PlayStation

NTSC U/C

Plays



STEEL REIGN™

TEEN

AGES 13+

CONTENT RATED BY ESRB

SCUS-94902

94902

SONY COMPUTER ENTERTAINMENT™

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.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.40 per minute live representative assistance
$6.95 - $16.95 for tips by mail
$5.00 - $20.00 for card refresh

Within Canada: **1-900-451-5757**
$1.50 per minute pre-recorded information

For US callers, game counselors are available 7AM-7PM, 7 days a week, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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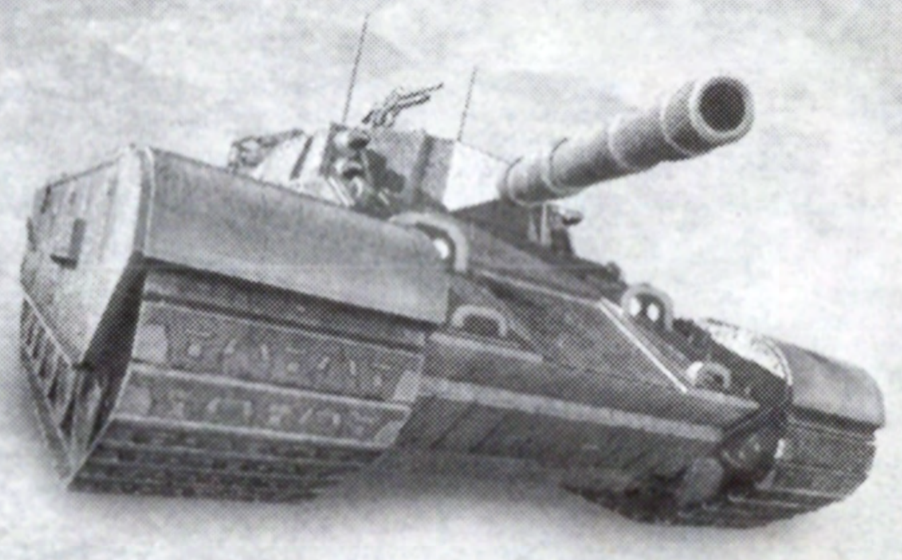
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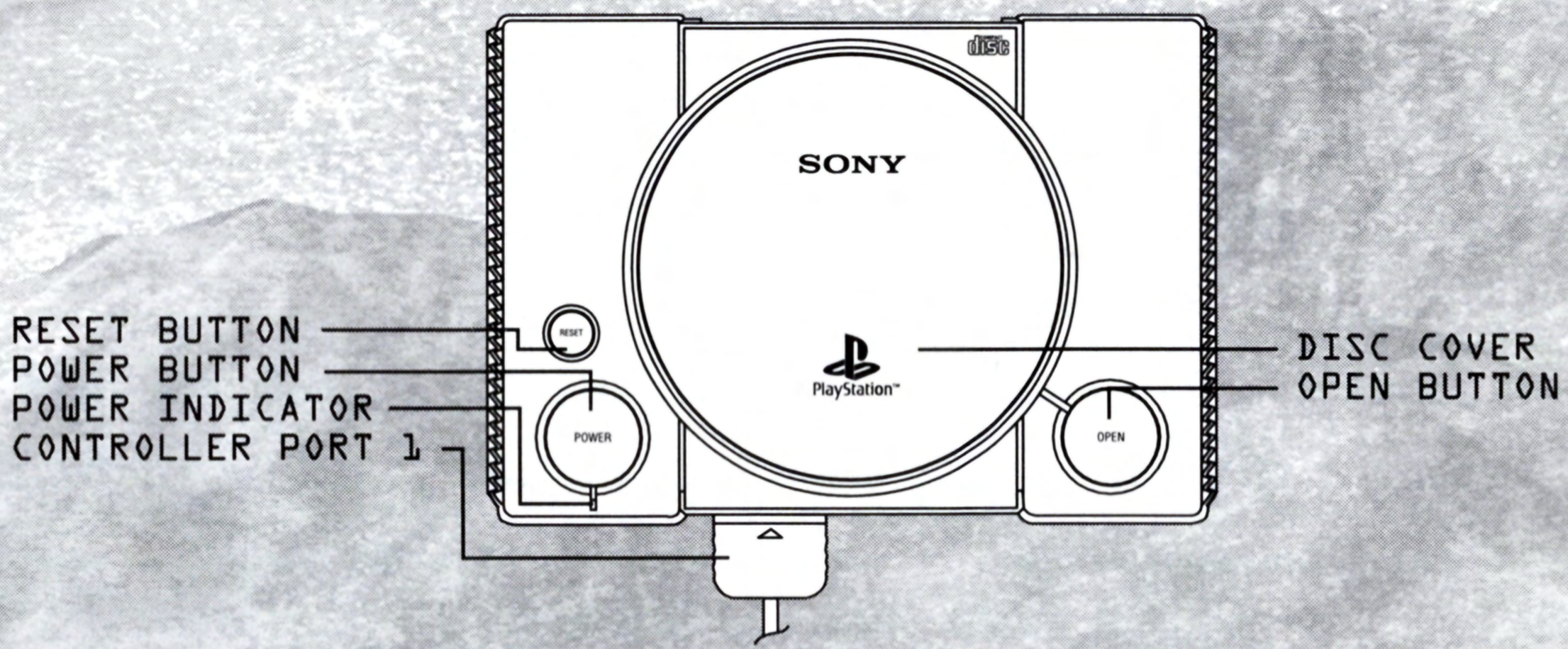
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STEEL REIGN™

>CLOSE THE HATCH



SETTING UP

1. Set up your PlayStation game console according to the instructions in its instruction manual.

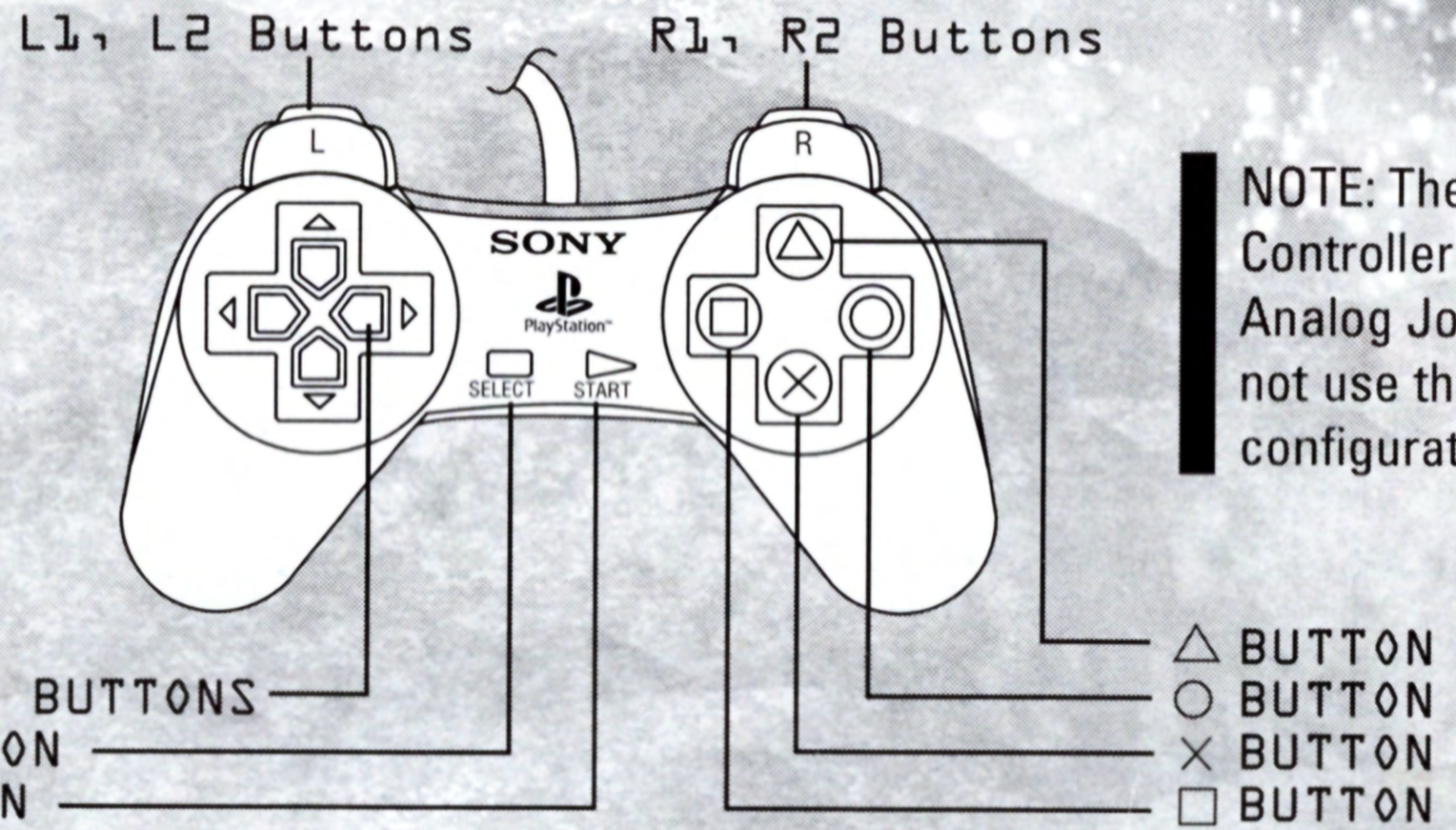
2. Connect the controller to controller port 1.

3. Open the CD door and insert the compact disc, label side up.

4. Close the CD door and turn ON the PlayStation game console.

5. The opening sequences and demonstration will begin. Press Start for the Title Screen. Press Start again to display the Opening Menu.

>TAKE CONTROL



NOTE: The Analog Controller and Dual Analog Joystick do not use this button configuration.

The game controls can be set in three configurations: BEGINNER, THUMB SAVER and EXPERT. You may view and access your control options through the Options Menu at the Title Screen or by pressing the Start Button during a game. The following control descriptions are for the default configuration (BEGINNER):

DIRECTIONAL BUTTONS

Control your tank's direction. Left and Right control lateral direction while Up and Down control movement forward and in reverse.

SELECT BUTTON

Use the Select Button to change the view. You can choose between TURRET VIEW, FIRST PERSON VIEW and ABOVE VIEW.

START BUTTON

Press the Start Button to pause the game and to access the Options Menu.

L1 and R1 BUTTONS

Control the turret direction. L1 slides/turns the turret to the left while R1 slides/turns the turret to the right.

L2 and R2 BUTTONS

Control the Cannon Position. L2 raises the Cannon while R2 lowers the Cannon.

R1 and L1

When these buttons are pressed together, the turret will automatically center (in Manual Aim and Partial Auto Aim only).

SELECT + TRIANGLE BUTTON

Press these two buttons simultaneously to access the in-game map.

START + SELECT

Press these two buttons simultaneously to perform a soft reset.

SQUARE BUTTON

Toggle through and select from the tank's arsenal for Weapon Port #1.

X BUTTON

Fire the selected Weapon from Weapon Port #1.

TRIANGLE BUTTON

Toggle through and select from the tank's arsenal for Weapon Port #2.

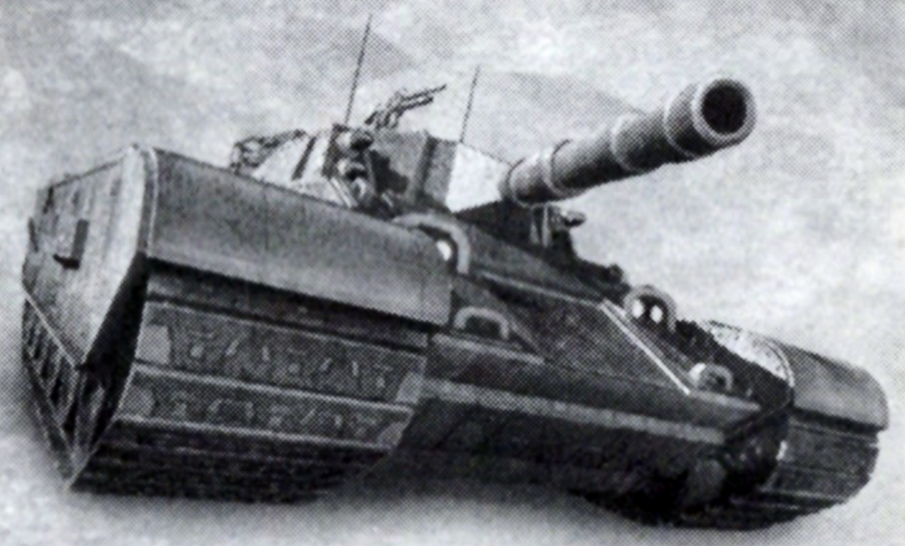
CIRCLE BUTTON

Fire the selected Weapon from Weapon Port #2.

>THE REIGN OF STEEL BEGINS

In 2030, after years of prosperity, the world is once again on the brink of destruction. Tensions among the nations, coupled with a world-wide depression, have driven country after country down the road to despotism and military domination.

Gerald Storm and Lewis Reign both were accepted into the prestigious Military Institute of Technology, their paths seemingly destined for glory. Both excelled in their chosen fields of Armored Assault Vehicle Design and Implementation, and upon graduation they went immediately to command assignments in the Crimean Conflict, rising to the level of general officers in record time.



The two officer's competitive, almost antagonistic relationship escalated, and shortly after his appointment as executive aide to the Chief of Staff, Storm used his influence to reassign Gen. Reign to a remote facility in the nuclear-ravaged wastelands of what used to be the southwestern United States, to command the development of the next generation of armored assault vehicles.

Storm assembled his commanders and began his revolution by declaring martial law, and planned the capture of the experimental super tanks in development under the direction of Gen. Lewis Reign, and of course, the capture of Reign himself.

Knowing instinctively that Storm would need the super tanks to successfully complete his revolution, Reign downloaded all the existing files that would allow construction of the super tanks onto a recordable CD, then put a 9 mm slug through the motherboard, forever closing the door on Storm's ambition.

As the fates of Storm and Reign hurtle toward the ultimate confrontation, the world hangs in the balance. If Storm wants the plans badly enough, he must pry them from Reign's dying grasp.

>GETTING STARTED



Once the game loads, you are presented with the Title Screen and the Main Menu where you can choose from New Game One Player, New Game Two Player, Load Game, and Game Options. Use the Directional Buttons to highlight your choice and press the X button to select.

New Game One Player

Starts the single player arcade or quest game (at the first level).

New Game Two Player

Starts the head to head 2 player game (you choose the level).

Load

Once a level is completed it can be saved from the Mission Debriefing Screen. A saved game will be assigned a standard military alpha term. For example, STEEL REIGN ALPHA, then bravo, charlie, delta, and so on.

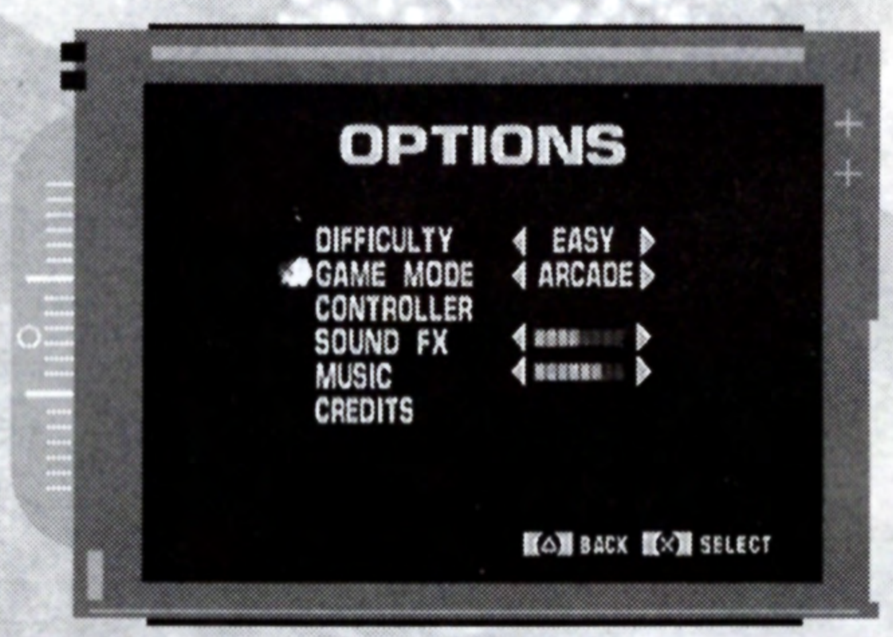
NOTE: Each saved game will be assigned **the next available alpha term**. For example, if Steel Reign Alpha is saved over and becomes Steel Reign Delta, Steel Reign Alpha is now available and will be used for the next saved game.

Game Options Menu

DIFFICULTY

This option allows the gamer to alter the difficulty of the game before it is started. The degree of difficulty is determined by such variables as number of enemies, availability of weapons and enemy intelligence.

GAME MODE
Choose between Arcade and Quest modes. Arcade mode allows players to change tanks between each level plus the ability to gain access to new tanks by finding bonus tank power-ups on each level. In Quest mode, the player must play the entire game with the tank of his choice, carrying weapons and tank conditions across all levels.



CONTROLLER
Choose this option to select an alternate controller configuration.

SOUND VOLUME
This allows adjustment of the sound effects volume.

MUSIC VOLUME
This allows adjustment of the background music volume.

VIEW (only available on in-game options menu)
Allows the gamer to select the camera view used during gameplay. Options include first person (First), third person behind the tank (Above) or third person overhead (Turret). The Select Button toggles views during gameplay.

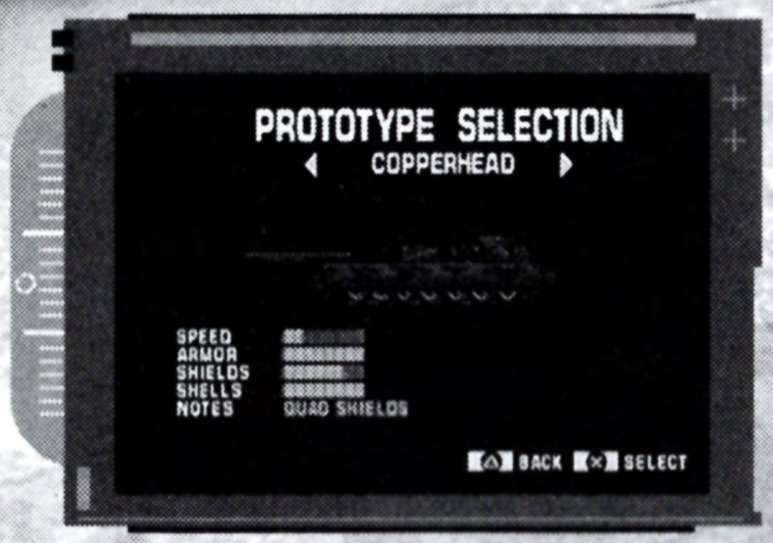
AUTO AIM (only available on in-game options menu)
Allows the player to set the degree of control for targeting and aiming. The Auto Aim feature comes in three settings:

Full Auto Aim: Enemy vehicles and equipment are targeted automatically for both the horizontal and vertical axis. The player need only drive and shoot.

Partial Auto Aim: Enemy vehicles and equipment are targeted automatically on the vertical axis while the player controls the horizontal aim.

Manual Aim: Enemy vehicles and equipment are targeted on the vertical axis only, but the player has the option of overriding and adjusting vertical aim. The player must control the horizontal aim as well.

>PROTOTYPE SELECTION



During the pre-game segment, players are still within the hidden military base. Users need to choose a chassis type from the existing prototypes.

In Quest mode, this screen is available only at the beginning of the game, thus the chassis must be chosen carefully, since it cannot be altered during the game. Of course, weapons and equipment are a different story, since they can be depleted and replenished during gameplay. During the chassis selection phase, the player will toggle through graphic representations of the various tanks as well as textual descriptions of their attributes and storage capacities (which will be different for each prototype).

In Arcade mode the player will be presented with this screen after the mission debriefing once a level is completed. The player will always be able to choose one of the available prototypes for the next mission. More tanks will be available if the last mission was completed thoroughly.

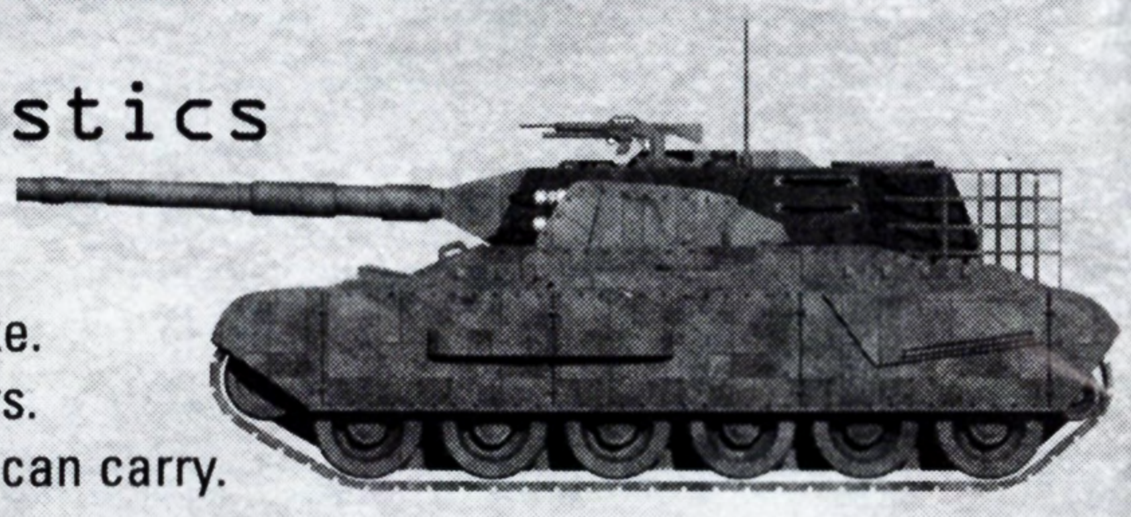
Prototype Selection Controls

The player can move through the selectable vehicles by using the left and right arrows on the Directional Buttons. Each vehicle will be displayed along with its name and vital statistics. The X Button selects the current vehicle.

The prototype information given includes: chassis name, speed, armor and shield strength, maximum shell capacity and special notes about the chassis.

Prototype Characteristics

Name: The name of the chassis.
Speed: The speed of the tank.
Armor: How much damage the tank can take.
Shields: The strength of the shield generators.
Shells: The amount of ammunition the tank can carry.



Prototype Propulsion

Players can choose among hover tanks, armored cars, and tracked vehicles. The differences in propulsion also involve some differences in tank design and capabilities.

HOVER

These tanks are designed to hover, are forced to have a fixed main gun, and do not have the benefit of a rotating turret. However, they do have the ability to "slide" sideways, avoiding missiles and obstacles or running circles around opponents. Beginners often start with hover tanks since they are much easier to control than turreted vehicles. Hover tanks can also strafe opponents and are, as a rule, faster than their treaded counterparts. Hover tanks are forced to be lighter, and therefore cannot carry the same load and have only a single shield generator.

ARMORED CARS

Armored cars are slightly less armored than treaded tanks but are generally faster. Armored cars also benefit from quad shield generators (for each side of the tank) and a rotating turret.

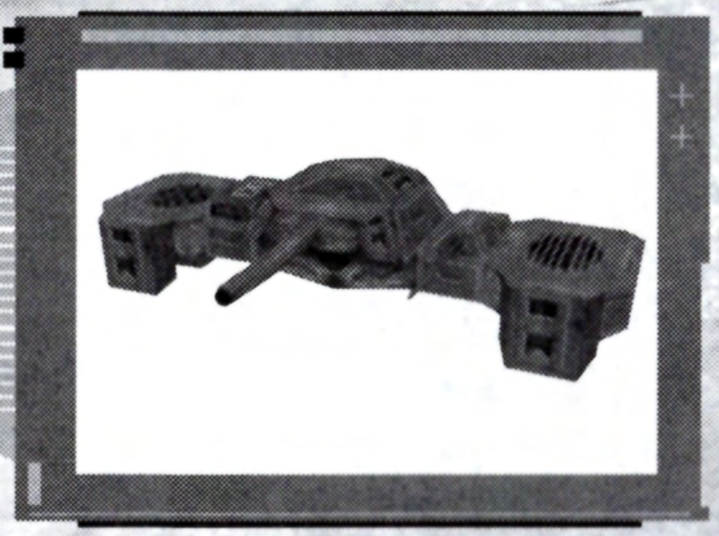
TRACKED VEHICLES

Tracked vehicles (tanks with treads) definitely have an advantage in a toe-to-toe fight. With stronger armor and quad shield generators (for each side of the tank) they can easily sustain more damage than a hover tank. A rotating turret also allows for more versatility in a confined space. Tracked vehicles are not as maneuverable or as quick as hover tanks.

A COMMENT ABOUT SHIELD GENERATORS

Each shield generator creates its own energy dampening field whose configuration is adapted to the vehicle. Because of weight issues, hover tanks have a single generator whose field encompasses the entire vehicle. A disadvantage to this approach is the fact that damage coming from a hit on any side of the vehicle is distributed across the entire shield; thus, once the shield generator is overwhelmed, the vehicle is left without any shielding. Turreted vehicles usually have 4 generators providing coverage to the vehicle's front, rear and sides. If one generator fails, the others are unaffected. Accordingly, a good strategy for turreted vehicles is to "angle" their shields toward incoming fire by rotating the vehicle base. This technique can increase the amount of damage the shield system can sustain and is especially useful against incoming Phoenix missiles which can be seen approaching.

>TANKS



Sidewinder

The Sidewinder is a hover tank. It offers the highest speed with the highest Shield rating, but remember it has only a single shield generator.

Speed:	7/8	Armor:	1/8
Shields:	8/8	Shells:	4/8

Special Weapon: Fires 4 "Fire-and-Forget" missiles simultaneously at up to 4 different targets. A very potent weapon when being attacked by several enemies at once.



Diamondback

The Diamondback is a well-rounded treaded tank.

Speed:	5/8	Armor:	3/8
Shields:	6/8	Shells:	4/8

Special Weapon: An incredibly powerful chain gun, capable of destroying even the strongest armor.



Copperhead

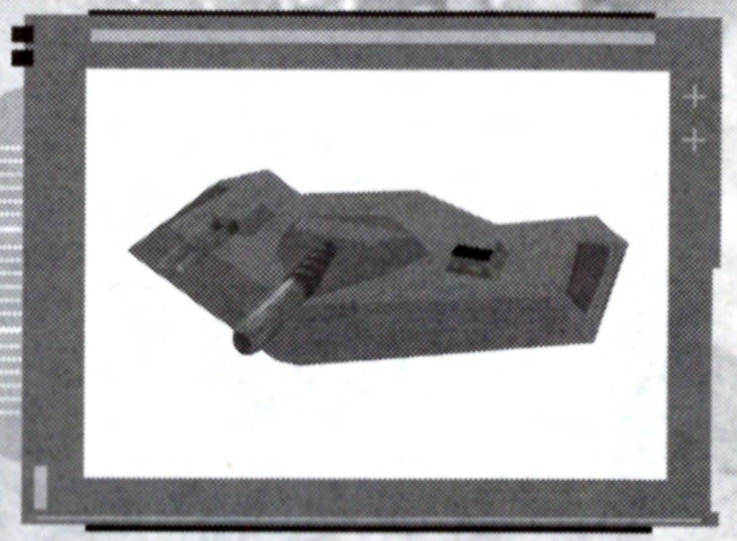
The Copperhead is the largest and heaviest of all the treaded tanks. It also has the strongest armor and shields of all the tank prototypes. For those who don't mind moving slow and can take a lot of punishment.

Speed:	3/8	Armor:	8/8
Shields:	6/8	Shells:	8/8

Special Weapon: A turbo speed boost from onboard rocket engines.

Venom

The Venom is the fastest of all of the hover tank prototypes.

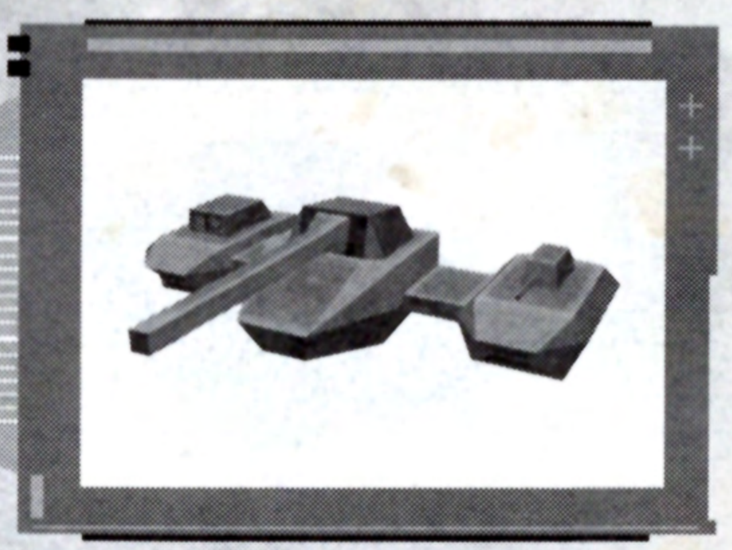


Speed:	8/8	Armor:	1/8
Shields:	4/8	Shells:	1/8

Special Weapon: A plasma burst weapon capable of emitting plasma pulses at high speed in a virtually continuous stream.

Viper

The Viper offers the strongest shield and armor rating of all hover tanks.



Speed:	6/8	Armor:	3/8
Shields:	8/8	Shells:	2/8

Special Weapon: A complex laser system capable of targeting and striking up to 4 targets simultaneously with laser streams. The lasers are roughly equivalent to a Mark II laser.

Cobra

The Cobra is a nimble treaded tank with excellent range and a powerful main cannon. However, the Cobra's shield is very weak.



Speed:	6/8	Armor:	5/8
Shields:	1/8	Shells:	4/8

Special Weapon: A smart cannon system allowing the player to fire and guide cannon shells from their own perspective.



Rattler

The Rattler is a fast treaded tank with strong shields.

Speed:	5/8	Armor:	3/8
Shields:	6/8	Shells:	4/8

Special Weapon: A chaos inducing, metal-searing flame-thrower.



Fang

The Fang is a modified wheeled armored personnel carrier. This tank is very fast for the amount of armor it carries.

Speed:	8/8	Armor:	8/8
Shields:	0/8	Shells:	0/8

Special Weapon: A multi-fire rocket system capable of "net shelling" or raining rockets onto a specified target.



Death Adder

The Death Adder is a hybrid of treaded and wheeled tanks, which gives it speed yet a heavier load carrying capacity.

Speed:	7/8	Armor:	1/8
Shields:	4/8	Shells:	0/8

Special Weapon: A dual-fire phoenix missile system.

Python

The Python is an armored APV designed to allow members of the government to travel around the cities in complete safety. The Python offers excellent mobility and powerful shields.

Speed:	8/8	Armor:	1/8
Shields:	6/8	Shells:	0/8

Special Weapon: A roof-mounted rocket launcher.



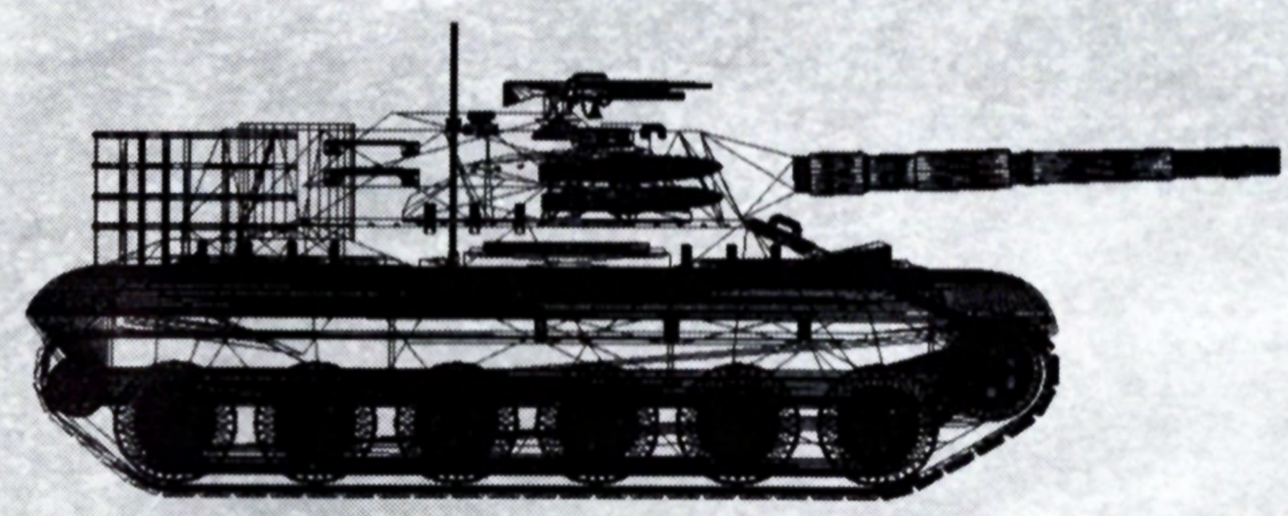
Desert King

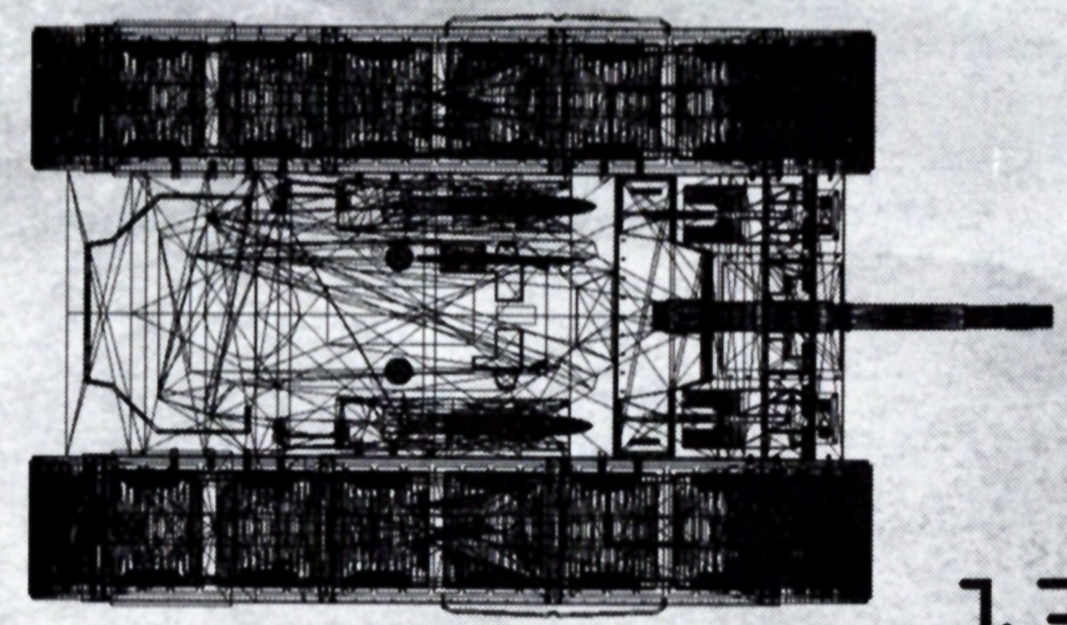
The Desert King was designed to be the main battle tank for the army. It is the most well-rounded of all of the treaded prototypes.

Speed:	5/8	Armor:	4/8
Shields:	6/8	Shells:	6/8

Special Weapon: Ionic pulse cannon capable of emitting ion pulses at a high-speed in a virtually continuous stream.







>WEAPON POWER-UPS





Shield

Restores your shield and armor to full power.



Chain Gun

This weapon comes as standard equipment on all tanks. The Chain Gun works extremely well against lightly armored targets such as personnel and aircraft. The main benefit of the Chain Gun is that it never runs out of ammunition. Also, the Chain Gun rounds pass right through shields and hit armor directly.



Ion Cannon

This weapon offers a high rate of fire while still delivering a solid punch. Also, this is an energy weapon, so it does not have an arcing trajectory; this makes it ideal for beginning users and anti-aircraft. It is well suited for draining shields.



Plasma Cannon

This weapon is more powerful than the Ion Cannon and is lobbed to hit higher enemy objectives. However, there is a slower rate of fire.



Main Cannon

The main cannon is the most powerful of all the weapons in your arsenal. It is devastating to all enemy targets and is not affected by shields. This unique weapon also inflicts collateral damage so there doesn't need to be a direct hit to cause damage to the target.



Laser I

This weapon allows the user to direct a beam of energy at an enemy target. The Laser I is effective against armor, aircraft and personnel.



Laser II

This weapon is a more powerful version of the Laser I.



Phoenix Missile

This missile is a "Fire and Forget" missile. It is extremely effective against aircraft and armor.



Guided Missile

Once fired, this missile is guided via the awesome Missile Cam™ located in the cone of the missile. The operator can direct the missile by pressing left or right on the Directional Buttons. This missile is effective against ground targets only and renders the user vulnerable while in flight. Once fired, you are locked into controlling the missile until it explodes or runs out of fuel. The Guided Missile offers pin-point accuracy even from far away. Weapons can be changed by pressing the Weapon Select button of the port it was fired from.



Mine

This is a timed-fuse mine which is detonated within two seconds of being placed. Shields offer no defense against mines.



Special

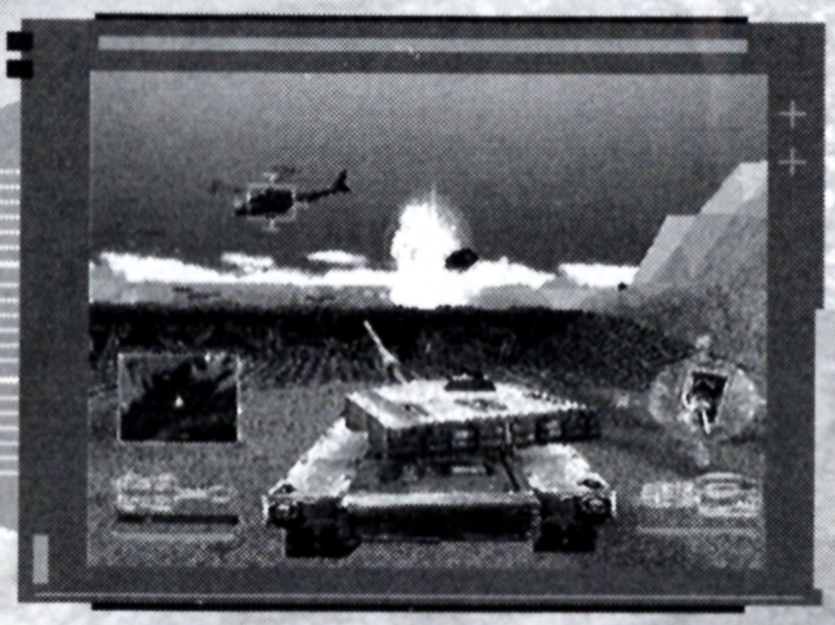
This recharges the tank's special weapon.



Bonus Tank Power-Ups

You may choose from 3 basic tanks when beginning a game. However, there are Bonus Tank Power-Ups which you can acquire in Arcade Mode (not available in Quest Mode). Once picked up, these power-ups will add a new tank to your list of available prototypes, which becomes selectable, in Quest or Arcade Mode, even after restarting the game.

>MISSION OBJECTIVES



Stage 1

FLEEING THE HIDDEN BASE

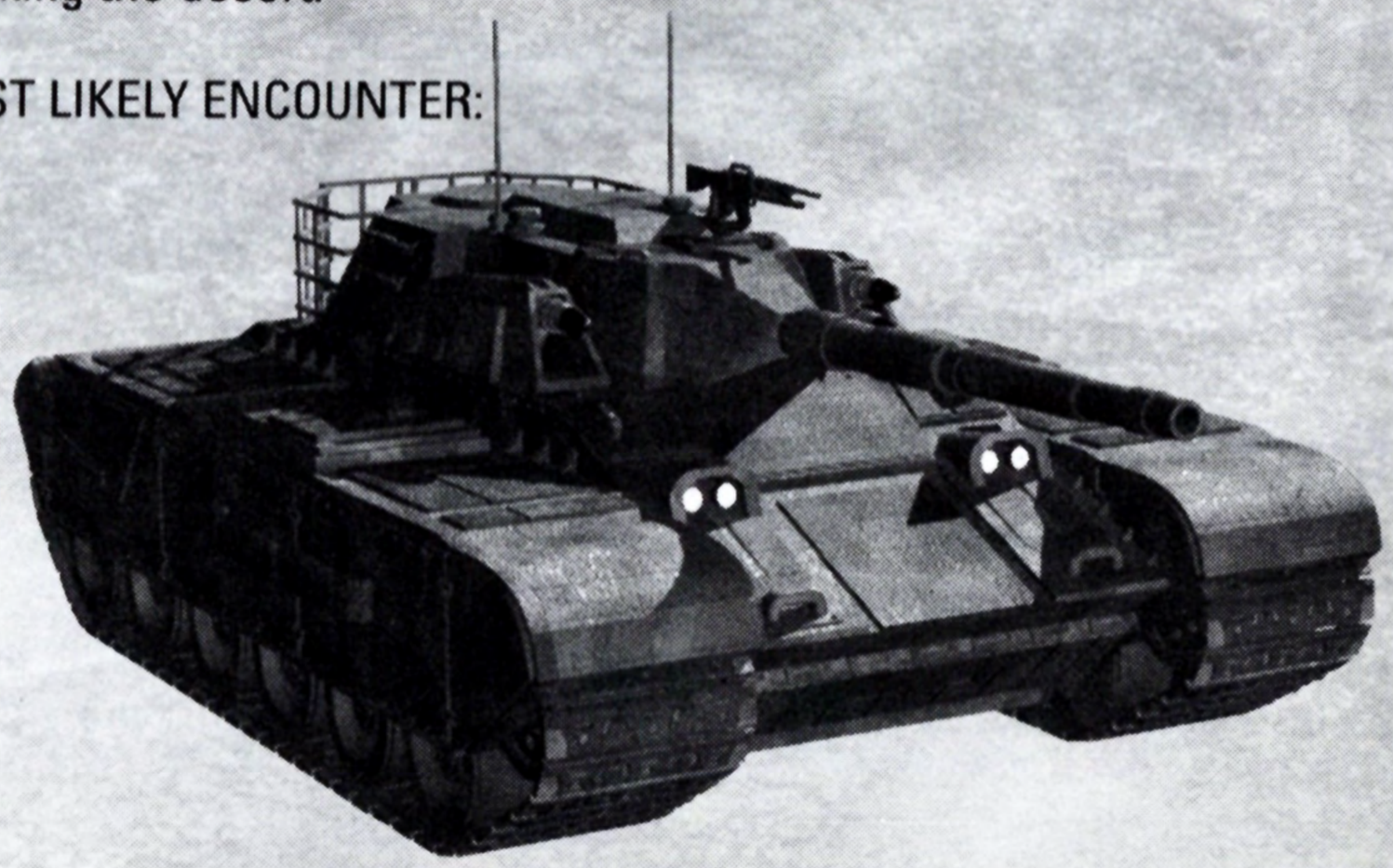
Enemy forces are moving against your hidden base. You must flee the base, starting your trek to the Citadel to face General Storm.

BEFORE LEAVING THIS LEVEL YOU MUST:

- Destroy the militia encampment which is a collection of light trailers at the base of the mountains to the east. Watch for militia members armed with armor-piercing weapons.
- Destroy the radar installation. This will make it difficult for the enemy to track your movements, preserving the element of surprise for later levels.
- Destroy the bridge guardian. The enemy has been using the northern bridge to move troops and equipment from Sjoberg City to the desert. By destroying the mobile bridge defenses, Government forces may be able to use the bridge. You may decide to destroy the bridge yourself to prevent the enemy from retaking the desert.

ON THIS LEVEL YOU WILL MOST LIKELY ENCOUNTER:

- Helicopters
- Level 1 tanks
- Militia Infantry
- Enemy fortifications: Mines, Gun Emplacements, etc.



Stage 2

THE OCCUPIED CITY

Enemy forces have occupied Sjoberg City and declared martial law. The streets will be alive with enemies, so you'll have to fight your way through. Most of the civilian population has either fled or is hiding inside the city buildings, so the risk of hurting innocents is minimal.



BEFORE LEAVING THIS LEVEL YOU MUST:

• Destroy all the enemy-occupied buildings. Three buildings have been annexed as makeshift command centers. Knowing Storm, these buildings will somehow be marked with his regime's symbol.

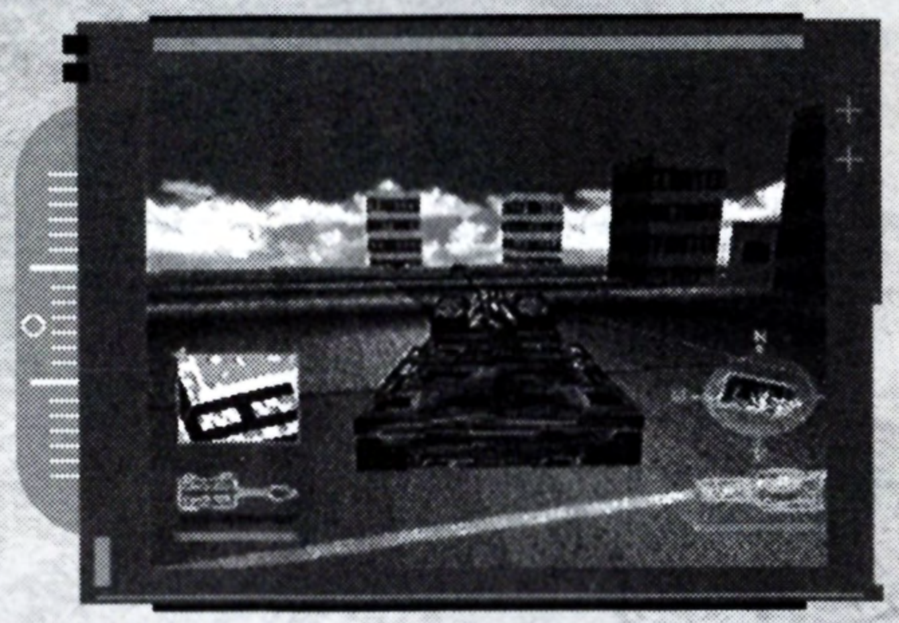
• Plunder the munitions depot. Storm's forces are using the cities as staging areas. There is a munitions depot storing hi-tech weaponry in the eastern part of the city.

• Destroy the HQ commandant. Reports indicate that one of Storm's commanders has been dispatched to Sjoberg City to establish a regional HQ. There hasn't been enough time to fully install the HQ, but the commander is surely there. Use caution, for Storm's generals are all excellent tank commanders.

Stage 3

THE ENEMY AIRBASE

On the northern outskirts of Sjoberg City in the desert terrain is Kenner Airbase. Many of the enemy forces you've been fighting have come from this base. It is also the source of the air supremacy that's been keeping the scattered government forces pinned down. You'll need to cripple the base's ability to support aircraft. Of course, causing as much havoc here as possible will certainly throw a wrench into Storm's plans.



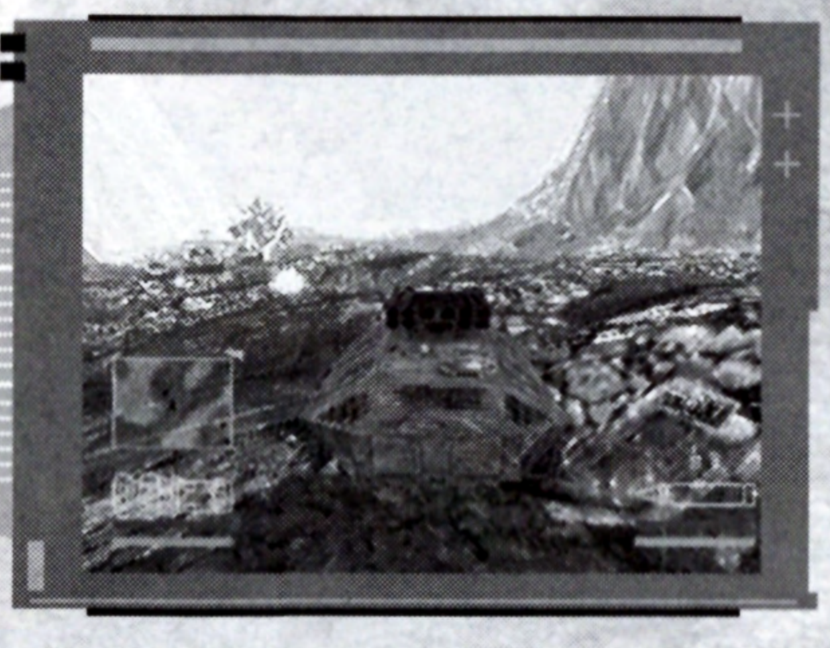
STAGE 3-CONTINUED

BEFORE LEAVING THIS LEVEL YOU MUST:

• Destroy the radar and control towers, essentially blinding the base.

• Mine the runway. Rendering the runway inoperative will slow restoration of the base's usefulness and ground any planes you don't destroy. The radar map will indicate where to drop the mines. Destroy each red dot on the runway to complete this objective.

• Destroy the intelligence building. This building controls the intelligence gathering and distribution of information for the surrounding regions.



Stage 4

CANYON RUN

Across the bay from Kenner Airbase lies a series of deep canyons. These canyons are a great place to hide since radar coverage is difficult even on a good day. Chances are good that enemy forces will be looking for you here, but they can't be sure you didn't head back into the desert. Once they spot you, they'll need to move high up on the walls to send a clear transmission, so move quickly through the canyon maze to avoid enemy reinforcements. Watch out for falling or shifting boulders.

BEFORE LEAVING THIS LEVEL YOU MUST:

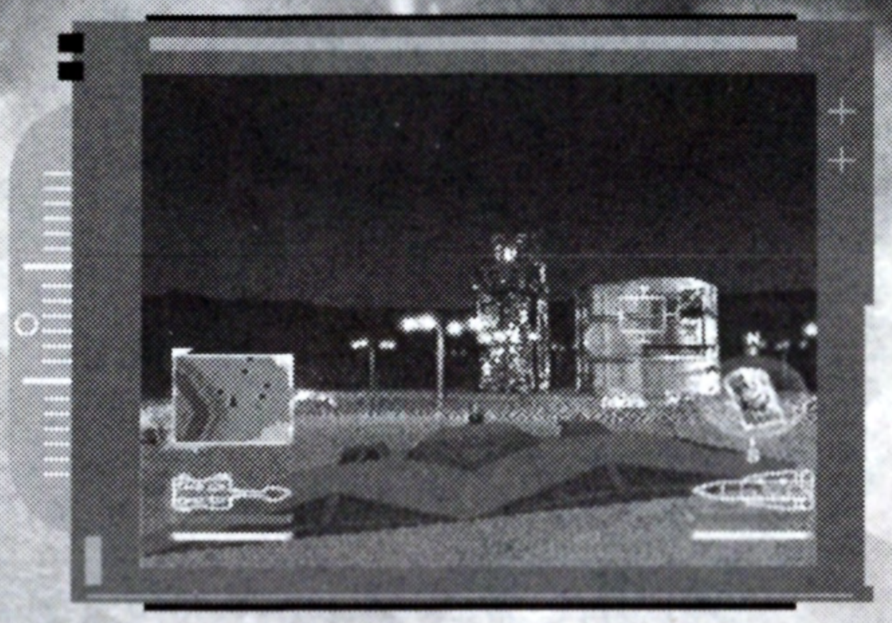
• Destroy the power plant at the northeastern end of the canyons. This will knock out most of the power to Moon City but not cut it off completely.

• Destroy all power substations.

Stage 5

WASTELANDS

Climbing out of the canyons will return you to the northern edge of the desert. Enemy concentrations should be higher here since Storm will be protecting the fuel refinery to the north near Moon City. There has been enough time to install fortifications, so move quickly but cautiously.



BEFORE LEAVING THIS LEVEL YOU MUST:

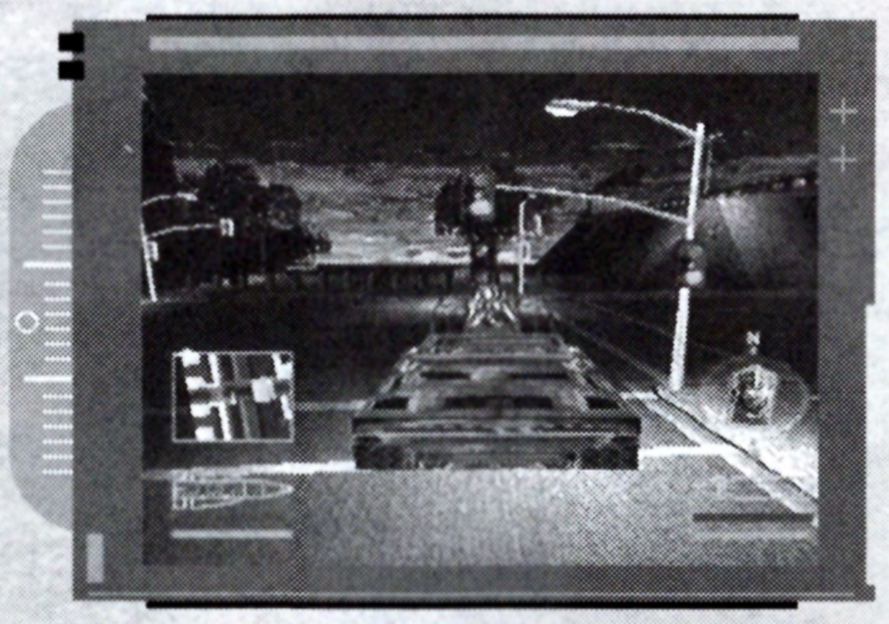
- Destroy any and all oil rigs.

- Destroy the enemy fuel refinery. This will most certainly limit enemy pursuit and will disrupt operations in surrounding areas.

Stage 6

FORTIFIED CITY

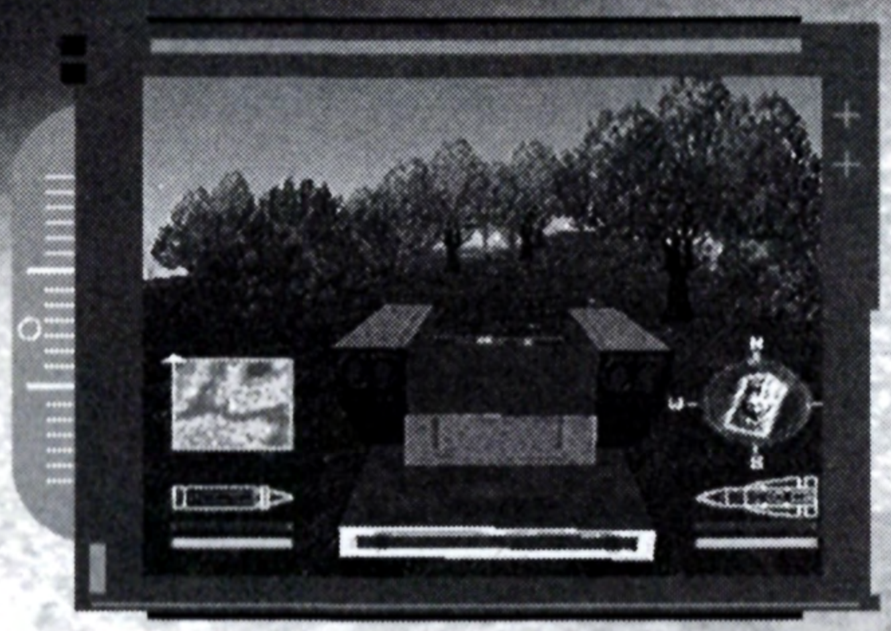
Moon City is the closest city to the Citadel and was the first to fall. Storm's forces immediately commandeered all the radio stations and communication centers to spread propaganda and coordinate his troops' movements. The city is also the logistical support center for his expanding armies. Expect the enemy to be entrenched in heavy opposition.



BEFORE LEAVING THIS LEVEL YOU MUST:

- Take out the convoy carrying hi-tech weaponry before it leaves the city.

- Destroy all communications towers and arrays to shut down Storm's communications network.



Stage 7

FOREST WAR

The Citadel lies to the north through the forest and over the mountains. Storm's forces have set up defensive positions and taken over a satellite uplink center which is now being used to jam government satellites. The terrain here is treacherous with many cliffs dropping off into rivers below. There are also reports that a staging area exists somewhere on the level. In this area you should find tanks used to reinforce operations in surrounding areas.

BEFORE LEAVING THIS LEVEL YOU MUST:

- Destroy the satellite uplink center.

- Demolish the Staging Area.



Stage 8

MOUNTAIN RUN

The site of the Citadel was carefully chosen to be easily defended. The Citadel lies in a desert plain surrounded on all sides by mountains. The "Mountain Run" is the sole ground approach and has been lined with defensive systems to keep outsiders away. Of course, all of these batteries are under the control of the enemy. At the northern mouth of the mountain range lies a missile installation which is capable of bombarding enemies near or above the Citadel. In order for any assault on the Citadel to be successful, this installation must be rendered inoperative.

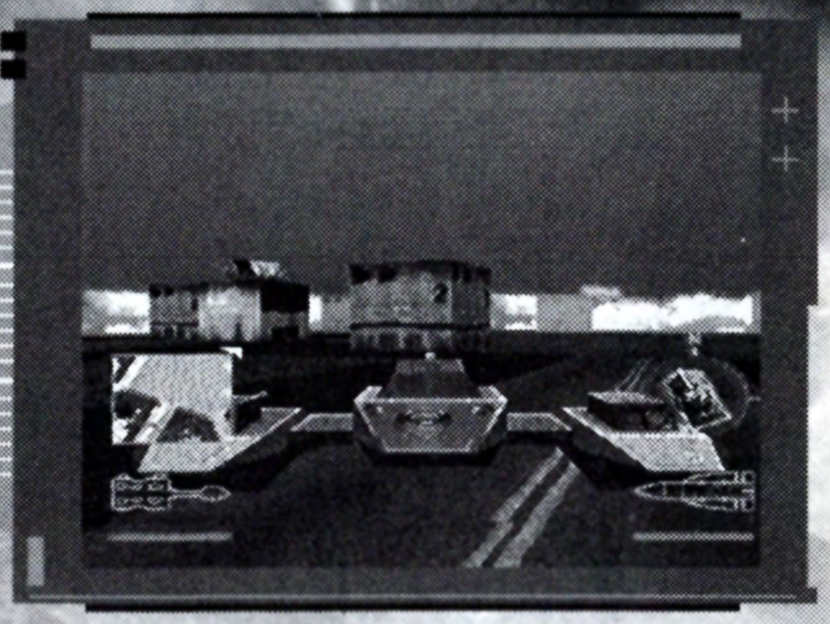
BEFORE LEAVING THIS LEVEL YOU MUST:

- Destroy the missile installation to prevent future attacks against you at the Citadel.

Stage 9

CITADEL GATE

The Citadel is actually a huge underground complex safely buried under tons of hardened concrete. To enter the base and confront the General you must breach the sealed gates. Only by detonating at least 4 atomic mines directly on the gates will the gates be damaged enough to allow entry.



BEFORE LEAVING THIS LEVEL YOU MUST:

- Destroy the Citadel gates and enter the base.

Stage 10

THE CITADEL

Proceed through this underground complex cautiously, for the General's best troops will be here to guard the facility. Remember that the General himself may be second only to you in his tank expertise.



BEFORE LEAVING THIS LEVEL YOU MUST:

- Find and defeat General Storm.

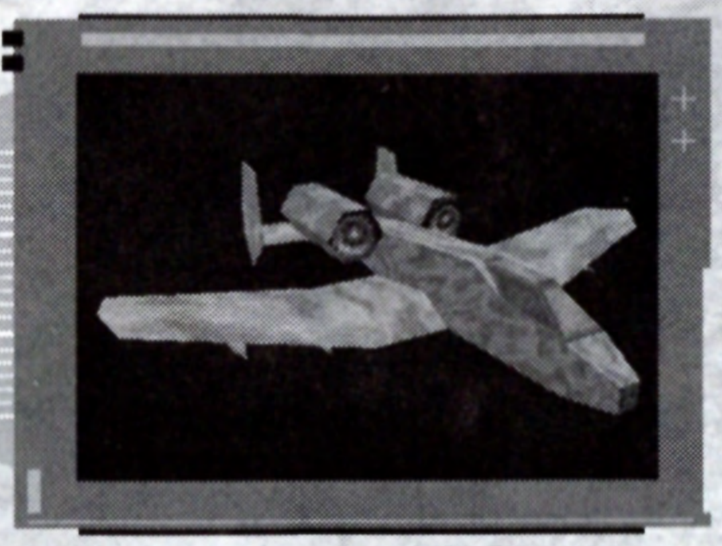
>ENEMY INTELLIGENCE



AH-73 Sioux

HELICOPTER

The Sioux serves as both a reconnaissance and close-air support provider. It is an easy aircraft to fly and offers a low maintenance alternative to some of the more advanced attack helicopters.



A-114A1 Gun Slinger

ATTACK JET

A truly devastating anti-armor weapon, the Gun Slinger is peerless in the area of ground attack. While its main role is that of a tank killer, the Gun Slinger can also provide close air support. The A-114A1 has thick armor, and its simplistic design and redundant systems keep it in the air long after other attack planes would've been shot down. Many of the Gun Slingers still in operation bear the scars of combat.



M-115D Brawler

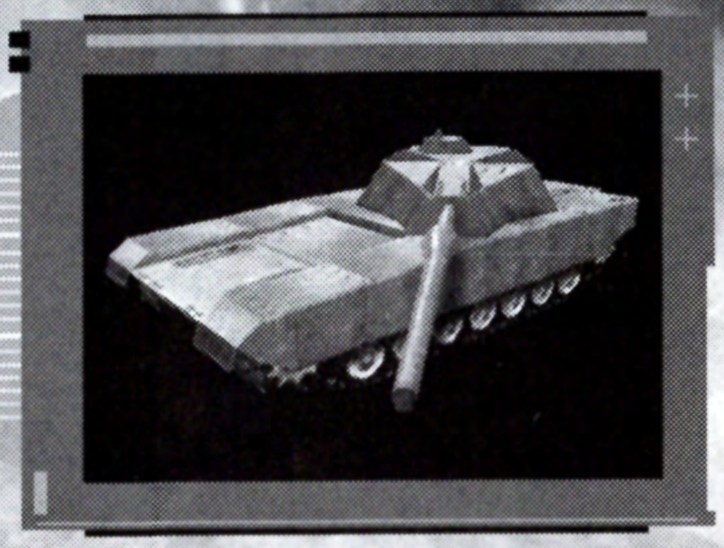
TREADED TANK

The Brawler was originally designed as an escort vehicle for the Mechanized Infantry Units forced to fight in the Eastern European Theater. This vehicle was easily mass-produced and offered an advantage to the outnumbered soldiers of that area. Unfortunately, this lightly armored tank suffered from some reliability problems that caused great casualties for the Brawler crews. The Brawler is infamously known among the rank and file as "The Iron Coffin."

M-107 Grappler

TREADED TANK

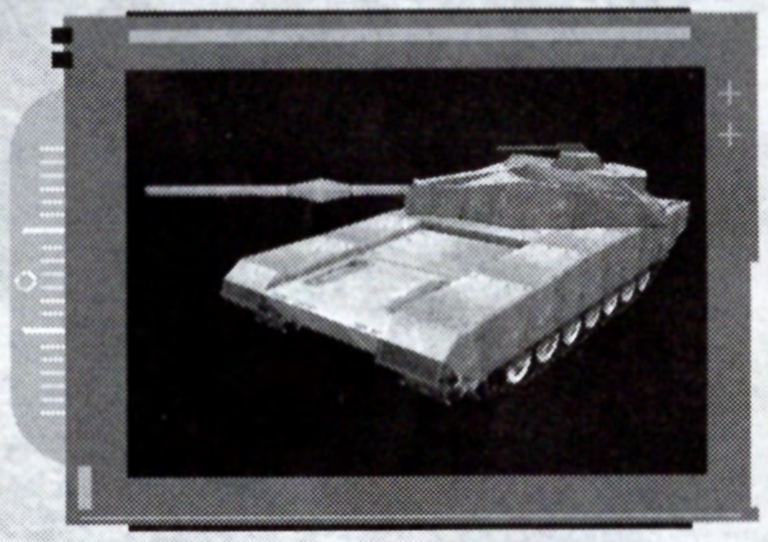
The Grappler was the main battle tank used in the Eastern Conflict. This tank proved to be both reliable and effective in combat. The small number of these tanks now in service makes it easy for crews to maintain. The combination Turbine-Diesel/Electron Diffusion (TDED) engine became the standard for Eastern Alliance military vehicles.



M-105 Bruiser

TREADED TANK

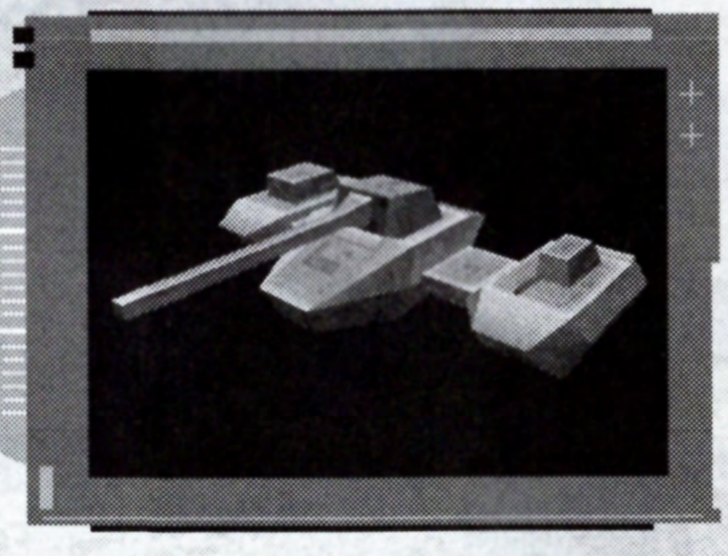
The Bruiser was used primarily as a heavy assault tank. Tank crews were well protected by the Bruisers' thick armor. Bruisers are slowly being phased out with preference given to the Grappler.

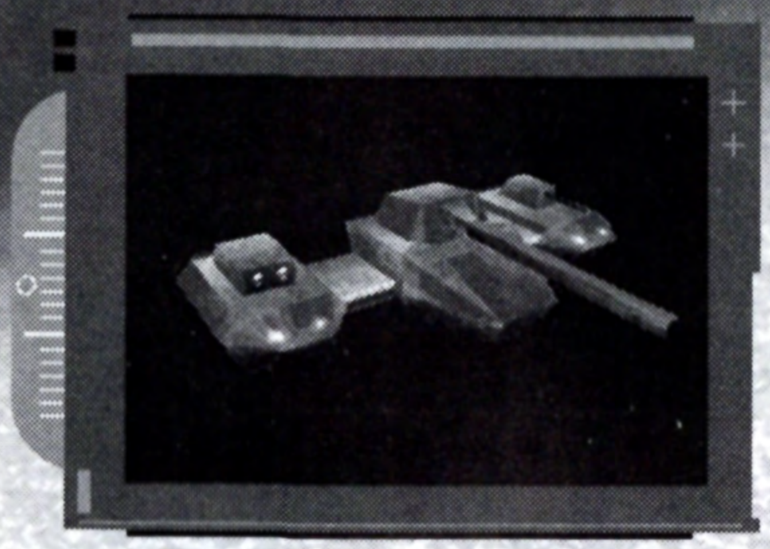


M-117x Gladiator

HOVER TANK

The Gladiator entered combat only in the final months of the conflict. The hard lessons learned in the early part of the conflict were well used when designing this tank. The Gladiator was the first of the standard-production hover tanks. Although lightly armored, its speed and mobility caused great confusion among enemy units. The Gladiator almost single-handedly brought armor into guerrilla warfare.

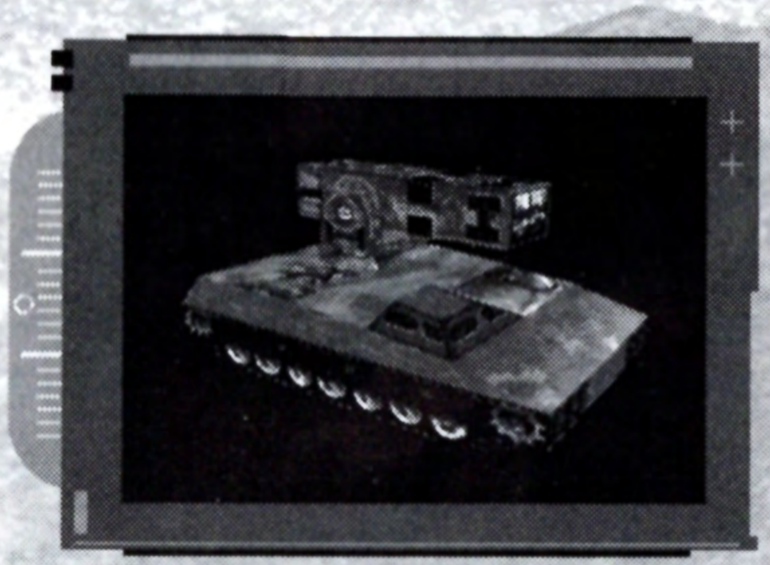




M-119x Bantam

HOVER TANK

The Bantam was designed as a faster version of the Gladiator. Reconnaissance units employ the Bantam for scouting as well as low-intensity fighting.



M-11 Scrapper

MLRS

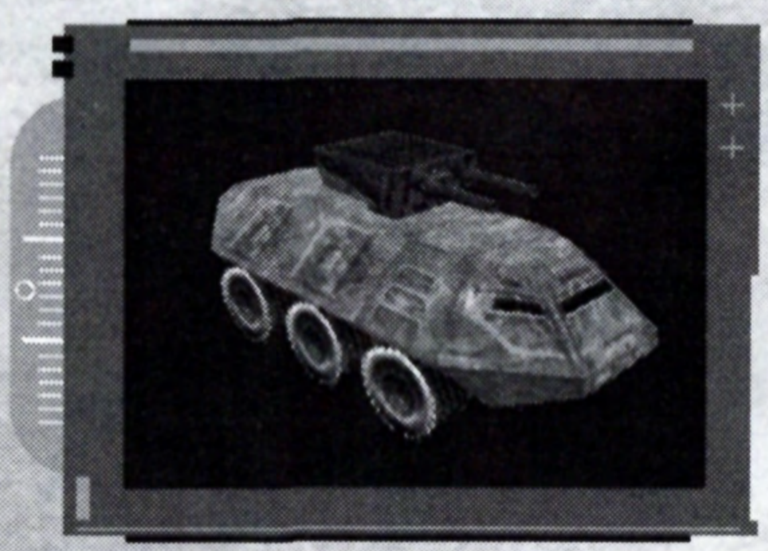
The Scrapper is a Mobile Launcher of Rocket Systems (MLRS) designed to give field commanders a high concentration of fire at a moment's notice.



M-13 Boxer

MLRS

The Boxer is similar in design to the Scrapper but can be fitted with anti-armor rockets. The Boxer has also been fitted with better armor and a more sophisticated shield system.



M-303 Chariot

APC

The Chariot was the first APC to use the TDED engine. This enabled the Chariot to keep up with the Grappler tanks and bring large numbers of troops into enemy-occupied territory.

MP-3

POLICE CAR

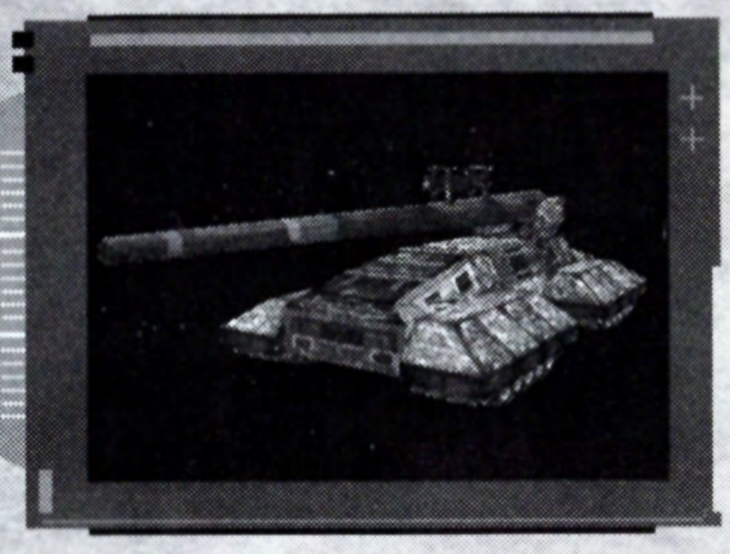
The MP-3 was designed to give Military Police units a higher degree of firepower. The MP-3 is also employed by reconnaissance units and for long-range patrols. There is also a utility version of the same vehicle: the UV-3.



M-77 Long Strike

ENEMY BOSS

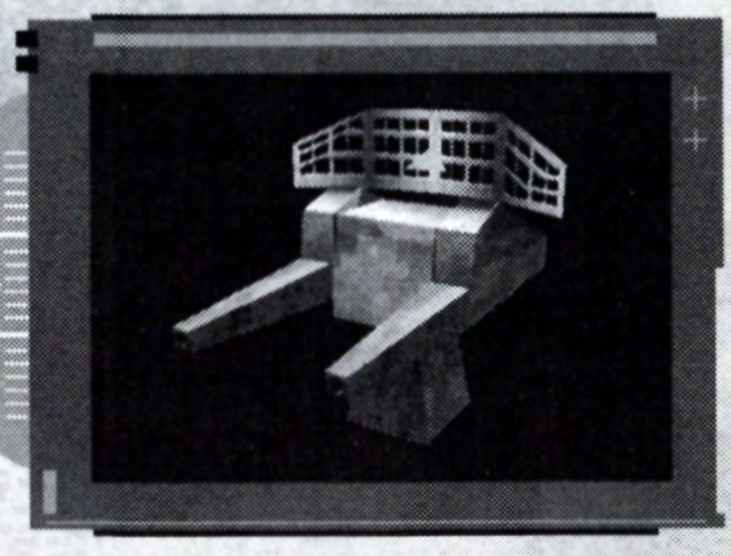
The Long Strike was originally designed to be fitted to a rail system and pulled by a train. After careful review, and the introduction of the TDED engine, engineers were able to fit four modified Grappler chassis to the undercarriage of the Long Strike. Known as the "Screaming Gun" by opposing forces, the Long Strike proved to be extremely effective in the field.

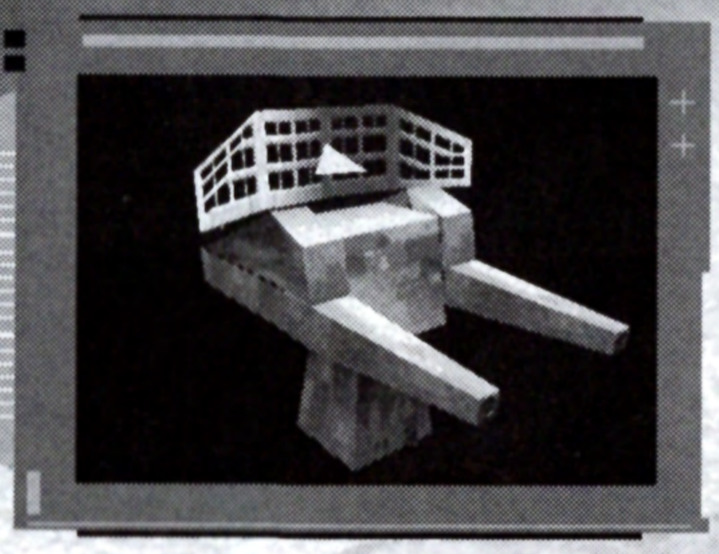


M-233A

GUN EMPLACEMENTS

The M-233A works as both anti-aircraft artillery (AAA) and against ground targets. The M-233A's high rate of fire and relatively low heat signature make it a formidable enemy when it is defending a position. Also, the M-233A has the ability to be automated: an on-board computer can track movement and even distinguish between friendly and enemy targets via a radio receiver that monitors transmitters in friendly vehicles.





M-22 Osprey

STATIONARY ROCKET LAUNCHERS

The Osprey is primarily an anti-armor weapon but can be used for anti-personnel as well. Designed to give logistics and low-echelon combat support units a defense against armor, this system was soon transferred to the front lines. The ease of use and rapid set-up and break-down time make it ideal for front line defense.



XM-01 Lightning Rod

LASER TOWERS

The Lightning Rod is still partially in the experimental phase. Produced close to the end of the conflict, it has never been deployed in significant numbers. Although highly impractical and not overly dependable, this weapon makes up for that in the sheer panic that it creates in enemy units.



Sports Utility Vehicle

MV-09 PYTHON

The Python is a wheeled tank designed to allow members of the government to travel around the cities in complete safety without attracting unwanted attention.

>GAME TIPS

• The default settings for Control and Auto Aim are intended for beginners. Once you get the hang of things, graduate to Manual Aim and Turret Freak modes.

• Every tank can fire 2 different weapons simultaneously. Take advantage of this. Learn what weapons to have selected when.

• Use the right weapon for the job. Don't waste powerful weapons on weaker enemies.



• Learn to angle your shields when using a turreted tank.

• Use the radar map. It can reveal enemies, power-ups, river crossings, etc., at close range. Enemies appear as red dots, power-ups as blue dots.

• The red arrow around the perimeter of the radar map points the direct path to the next objective, but be aware that it DOES NOT take into account obstructions like rivers and buildings so you may need to navigate around these obstacles to reach your destination.

• Sometimes strategy is better than speed, sometimes it's not. Pick your fights and flee from others.

• Use the in-game map often. Pressing Select + Triangle brings up the map within the game. The map updates you on objectives and tank status while helping you formulate attack plans.

• The Auto Aim defaults to "partial", but "full" is the easiest mode for beginners.

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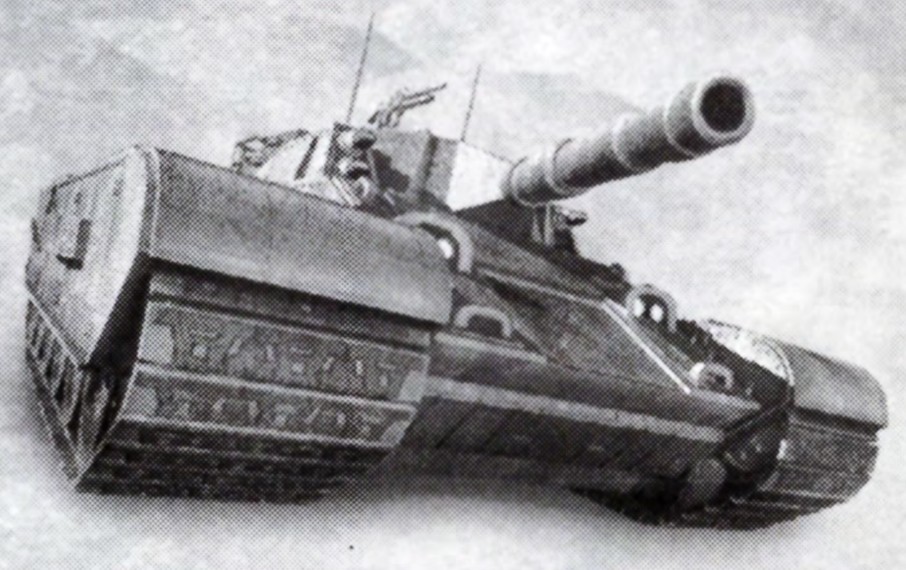
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