Nintendo

GAME BOY COLOR

CBG-BFCE-USA

F-FORCE 21™



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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1. GAME BOY® COLOR SETUP

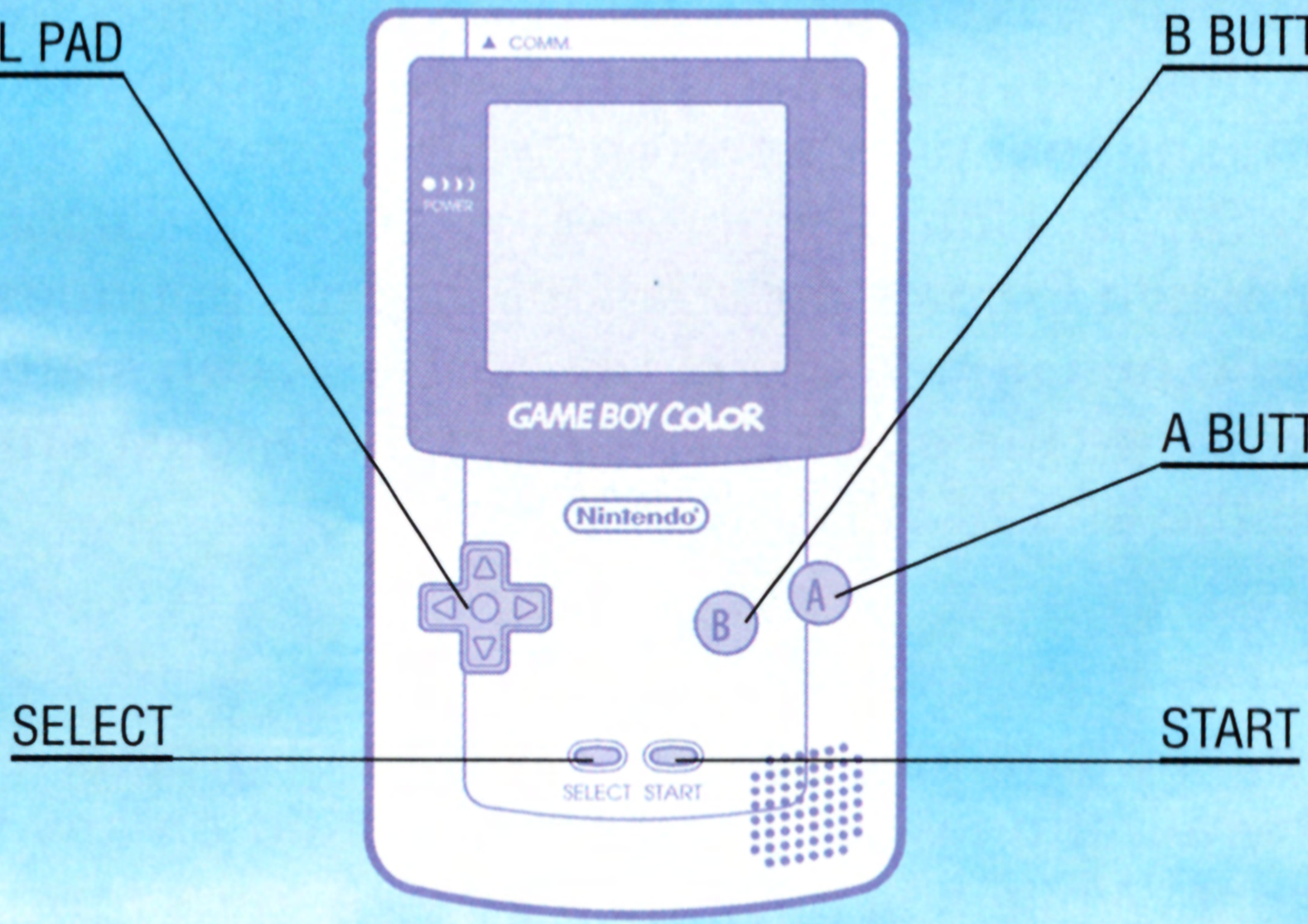
WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Turn the POWER switch OFF on your GAME BOY® COLOR.

Insert the Game Pak into the slot on the GAME BOY® COLOR. Press firmly to lock the Game Pak into place.

Turn the POWER switch ON. The Title Screen will appear.

2. GAME BOY® COLOR CONTROLS



GAME BOY COLOR

3. THE GATHERING STORM

In 2015 the balance of power in Asia has reached a crucial juncture. Recent advances in Star Wars technology have removed the threat of global nuclear conflict and reopened the option of conventional war between great powers. The remnants of the former Soviet Union continue their slide into economic and social chaos, while China's decade-long boom continues unabated. Ethnic and religious upheavals in the central Asian state of Kazakhstan provide the spark that ignites the largest armed conflict since the end of World War II.

CHINA

For fifteen years China has steered a course of greater and greater economic liberalization while keeping a tight lid on any form of political dissent. While still paying lip service to its former communist ideals, the People's Republic is rapidly becoming one of the world's leading capitalist powers.

This new prosperity is not without a price. Rapid growth has spurred a huge demand for raw materials and Beijing looks with hungry eyes at its resource-rich neighbors of Kazakhstan and Russia. The recent boom has been largely confined to southeast China. Xinjiang, Inner Mongolia, and Tibet are still languishing in poverty and ethnic strife while in the urban centers, the children of the 80's dissidents are ready to take to the streets at the slightest hint of government weakness.

KAZAKHSTAN

This former Soviet republic is trapped in a downward spiral of poverty and ethnic unrest. The dwindling Russian ruling elite is engaged in a desperate power struggle with the Kazakh-controlled countryside. Efforts by western oil companies to exploit the large petroleum reserves around the Caspian Sea have been scuttled by terrorism and banditry. Experts warn that the entire country may soon collapse into chaos and anarchy.

MONGOLIA

Mongolia is one of the success stories of Asia. Recent discoveries of extensive copper deposits have fueled an economic boom that has been aided by Mongolia's commitment to both economic and political freedom. The past ten years have seen the growth of closer ties to Europe, Japan and America, and the blossoming of Mongolian culture.

Trapped between an aggressive China and a collapsing Russia, what Mongolia wants most dearly is to preserve its independence and neutrality.

RUSSIA

The Russian economy is still laboring under the weight of years of Communist mismanagement. After repeatedly devaluing the ruble from 2001 on, the Russian government finally appeals to the West for aid in 2007. Since then the country has essentially been run by

the International Monetary Fund (IMF) and only repeated infusions of hard currency have staved off complete collapse.

No longer the international superpower of the mid-20th Century, Russia clings to its nuclear weapons and its dwindling military might as a last vestige of its once-grand empire.



4. OVERVIEW

In Force 21, you have been dispatched to the tense Sino-Kazakh border, where, as the commander of either an American or Chinese task force, you must engage the enemy forces and see the conflict through to its bitter conclusion. You are responsible for controlling up to 5 platoons in combat; units that will consist of state-of-the-art tanks, armored fighting vehicles, artillery, mine sweepers, attack helicopters and close air support aircraft. You will be responsible for conducting a wide range of military operations; operations that include reconnaissance sweeps, river-crossings, mobile assaults, escort duties, air strikes, full-scale ground attacks, delaying actions and defensive stands.

5. GETTING STARTED



From the Title Screen, you have four options. Highlight the options with UP and DOWN on the Control Pad. Select using START.

Start: This option takes you to the Start Game Screen

Password: This option takes you to the Password Screen

Options: This takes you to the Options Screen

Credits: This takes you to the Credits Screen. Please take a look to find out who worked long and hard to bring this game to you.

A. START GAME

At this screen, you must select which nationality you will play as – America or China. Use the Control Pad to highlight the nationality, and then press START to begin.

PASSWORD

Use the Control Pad and A Button and B Button to enter the password to play a previously saved game.

B. OPTIONS



The Options screen contains four buttons. Use the Control Pad to highlight and toggle options. UP and DOWN highlight the buttons while LEFT and RIGHT or the A Button and B Button toggle the various options.

Level: Select the difficulty level for the game: Easy, Normal, Hard.

Music: This toggles all music ON or OFF throughout the game.

SFX: This toggles all sound effects during the Action Phase of the game ON or OFF.

Exit: Pressing START when this option is highlighted takes you back to the Title Screen.

6. STARTING A MISSION

Once you select a nationality to represent, you then receive your orders for the mission.

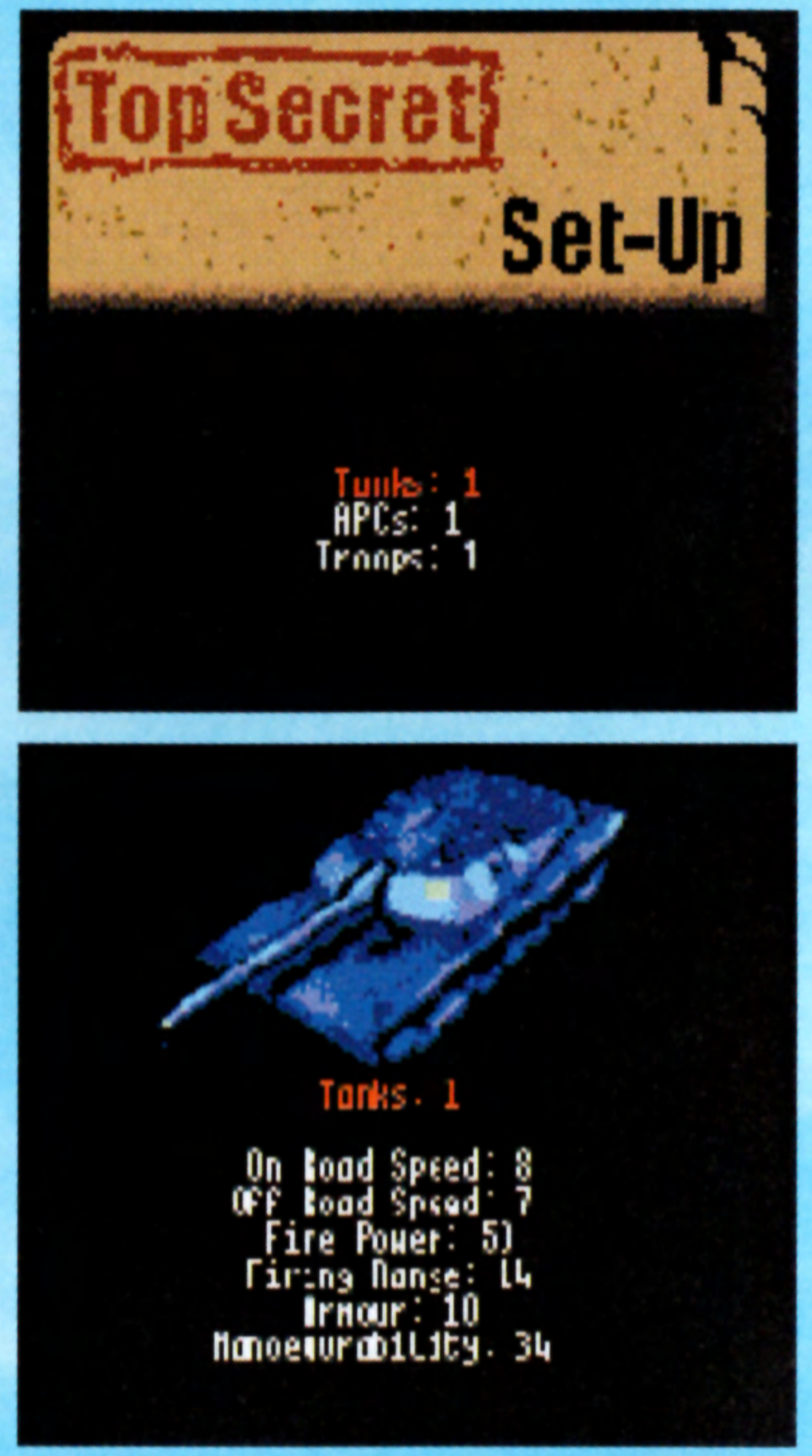
A. MISSION BRIEFING

The Mission Briefing Screen gives your objective for the mission. The Objective is what your platoons must accomplish in order to complete the mission successfully so you can continue on to the next.



B. MISSION SET UP

After reading the Mission Briefing, you go to the Set Up screen. Here you will find a list of the platoons you will command for the current mission. Use the Control Pad to highlight one of the platoons, and then press the A Button to bring up data on that type of platoon.



7. PLAYING THE GAME

Now that you have started a mission, it is time to get into the action. This section will explain the game screen and how to give orders to your platoons.

A. THE GAME SCREEN

The Game Screen appears during a mission and provides the necessary information you need to command your platoons as they execute your orders.



TACTICAL VIEW

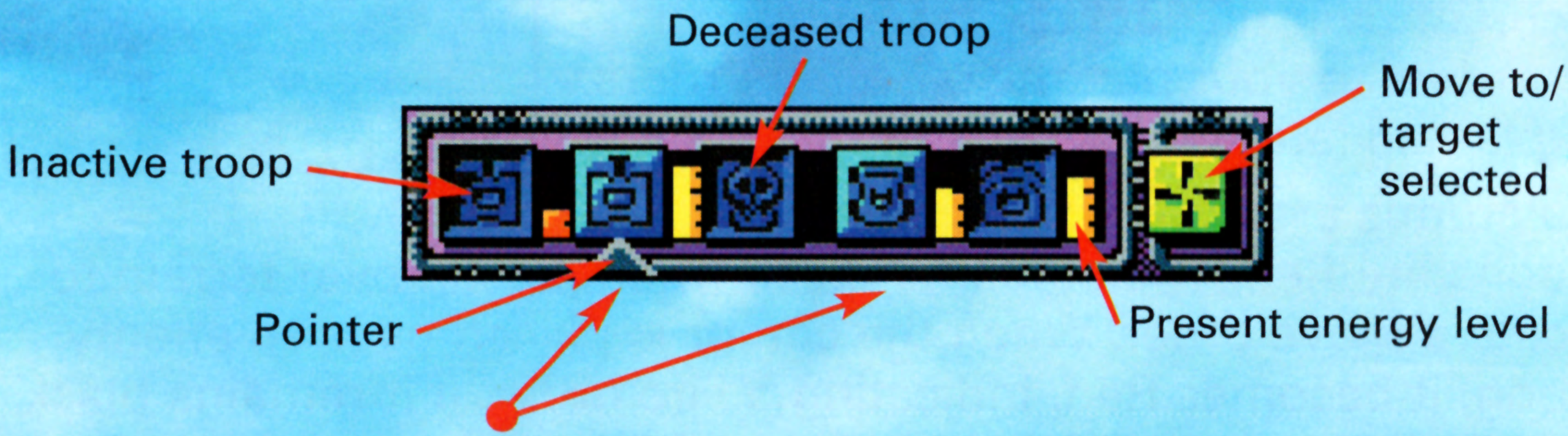
The tactical view takes up a majority of the game screen. It consists of a map showing your platoons, the terrain of the area, and any nearby enemy platoons. By moving the cursor over the tactical map, you can give orders to your platoons. Giving orders is explained later in this section.

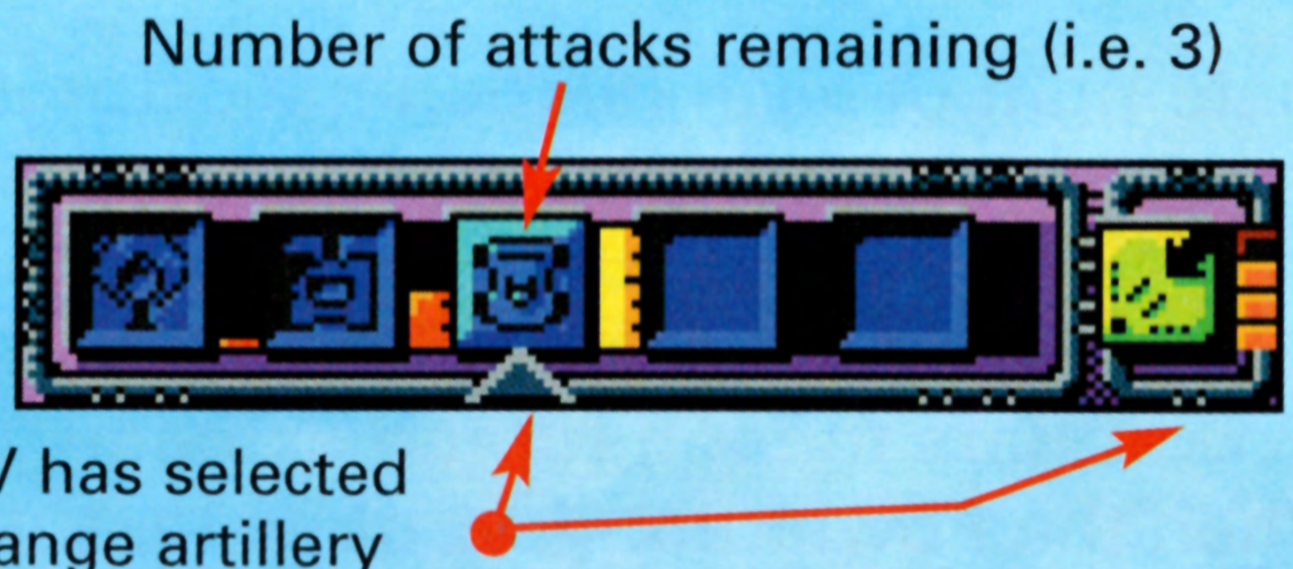


US platoons are Blue while Chinese platoons are Red. The cursor is Black when placed over terrain to indicate a Move order. When the cursor is placed over an enemy platoon, it becomes Red, indicating a Fire order. If it remains black, however, the target vehicle is still out of firing range.

COMMAND BAR

The Command Bar is located along the bottom of the screen. It contains a variety of information on your platoons and the orders available to give each of them.





Platoon Indicators

The largest part of the Command Bar is the Platoon Indicators. It takes up the left and center areas of the Command Bar and lists the platoons under your command. When a platoon is selected as your current platoon, the indicator for that platoon will be raised and brighter than the other darker and depressed indicators. When a platoon is destroyed, its indicator changes to a skull.

Power Bars

To the immediate right of each Platoon Indicator is a Power Bar. This illustrates the present condition of the platoon. Each platoon begins with a full yellow Power Bar. As the platoon takes damage during battle, the Power Bar shrinks in height and turns red when low. Use the Power Bars to monitor the damage your platoons have taken. When the Power Bar gets quite low, it will only take a little more damage to destroy the platoon completely. Keep an eye on the Power Bars of all units. This is the only way to see if one of your units is being attacked when it is off screen.

Orders Icons

To the right of the Platoon Indicators is the Orders Icon. This shows the selected order for the current platoon. It does not necessarily show what the platoon is doing. Rather, it shows what order you will give to the unit using the cursor in the Tactical View.

Number of Artillery or Air Strikes

Immediately to the right of the Orders Icon are four boxes that only appear when the Artillery Strike or Air Strike order is selected. This represents the number of remaining strikes the current platoon can call in. Each lit orange box represents one strike of the appropriate type.

Current Platoon Leader Pointer

When giving orders to a multi platoon group, a small pointer will appear under the leader of the Platoon group. Giving orders to this unit will also order the other units in the group to perform the same action.

CURSOR

During the course of a mission, the cursor will change shape and color to represent the types of orders that will be given by pressing the A Button. For example, if you place the cursor over an enemy platoon, it will change to a red "X" for targeting. On the other hand, if you place it over one of your units, it will change to a diamond to either add the platoon to a group or remove it from a group. See the chart below for descriptions of the various cursors.


Strategic Map


Move to (Black)


Enemy & Building Target (Red, White)


Add to Group (Orange)


Remove from Group (Black)


Disband Group – Leader Only (Orange, Yellow)


Switch Units (White)


Out of range (Black)


Stop (White)


Strategic Map, Move to (Yellow, Orange, Red)


Strategic Map, Out of range (Blue)


Strategic Map, Mission relevant location (Green)

B. CONTROLS

To control your platoons, Force 21 uses all four buttons on the Game Boy® Color. Following is a list of what each button does.

A Button: Executes the order shown by the Orders Icon.

B Button: Cycles through the various orders available for the currently selected platoon.

START: Accesses the Pause Menu

SELECT: A short press cycles through the various platoons. A long press brings up the strategic view of the mission map.

FORMING GROUPS

To from a group of two or more platoons, first select the leader of the group. Then place the cursor over a friendly platoon you want to group with the leader and press the A Button. To break up the entire group, place the cursor over the leader and press the A Button. If you only want to unattach one platoon from a group, place the cursor over the desired platoon and press the A Button.

C. ORDERS

There are seven different orders you can give to your units. However, not every unit can perform all seven orders.

MOVE



When the Move/Fire Order Icon is selected, pressing the A Button will order the current platoon or group to move to the location of the cursor on the map.

Note: Move and Fire use the same Order Icon. The only difference is giving the two orders is where the cursor is located. Most units move faster when using roads than open or rough terrain.

FIRE



When the Move/Fire Order Icon is selected, pressing the A Button when the cursor is over an enemy platoon will cause the current platoon or group to fire at the enemy platoon. When the cursor is placed over an enemy platoon, it will change to the targeting cursor. A red cursor means the target is in range and can be attacked while a black cursor means the target is too far away or out of range to attack.



SWITCH CONTROL

When the Switch Control Order Icon is selected, pressing the A Button will change the group leader to the next platoon in the group.



DIG IN/CAMOUFLAGE

When the Dig In/Camouflage Order Icon is selected, pressing the A Button will cause the current platoon or group to build entrenchments for additional protection or concealment. The enemy cannot see dug in units unless they physically bump into the dug in unit. Platoons cannot dig in while on roads. Helicopters cannot Dig In.



ARTILLERY STRIKE

When the Artillery Strike Order Icon is selected, pressing the A Button when the cursor is over an enemy platoon will call in an artillery strike from the artillery platoon. Only APCs, HMMWVs and Troops can call in Artillery Strikes. Artillery attacks do a lot of damage. However, they will only attack the targeted spot. Since there is a slight delay after calling in a strike before it arrives, artillery strikes will often miss moving targets.



AIR STRIKE

When the Air Strike Order Icon is selected, pressing the A Button when the cursor is over an enemy platoon will cause the current platoon to call in an airstrike against the target. Only APCs, HMMWVs and Troops can call in Air Strikes. When the aircraft arrives, it will drop bombs along its flight path, covering a large area similar to carpet-bombing.

D. IN-MISSION INTELLIGENCE

During the course of a mission, your platoons will find new intelligence reports about the enemy. These are received after capturing (destroying) certain enemy controlled buildings.

STRATEGIC VIEW



This is a zoomed out view of the entire mission map showing each of your platoons as well as any detected enemy platoons. This is a good way to get your bearings and see which direction you need to move your units to get to the objectives. Remember that while viewing this map, the mission keeps going. While you are studying the map, the enemy may attack your units.

E. REINFORCEMENTS

After destroying some enemy controlled buildings, a power up will appear. Move a platoon over the power up to receive an increase in strength for the unit. When finding reinforcements, don't waste them on platoons already at or near full strength. Instead, let one of your weaker platoons get it.

F. COMPLETING A MISSION

Once you are ready to begin a mission, there are several steps that you must go through in order to complete it successfully.

STARTING POSITIONS

For each mission, there are several possible starting locations for your platoons and for the enemy platoons. That means there are various beginnings to each and every mission. Just because you found out where the enemy was located one time does not mean they will be in the same place next time you play the mission.

MANEUVERING PLATOONS

In all missions, you will have to move your platoons around the map to complete the objective. Use the Strategic View to plan your maneuvers. The maps contain several types of terrain. Some such as mountains and rivers are impassable. Only Troops and Helicopters can cross woods terrain. You will have to move around them, or in the case of rivers, find a bridge for crossing. The type of terrain can also affect the speed at which platoons move. For most platoons, it is quicker to move along a road than across open terrain. Also, roads lead to bridges and can often be used to cut through forests. On the other hand, the enemy will often cover the roads, especially at chokepoints like bridges and forest paths and try to attack you there.

In many cases, it is best to move your platoons together in groups. This makes giving movement orders easier and can keep your platoons together for mutual support when they begin to run into the enemy.

ENGAGING THE ENEMY

While maneuvering is an important part of Force 21, you will have to fight the enemy if you want to win. Ordering an attack is quite simple. Just place the cursor over the enemy and press the A Button while the Move/Fire Icon is selected. Always keep an eye out for the enemy while you are moving your platoons. Often a small arrow will appear at one of the edges of the tactical view. This shows that an enemy platoon has been detected out of your view in the direction of the arrow.

Use this information to get your platoons ready for battle. It is a good idea to let slower platoon catch up the lead so they can lend their support to the fight. Also, try digging in to give your units a bit more protection.

Attack enemy platoons as soon as they come into range. The computer will usually close with your platoons before attacking. Use your long-range platoons to attack first so they can get in some early hits. Also, by combining the fire of several of your platoons against a single enemy platoon, you can quickly destroy it before it has a chance to cause serious damage to any of your platoons.

Enemy troops like to hide in buildings. When occupying these structures, the enemy is hard to detect and you will usually not know they are there until they begin firing at your platoons. As a general rule, it is a good idea to destroy all structures before you approach them. To attack a building, just place the cursor over it and press the A Button, just like you would to attack an enemy platoon.

COMPLETING THE OBJECTIVES

While the total destruction of the enemy may be your objective for a mission, there are several missions that require you to do something else. For example, you may have to defend an area or a structure. Therefore, not only must you destroy enemy platoons, but also keep them from destroying your objective. In other missions, you may be tasked with destroying a structure or object. While you can blaze away at the enemy, it is often better to try sneaking into the enemies rear and taking out the objective to complete the mission. Whatever your style of play, always keep the objective in mind during the mission to keep your strategy and tactics focused. You can always re-read your objectives by going back to the Options screen by pressing START.

8. PLATOONS

Force 21 contains eight different types of units that you can command. Each has its own unique characteristics. Off-road speed is how fast the platoon moves through open terrain while road speed is the faster movement rate when using roads. Firepower and armor are the offensive and defensive values used during combat with the enemy. Finally, maneuverability represents the platoon's ability to change facing and direction. This can be important when you come across an enemy off of one of your flanks. You can also use this to try and attack the enemy from their flanks before they can turn around and attack you.

A. TANK



Off-Road Speed: Average

Road Speed: Average

Firepower: Powerful

Firing Range: Long

Armor: High

Maneuverability: Average

Tanks are the backbone of your force. They have some of the highest firepower and armor values. Tanks can slug it out with any other platoon in the game. Keep them near the front of your advance so they can deal with enemies along the way. However, don't let them get too far away from your weaker units which they should help defend.

B. APC



Off-Road Speed: Average

Road Speed: Average

Firepower: Poor

Firing Range: Average

Armor: Above Average

Maneuverability: Poor

The Armored Personnel Carrier (APC) is sort of like an armored infantry unit. It has good off-road speed, almost as much armor as a tank, but not quite the firepower of troops. However, to make up for its lower firepower, the APC can call in both artillery and air strikes.

C. HMMWV



Off-Road Speed: Fast

Road Speed: Fast

Firepower: Average

Firing Range: Average

Armor: Poor

Maneuverability: Average

The HMMWV is a good scout. It is the fastest ground platoon and has the same firepower as troops. However, with low armor, it is best used to find the enemy, take a couple of quick shots, then get away. Try using HMMWV platoons for luring enemy platoons to areas where you have dug in your tanks and other heavier units. HMMWVs can call in artillery and air strikes.

D. HELICOPTER



Off-Road Speed: Very Fast
Road Speed: Very Fast
Firepower: Powerful
Firing Range: Long
Armor: Poor
Maneuverability: High

The helicopter is the fastest and most versatile platoon in the game. It has more firepower than a tank, yet less than half the armor. Use it for hit and run attacks against the enemy and as a scout for reconnaissance. While helicopters cannot cross mountains, they can cross rivers without using a bridge and fly over woods. This can be useful when trying to evade an enemy ground unit.

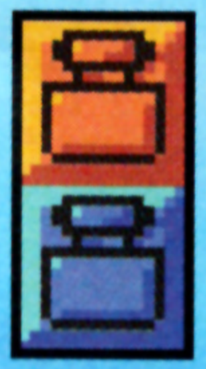
E. TROOPS



Off-Road Speed: Slow
Road Speed: Average
Firepower: Average
Firing Range: Short
Armor: Very Low
Maneuverability: High

Troops are one of the weaker platoons in the game. With less than half of the firepower of tanks, troops have no armor whatsoever. Therefore, avoid direct assaults against tanks and other heavy platoons. Their high maneuverability makes them excellent for attacking the flanks of enemy tanks. Troops can also call in artillery and air strikes. Troops are the only ground units that can move through woods. While in woods, they are harder for the enemy to spot and to attack. Try digging them in while in woods for greater concealment.

F. TRUCK



Off-Road Speed: Slow

Road Speed: Average

Firepower: Poor

Firing Range: Short

Armor: Poor

Maneuverability: Poor

Trucks are often included as part of your objective during a mission. You must either protect your trucks or destroy those of the enemy. They have almost no firepower and low armor.

G. MINE SWEEPER



Off-Road Speed: Slow
Road Speed: Average
Firepower: Poor
Firing Range: Short
Armor: Very High
Maneuverability: Average

While minesweepers have a lot of armor, they have little firepower. However, their job is to clear minefields for your other platoons, not fight the enemy. While they can take some punishment, keep other platoons nearby to defend your minesweepers so they can do their job. If they are included in a mission, then they are vital to its success. When a minesweeper comes across mines, they will automatically appear on the map. Just move the minesweeper over the mines to remove them.

H. ARTILLERY



Off-Road Speed: Slow
Road Speed: Average
Firepower: Very Powerful
Firing Range: Very Long
Armor: High
Maneuverability: Average

Artillery is quite slow and has little armor. However, it has the most firepower of any platoon you control in the game. Keep it protected by other platoons and when not moving it, dig in your artillery for extra protection.

I. A-10

Firepower: Very Powerful

You cannot directly control the aircraft delivering an air strike. You only provide a target and then call it in. Not all missions allow you to use air strikes and those that do, limit the number you can use for the duration of the mission.

J. LONG RANGE ARTILLERY

Firepower: Extremely Powerful

Similar to air strikes, long range artillery can only be called in by certain types of platoons. The actual units firing the attack are located off of the map and cannot be controlled by you or attacked by your enemy. Long range artillery has the most firepower of any unit in the game.

K. BUILDING

Firepower: Average

The enemy will often position troops in buildings. In order to neutralize these platoons, destroy the building. After destroying some posts, your may receive either an intelligence update or a reinforcement power up.

9. NOTES

10. CREDITS

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Before contacting Red Storm Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings, or search our support database at our website, http://www.redstorm.com/support Here you will find the most recently updated information since the game's release.

Contact us over the Internet: Our website contains the most up-to-date Technical Support information available including patches that can be downloaded free-of-charge. We update the Support pages on a daily basis so please check here first for solutions to your problems.

http://www.redstorm.com/support

Contact us by E-Mail:

For fastest response via email, please visit our website at:

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From this site, you will be able to enter the Red Storm Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

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Contact us by Phone:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints and tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of the game and have all the necessary items to play the game at hand.

Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 6 pm (Eastern Standard Time). We close daily from 12 pm – 1 pm EST. We also close at 5pm each Thursday.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

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Red Storm Entertainment's Tips Line

All the hints, tricks and cheats you'll ever need! If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE). $.95 per minute

Contact us by Standard Mail:

If all else fails, you can write us at:

Red Storm Entertainment
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2000 Aerial Center
Suite 110
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