunder you pick up.

Total Acreage
Battlefields are worth varying numbers of points. When you win a Battlefield, you win its points. For instance, Capitals are worth more than other Battlefields, and Battlefields that have Special Objectives are usually worth more than Battlefields that don't. Total Acreage refers to the number of points you are awarded for winning a battlefield.

Casualties Inflicted
A Casualty is scored every time an enemy is knocked down, either by weapon fire or in Close Combat.

CREDITS

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If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

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