



NTSC U/C

PlayStation®



SLUS-00764
50010



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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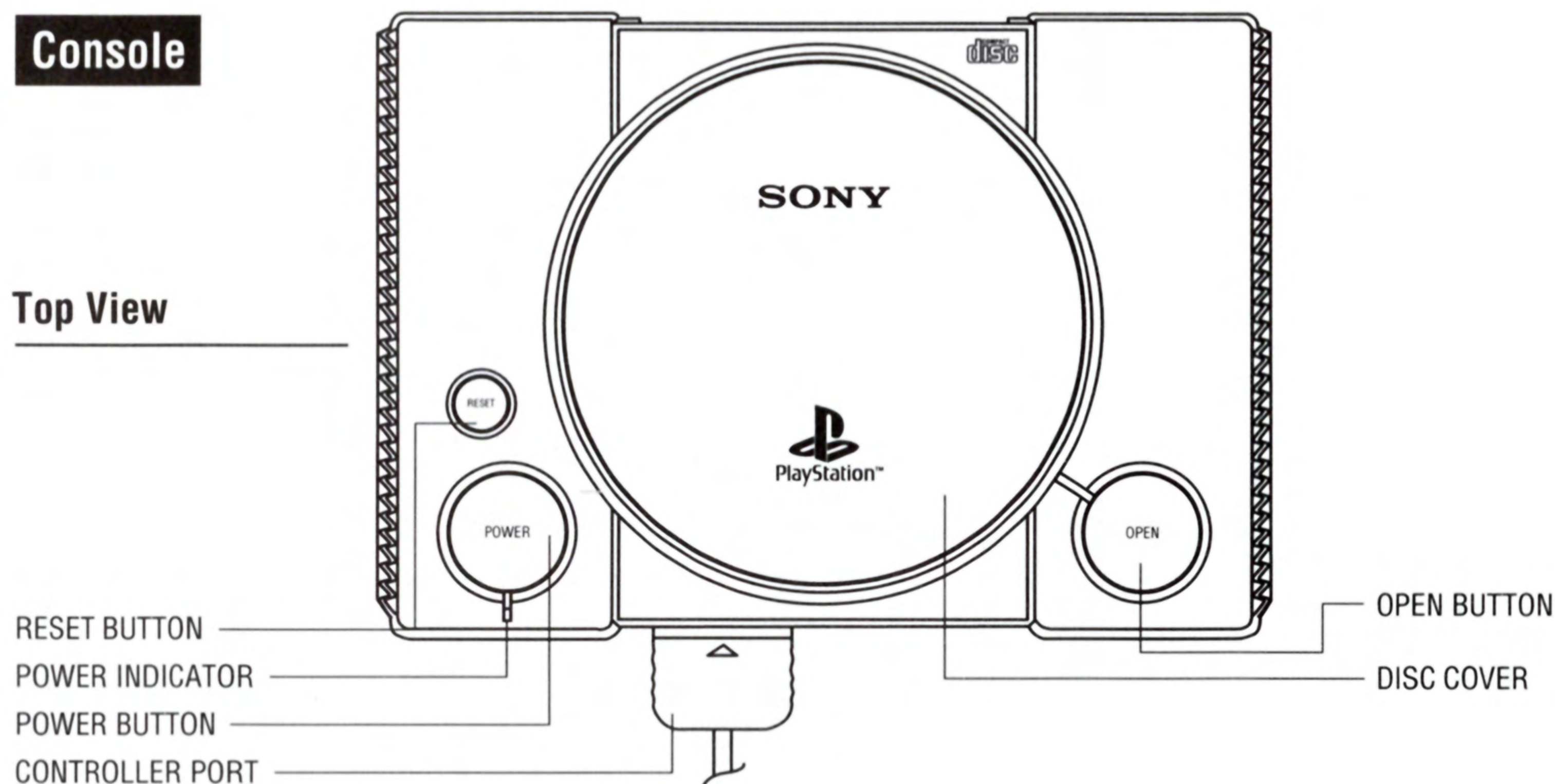
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SETTING UP YOUR GAME

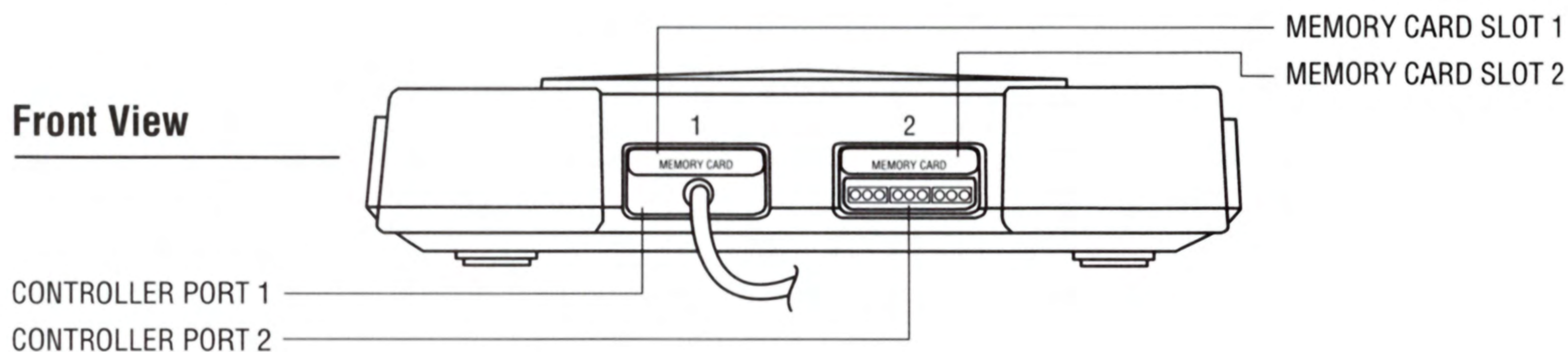
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Nectaris: Military Madness disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

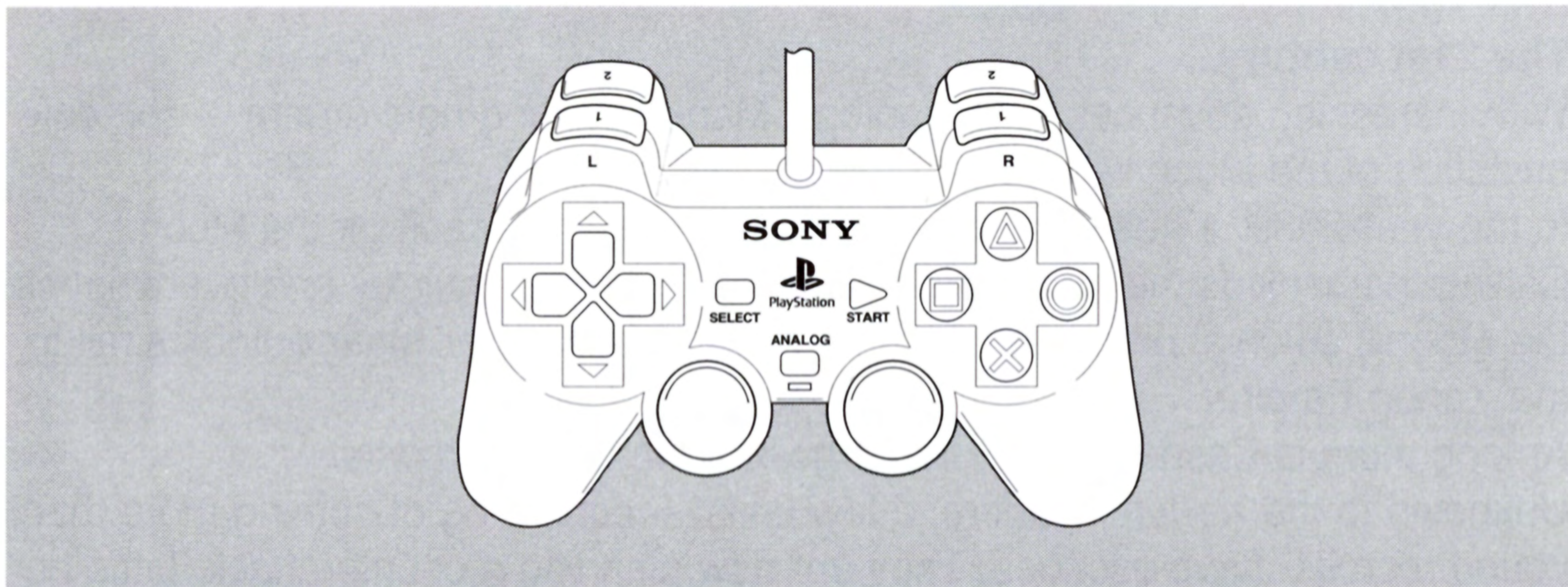
Top View



Front View



CONTROLLER FUNCTIONS



Compatible only in digital mode.

DIRECTIONAL BUTTONS — Move cursor

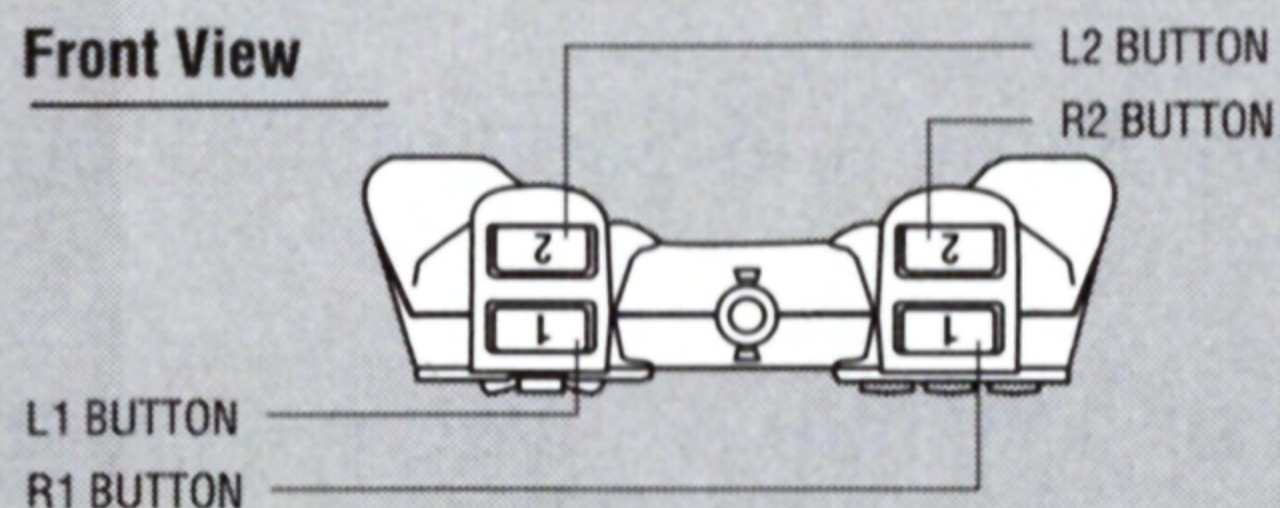
✕ — Confirm

▲ — Cancel decision/Return to previous screen

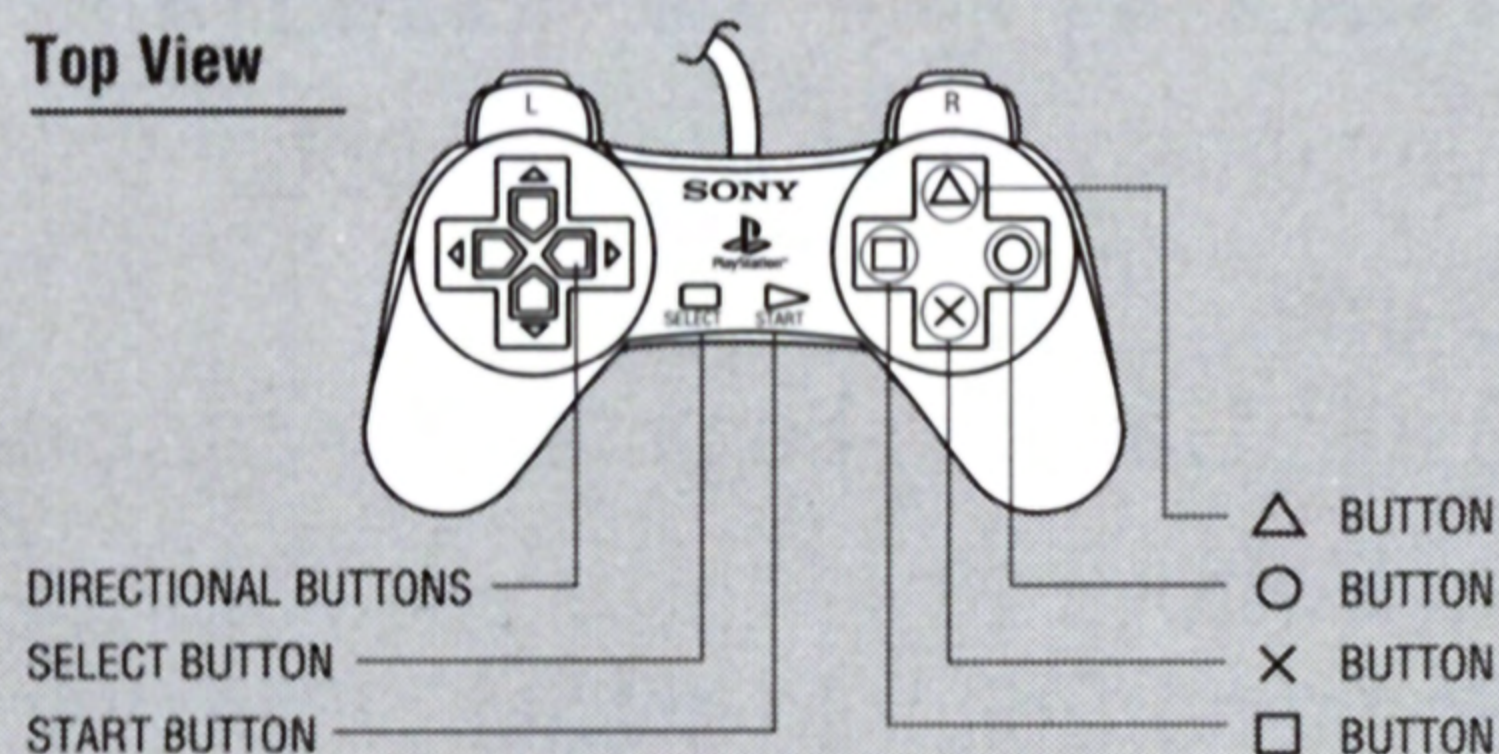
START — Pause/Display sub-menus

You may have a controller that looks like the one below, if so, please follow the digital instructions outlined above.

Front View



Top View



NECTARIS PRE-BRIEFING

The 21st century...

With increasing advances in technology, Mankind's long-held dream — the colonization of the Moon — has become a reality.

In the year 2089, a heavily armed force launches an assault on the Moon.

Calling themselves the Xenon Empire, the army strikes quickly and overwhelms the Moon's colonial defenses. Within a matter of hours, all lunar outposts fall to the Xenon Empire.

Among them is Base Nectaris, the largest of the lunar outposts.

Unknown to the Xenon invaders, a few units — consisting of nothing more than young recruits- have escaped. They are now planning a counterattack. Little do these brave souls know that their fight will not be a simple rescue mission.

Their assault will determine the fate of Planet Earth...

MISSION OBJECTIVE

As Commander of the Union Forces, your mission is to defeat the Xenon army. To win, occupy enemy base camps or liquidate all enemy units. Each scenario must be completed within 50 turns. Otherwise you lose.

STARTING A GAME

At the title screen, there are two options: Begin Game and Scenario Editor.

Begin Game

Select Begin Game to begin a new campaign or continue a saved campaign.

Scenario Editor

Select Scenario Editor to create original scenarios.

BEGIN GAME MENU

Continue

Continue a saved campaign.

Main Campaign

A story mode.

Original Campaign

The story mode from the original Military Madness.

Mini-Campaigns

44 prize-winning maps designed by amateur gameplayers for a contest sponsored by Hudsonsoft in Japan.

Password

Enter stage names to play optional maps.

Single Scenario

(Displayed only after completing the Main Campaign and Original Campaign)
Choose this mode to play cleared stages from the Main Campaign mode. A two-player mode is available.

Configuration

Display Combat animation in 3D or 2D and set-up your controller.

SCENARIO EDITOR MENU

New Scenario

Edit Mini-Campaign, Main Campaign and Original Campaign maps.

Edit Saved Scenario.

Edit scenarios saved on a memory card.

Play Scenario

Play edited scenarios.

MAP SELECTION AND SIZE SIDEBAR

Map dimensions range in horizontal and vertical size: 1x1, 1x2, 2x1, and 2x2.

Select a map by using the DIRECTIONAL buttons.

PLACING UNITS ON THE MAP

Use the DIRECTIONAL buttons to move the cursor on the map. Press the ✕ button to select a location, then choose a command from the Command sidebar. Choose Select to call up the Unit menu. A second cursor will appear on the Unit menu. To place a unit, first use the DIRECTIONAL buttons to select a unit and confirm your selection with the ✕ button. You will then be prompted to press ■ to place the selected unit.

DELETING UNITS

Delete a unit by placing the cursor over the unit, then press the TRIANGLE button. Units can only be placed on unoccupied hexagons.

COMMAND SCREEN

On the grid, the blue units represent the Union's forces. Xenon units are green. To move a unit, place the cursor on the unit. After you confirm your selection, choose a command from the sidebar.



COMMANDS

Move

Move the unit to a new location by selecting an unoccupied hexagon.

Attack

Attack an enemy unit by placing your unit on an unoccupied hexagon adjacent to the enemy.

Stats

Ground Attack, Ground Attack Range, Air Attack, Air Attack Range, Movement, Defense.

End

Complete your turn or forfeit your turn.

Press START to pause the game and call up the Option menu.

OPTIONS

Resume Game

Unpauses the game.

Save

Saves the current game.

Combat Anim

Deactivate the combat animation or choose the animation geometry (3D or 2D).

Controller

Select a controller type; A, B, L or R.

Surrender

An unconditional surrender to the opposition.



OFFENSIVE AND DEFENSIVE STRENGTH

Each unit has its own offensive and defensive strengths which can be improved by gaining experience points. Offensive and defensive strengths are affected by the terrain and by friendly units.



Upon selecting ATTACK from the Command sidebar, offensive and defensive strengths of each unit are displayed. Surrounding an enemy unit with friendly units will increase your offensive strength. Units on adjacent hexagons increase a unit's defensive strength.

TERRAIN TYPES AND EFFECTS



TERRAIN TYPE	DEFENSIVE EFFECT	EFFECT ON TRANSFER CAPACITY
Level ground	5.0%	Decreases TC of motorcycles and trucks
Road	0.0%	No Effect
Wasteland	30.0%	Decreases TC of all ground units
Valley	0.0%	Accessible by infantry, artillery or aircraft
Mountain	40.0%	Accessible by infantry, artillery or aircraft Increases defensive strength
Hill	20.0%	Decreases TC of tire-based units
Bridge	0.0%	No Effect
Factory	0.0%	Units can be repaired
Base camp	35.0%	Increases defensive strength

All units in an occupied factory are assimilated into the occupying force. A unit placed on a factory hexagon will restore the unit for the following turn.

SAVING YOUR GAME

You'll need a Memory Card (sold separately) to save your data. Make sure your Memory Card is properly inserted into Memory Card Slot 1. To save your game, press START, then follow the on-screen instructions.

LOADING A SAVED GAME

Make sure that the Memory Card with your NECTARIS: MILITARY MADNESS game data is properly inserted into Memory Card Slot 1. Select CONTINUE at the BEGIN GAME menu, then follow the on-screen prompts.



UNITS

AIRPLANE

			Attack	Range	Defense	Transfer
	FX-1 Falcon 	Anti-ground unit	☐	☐	30	12
		Anti-aircraft	90	1		
	AX-87 Eagle 	Anti-ground unit	70	1	30	10
		Anti-aircraft	20	1		
	EF-88 Hunter 	Anti-ground unit	70	1	50	11
		Anti-aircraft	70	1		

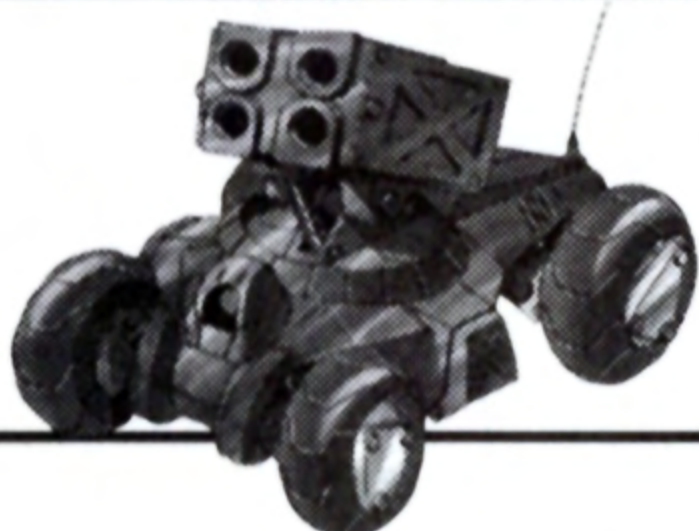
TRANSPORT

	NC-1 Mule 	Anti-ground unit	10	1	10	6
		Anti-aircraft	10	1		
	C-61 Pelican 	Anti-ground unit	☐	☐	10	9
		Anti-aircraft	☐	☐		

			Attack	Range	Defense	Transfer
T-79 Grizzly		Anti-ground unit	70	1	50	4
		Anti-aircraft	☐	☐		
PT-6 Polar		Anti-ground unit	60	1	60	4
		Anti-aircraft	☐	☐		
S-61 Bison		Anti-ground unit	50	1	40	6
		Anti-aircraft	☐	☐		
GS-81 Slugger		Anti-ground unit	50	1	50	7
		Anti-aircraft	☐	☐		
GT-86 Titan		Anti-ground unit	60	1	50	5
		Anti-aircraft	☐	☐		
NHB-2 Giant		Anti-ground unit	90	1	80	2
		Anti-aircraft	40	1		
TT-1 Lenet		Anti-ground unit	45	1	30	5
		Anti-aircraft	☐	☐		

ANTI-AIR	AAG-4 Seeker		Anti-ground unit	Attack	Range	Defense	Transfer
			Anti-aircraft	65	1	30	6
	M-107 Hawkeye		Anti-ground unit	☐	☐		
			Anti-aircraft	85	5	30	5

SELF-PROPELLED	SG-4 Hadrian		Anti-ground unit	45	5	30	4
			Anti-aircraft	☐	☐		
	MR-22 Octopus		Anti-ground unit	60	4	30	4
			Anti-aircraft	☐	☐		

LIGHT-VEHICLE	MB-5 Rabbit		Anti-ground unit	70	1	20	8
			Anti-aircraft	10	1		
	MB-4 Lynx		Anti-ground unit	40	2	20	6
			Anti-aircraft	10	1		

INFANTRY			Attack	Range	Defense	Transfer
	GX-77 Robbie 	Anti-ground unit	10	1	4	3
		Anti-aircraft	10	1		
	GX-87 Kilroy 	Anti-ground unit	40	1	10	2
		Anti-aircraft	10	1		
	CBX-1 Panther 	Anti-ground unit	10	1	9	8
		Anti-aircraft	10	1		

OTHER	SS-80 Atlas 	Anti-ground unit	90	6	20	□
		Anti-aircraft	□	□		
	SS-80 Trigger 	Anti-ground unit	□	□	80	□
		Anti-aircraft	□	□		

STAGE NAMES

Listed below are the passwords/stage names for the first five levels.

LEVEL	PASSWORD
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1	RANDAL
2	HUNDRA
3	CINBER
4	MARLIN
5	BAYARD

CREDITS

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ESRB RATING

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

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