

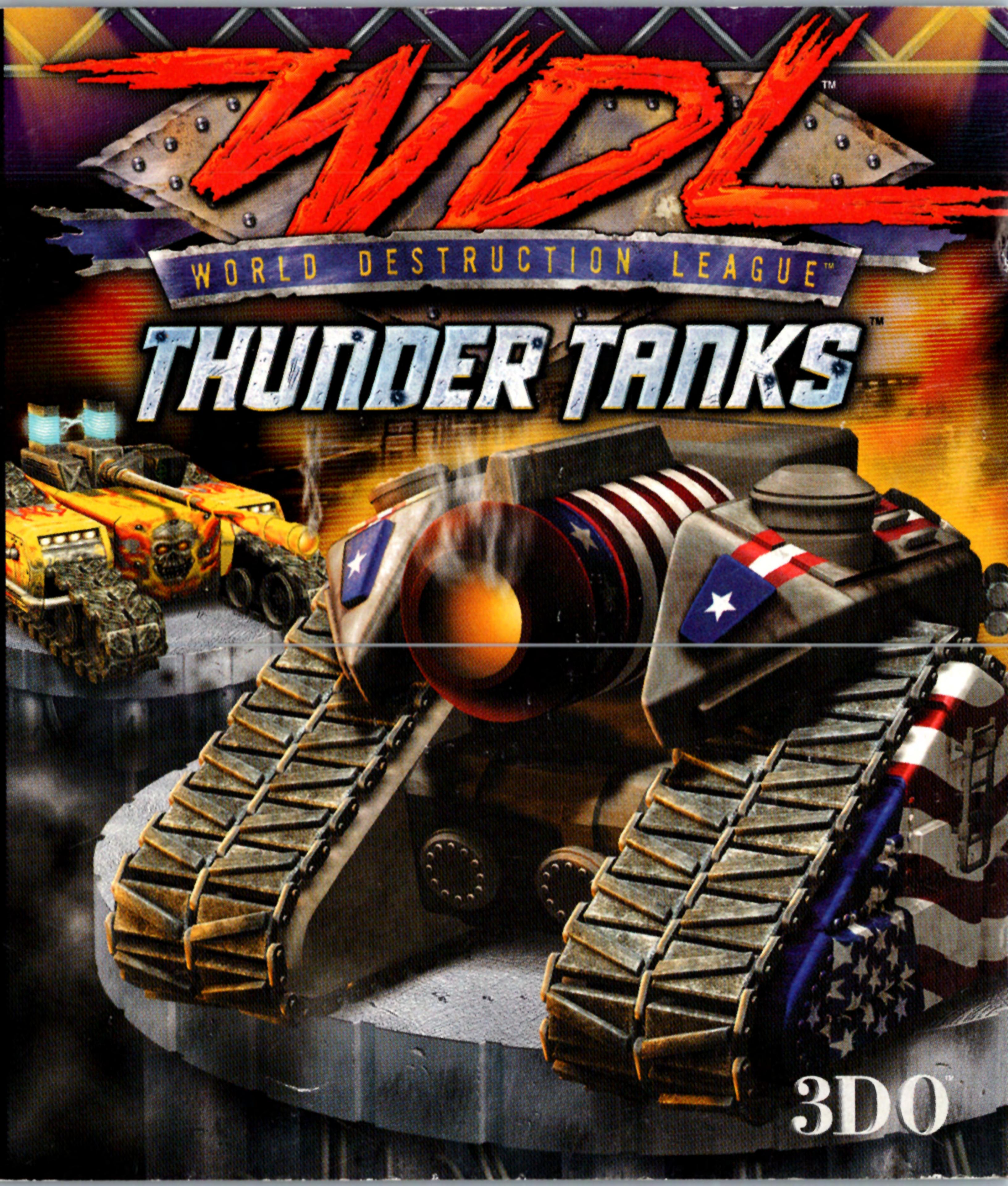


NTSC U/C

PlayStation®  
CONFESSION



SLUS-01175  
PMN-5098-151



3DO

## **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.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **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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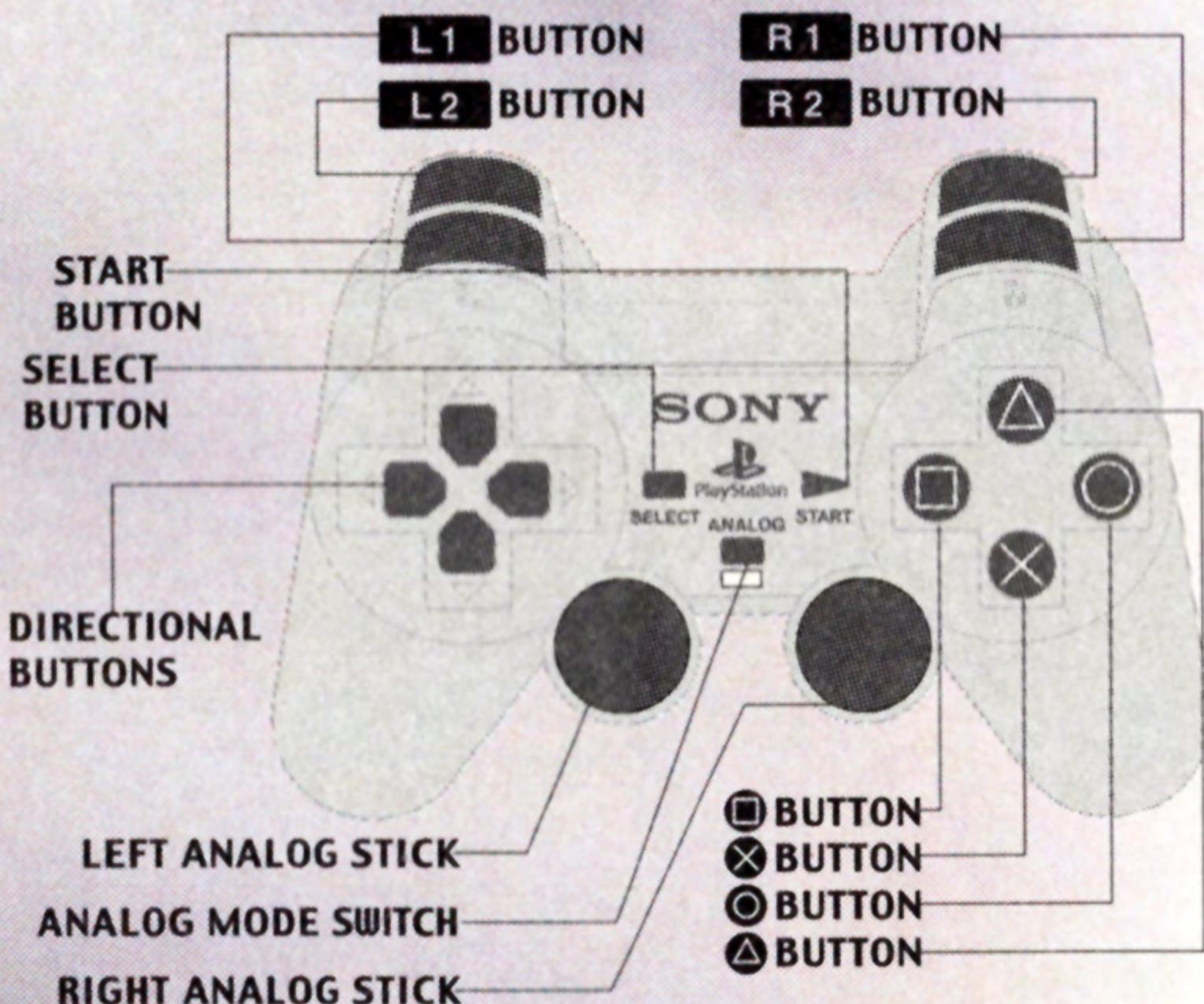
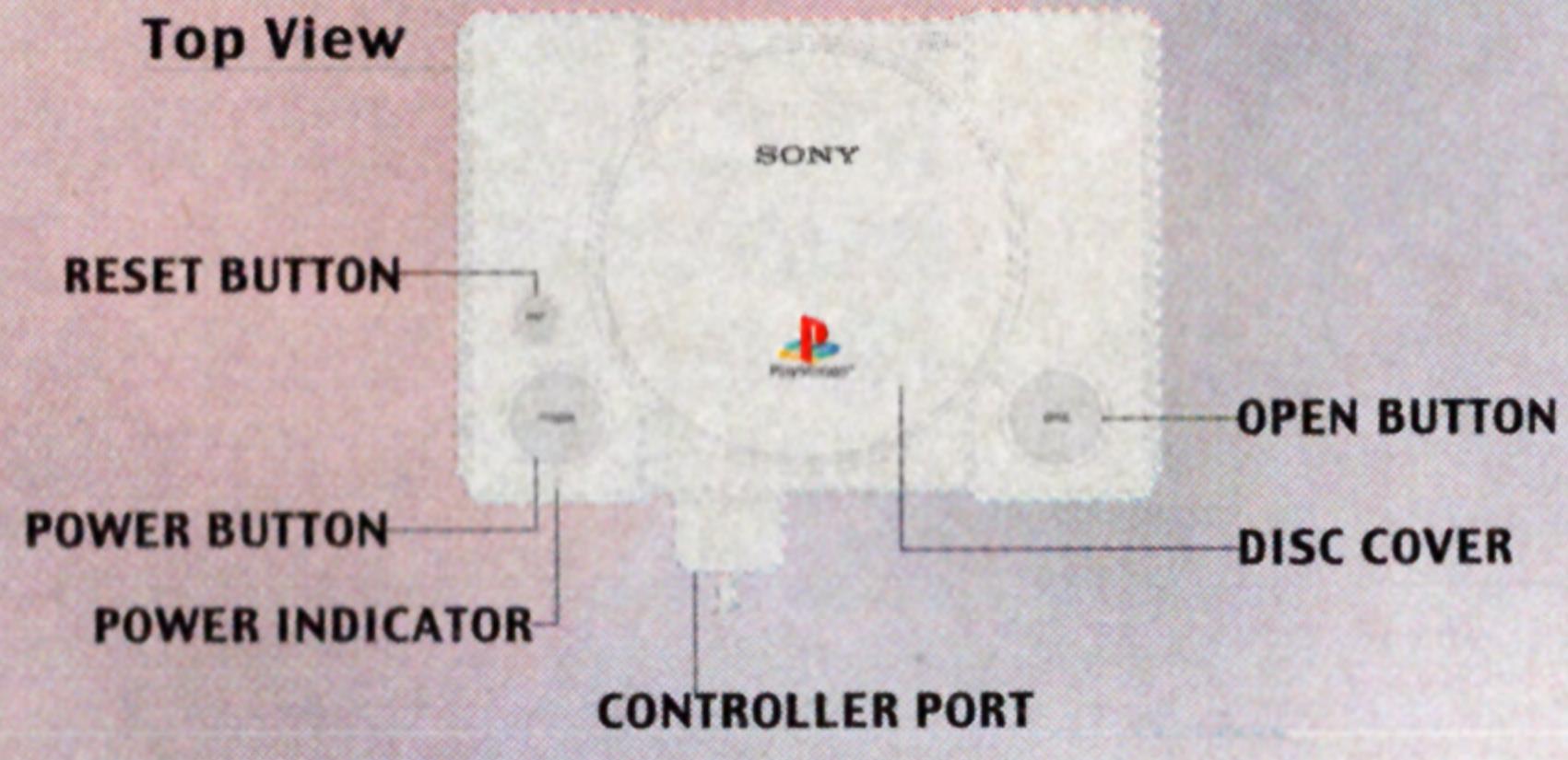
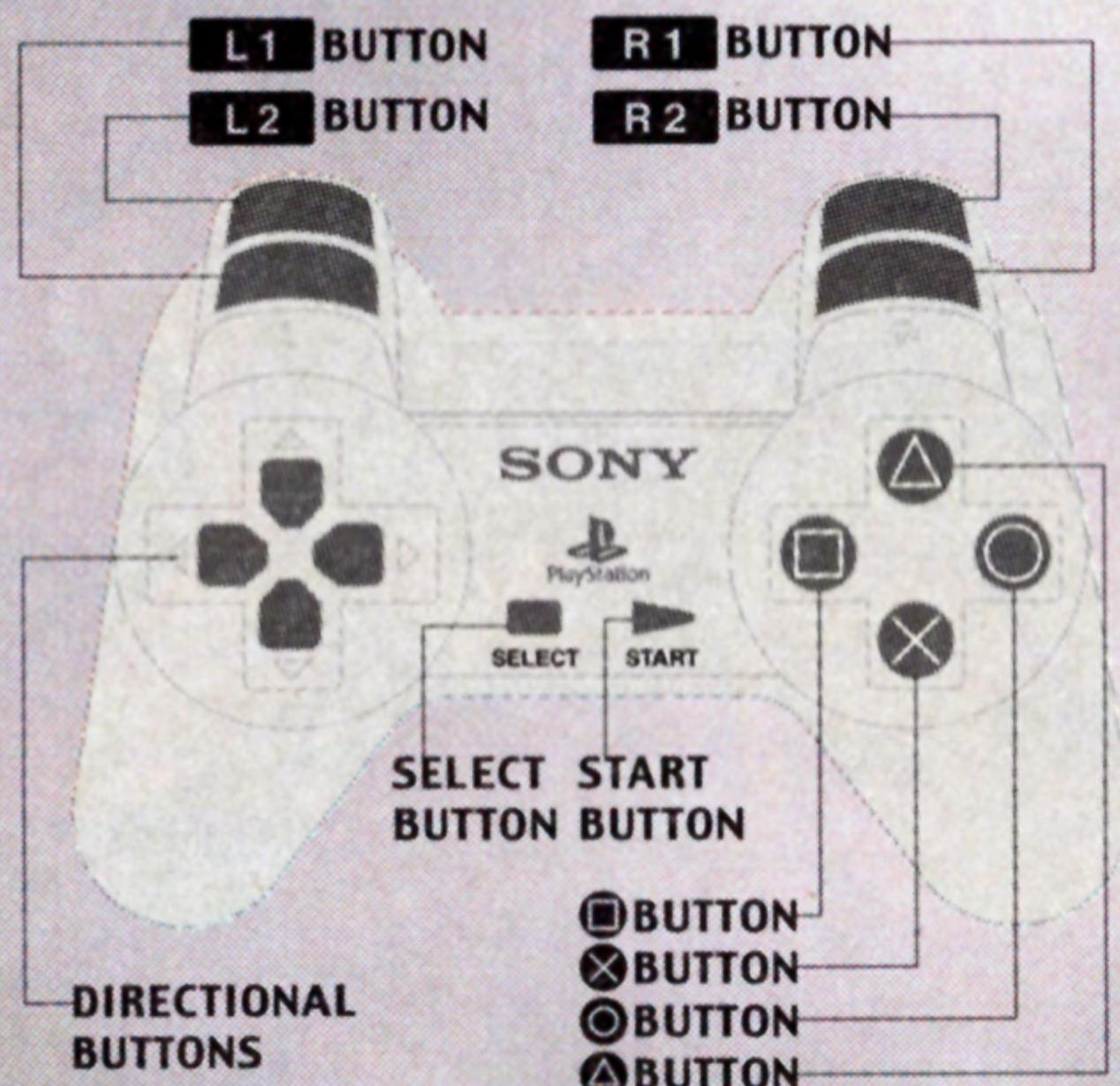
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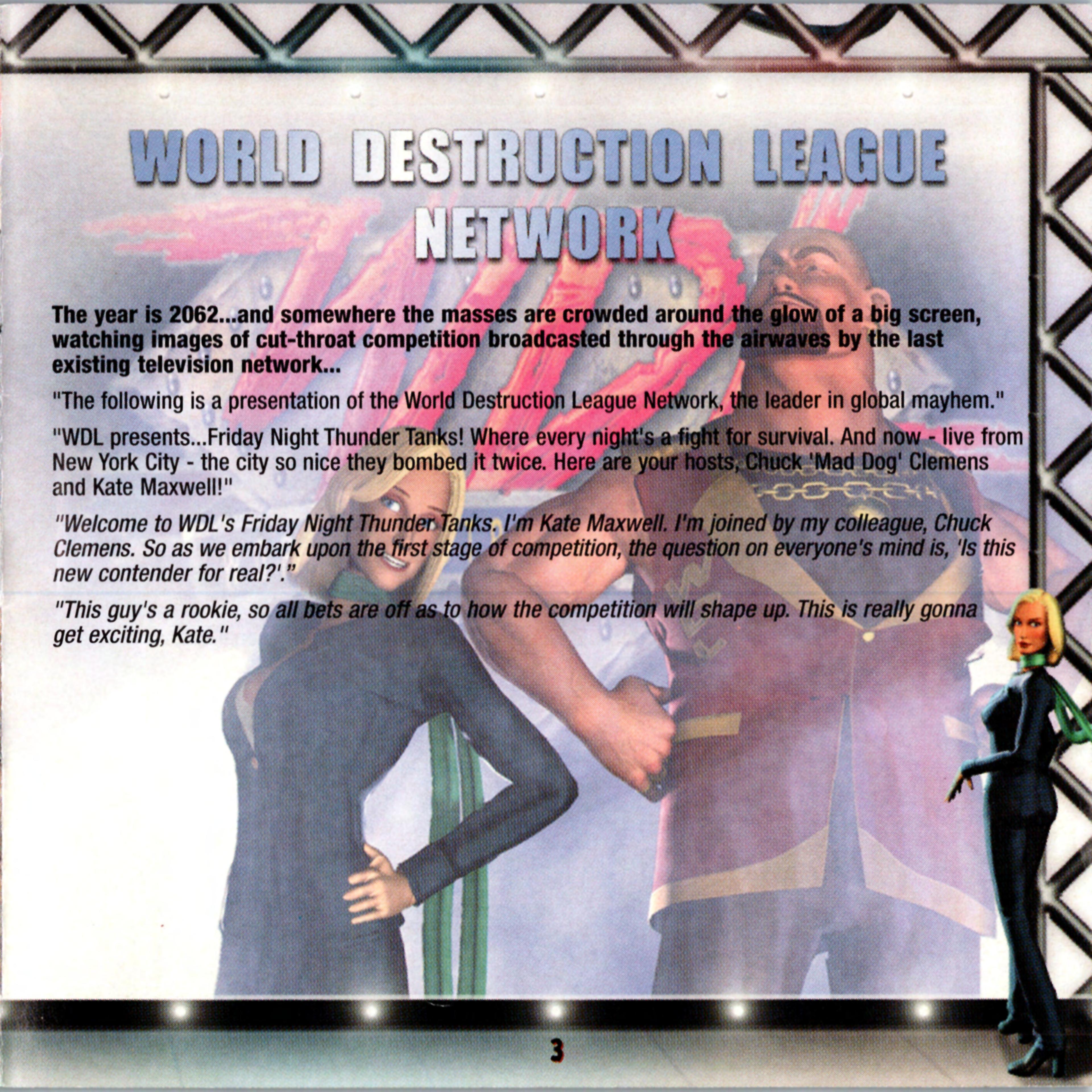
# STARTING UP

Set up your PlayStation® game console according to the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the World Destruction League: Thunder Tanks™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

If you wish to load or save information during play, insert a memory card, with at least 1 free memory card block into memory card slot 1. It is advised that you do not insert or remove peripherals or memory cards once the power has been turned on.



# WORLD DESTRUCTION LEAGUE NETWORK



The year is 2062...and somewhere the masses are crowded around the glow of a big screen, watching images of cut-throat competition broadcasted through the airwaves by the last existing television network...

"The following is a presentation of the World Destruction League Network, the leader in global mayhem."

"WDL presents...Friday Night Thunder Tanks! Where every night's a fight for survival. And now - live from New York City - the city so nice they bombed it twice. Here are your hosts, Chuck 'Mad Dog' Clemens and Kate Maxwell!"

*"Welcome to WDL's Friday Night Thunder Tanks. I'm Kate Maxwell. I'm joined by my colleague, Chuck Clemens. So as we embark upon the first stage of competition, the question on everyone's mind is, 'Is this new contender for real?'."*

*"This guy's a rookie, so all bets are off as to how the competition will shape up. This is really gonna get exciting, Kate."*

# GAME SETUP

When you load the World Destruction League: Thunder Tanks game, the Title screen appears. Press the START button, and the Game Setup screen appears.

*Note: Only Player 1 makes adjustments in the Game Setup screen.*

Press the **↑/↓** Directional buttons to highlight any of the following choices:

## PLAYERS

This option changes the number of players in a game. One or two may play, depending on the number of controllers connected. Moving the **←/→** Directional buttons changes the number.



## PLAY MODE

Here you select the type of battle you wish to play. Use the **←/→** Directional buttons to change modes. The following are the play modes available for the game:

### TOURNAMENT MODE

In this game mode, you choose a Tank and Competitor which you use throughout the competition. As you compete, you will be able to upgrade your tank and try to attain the title of Champion of the League.

The game becomes increasingly challenging as you battle through matches to reach the next stage of competition. At the end of each level, you have the option of playing that level again or, if you win, proceeding to the next challenge.

At the end of each level, you are given an option to save the game.

## SKIRMISH MODES (NON-TOURNAMENT MODES)

In the Skirmish modes, you customize the battle environment before play. All Tanks/Competitors, as well as most of the Tournament game levels are available. Options you can select in this mode include the type of game to play and the number of opponents you face.

The following are the types of games available in Skirmish mode:

### • Deathmatch Mode •

In this mode of play, the objective is simple: Destroy them before they destroy you! In both skirmish and Tournament Mode, the first tank to acquire three kills wins the match. When a player or computer-controlled tank is destroyed during the game, it will re-spawn back at its starting point.

### • Family Mode •

This mode of play is a derivative of Deathmatch. In Family mode, steering remains the same by pressing the Directional buttons or analog stick controls, but any other button fires both your main armament and selected secondary weapon. This allows less experienced players the opportunity to enjoy playing Deathmatch, even when playing against experienced opponents.

### • Capture the Flag •

The objective for each team is to liberate the opposing teams' flags and then return them to home base. With all the teams trying to capture the other teams' flags, this is a game of intense action, as well as a battle of strategy. If a player or non-player tank is ever destroyed during game play, the tank will re-spawn back at its start point.

### • Frenzy Mode •

In this mode of play, one flag will appear randomly in one of four pre-set locations on the battlefield. Each competitor must then race to try and grab this flag and return it to base. If a flag is returned to a base or if the tank carrying a flag is destroyed en route, a new flag will appear randomly in one of the locations once again. The first team to capture five flags wins. If a player or computer-controlled tank is ever destroyed during game play, the tank will re-spawn back at its start point.

## **DIFFICULTY**

Set the difficulty level of AI (computer-controlled) opponents to Easy, Normal or Hard. This affects Tournament mode only.

## OPTIONS

Player 1 adjusts all the options. Highlighting OPTIONS and pressing the **X** button takes you from the Game Setup screen to the Options screen, which allows you to customize the World Destruction League: Thunder Tanks game to your liking. To exit this screen, highlight EXIT and press the **X** button to accept changes. Press the **↑/↓** Directional buttons to highlight an option.



### SOUND FX

Set sound volume by pressing the **←/→** Directional buttons.

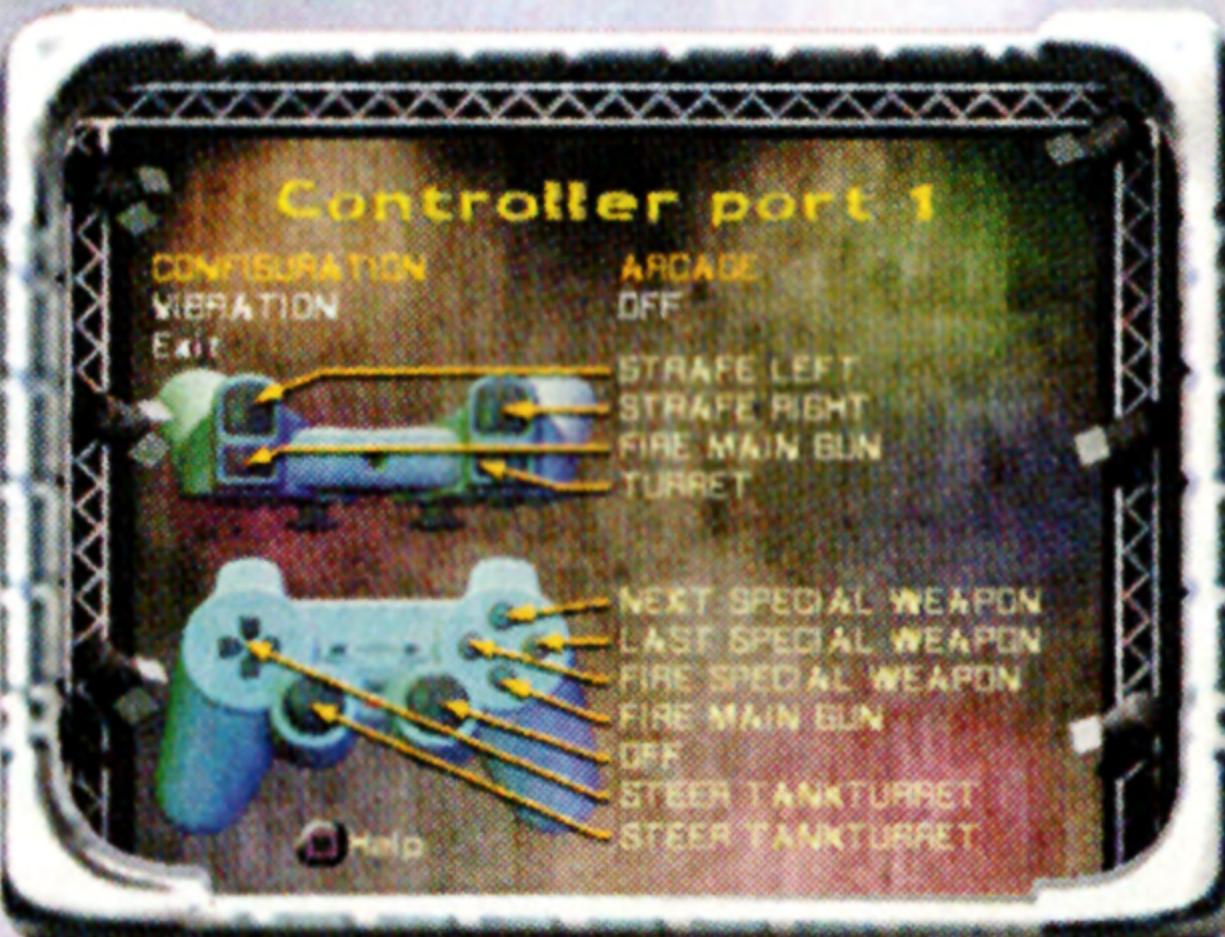
### MUSIC VOLUME

Set music volume by pressing the **←/→** Directional buttons.

### CONTROLLER CONFIG

Highlight this option and press the **X** button to activate the Controller Config screen. Here Player 1 is able to change the configuration for controllers in both controller ports 1 and 2. A total of six configurations are available for selection.

From the Controller Config screen, press the **←/→** Directional buttons to scroll through the available configurations. For DUALSHOCK™ analog controllers, you can also press the **↑/↓** Directional buttons to access the Vibration option. Once accessed, press the **←/→** Directional buttons to toggle between ON and OFF.



Highlight EXIT by pressing the **↑/↓** Directional buttons and press the **X** button to save changes and to return the game to the Options screen. Pressing the **△** button on this screen cancels any changes made and returns the game to the previous screen.

### AUTO CANNON

In the OFF position, this turns off the preplaced Auto Cannon when players are in Skirmish Mode.

### DRONES

In the OFF position, this turns off the Drones when players are in Skirmish mode.

### CINEMATICS

Plays the in-game cinematics.



### **INPUT CODE**

Highlight this option and press the **X** button to activate the Input Code screen. If you do not have a memory card, this option is useful to continue a game. At the end of each level of play, you obtain a code. This level code specifies the skill level and the level completed. When you select this option, the Game Setup screen changes to the Input Code screen. Enter your level code here and you will continue playing, starting at the level after the one you just completed.

You can enter your level code by moving the highlight over the desired letter with the Directional buttons and then pressing the **X** button. The selected letter then appears on the screen. Once all letters are selected, highlighting ENTER and pressing the **X** button will enter this as the code to the Game Setup screen. If you get an invalid input code message, you will need to re-enter the code.

Highlight CODE MENU in order to view the list of previously entered secret codes as well as toggle them on and off.

During the letter selection process, you can select CLEAR to remove all selected letters, ERASE to remove just the last entered letter, or EXIT to return to the Game Setup screen with no code entered.





## LOAD-SAVE

Highlight this option and press the  $\times$  button to activate the memory card screen. The World Destruction League: Thunder Tanks game is compatible with the memory card accessory. Before using

a memory card, make sure to read the memory card accessory instruction booklet carefully. Only one campaign can be saved on a memory card. For additional games, use additional memory cards.

Once accessed, the Memory Card screen appears. You are able to load an already saved game, load just the game options and codes, or save the game options and codes. Press the  $\uparrow/\downarrow$  Directional buttons to highlight an option and the  $\times$  button to select.

After selecting to load or save, you have the choice of selecting memory card slot 1 or 2. Press the  $\uparrow/\downarrow$  Directional buttons to highlight an option and the  $\times$  button to select. You can also abort the selection process and exit the screen by highlighting EXIT and pressing the  $\times$  button.

*Note: If no memory card is inserted, the game will prompt you to insert a memory card.*

## CREDITS

Highlight this option from the Game Setup screen and press the  $\times$  button to activate the Credits screen. The credits of the 3DO development team then roll. To exit at any time, press the  $\times$  button.

## START

Selecting this brings up the Choose Tank screen for Tournament play or the Team Alignment screen for Skirmish play. After making changes to the Game Setup screen, highlight START and press the  $\times$  button to access.



# PRE-PLAY SELECT SCREENS

With any of the screens you can press the **B** button to bring up the Help screen or the **A** button to return to the previous screen without a selection made.

## TOURNAMENT MODE

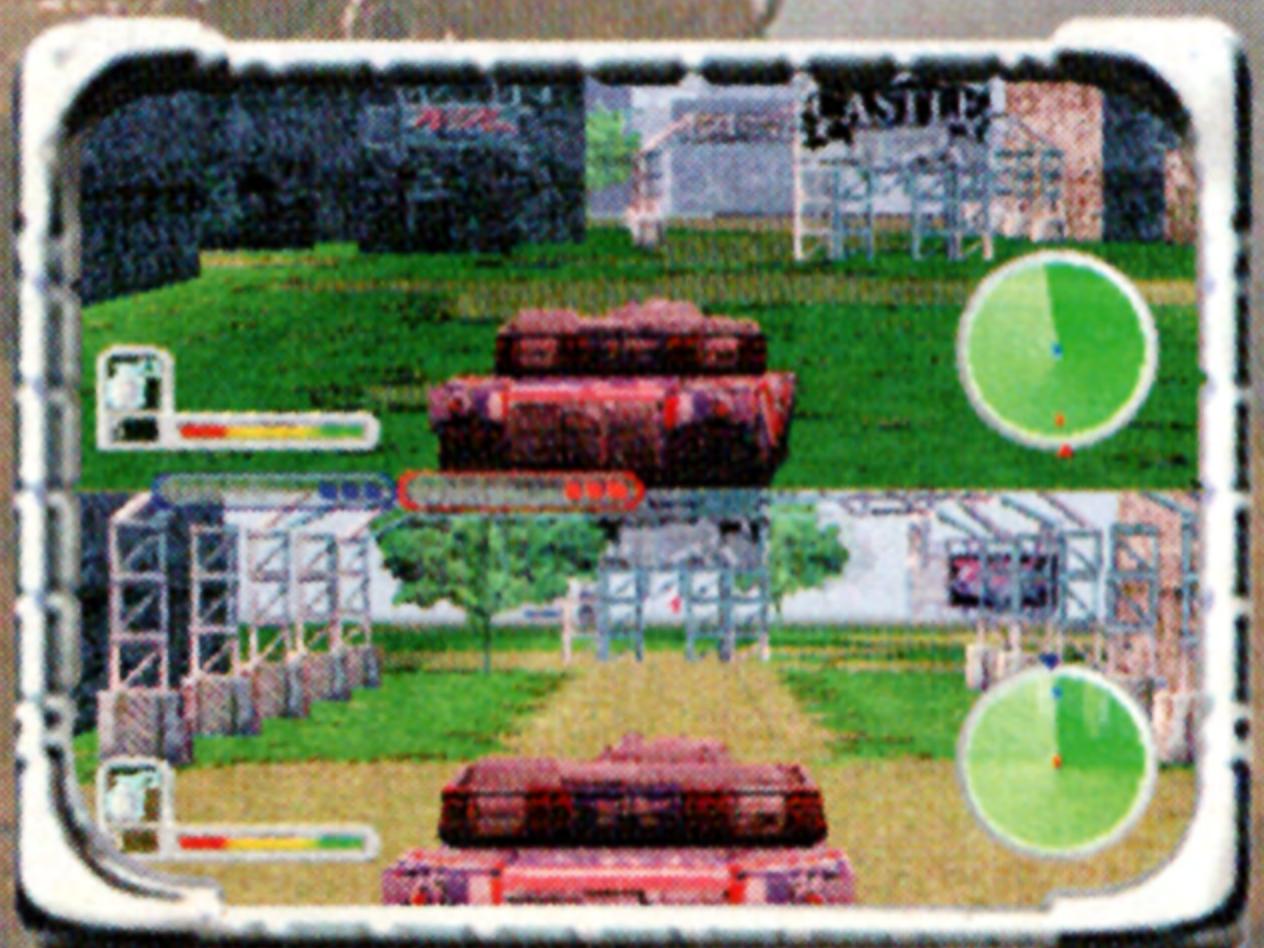
When playing in Tournament mode, first select the tank/competitor.



### CHOOSE TANK/COMPETITOR SCREEN

Here you select your tank/competitor that will lead you to glory in battle. Listed with the pictures of the highlighted tank and competitor is useful weapon information to help you make your decision. Press the **←/→** Directional buttons to scroll through the available tanks/competitors, then press the **X** button to select.

Once a selection is made, get ready for some major battling, because it's GAME TIME!



### SKIRMISH MODES (NON-TOURNAMENT MODES)

When playing in non-Tournament modes, you first adjust settings for participating teams, then select where you will slug it out.



## **TEAM ALIGNMENT SCREEN**

Make various settings for the participating teams with this screen. The following information is listed on the screen:

---

**First Row:** **Participating Team Names**

---

**Second Row:** **Team Color**

---

**Third Row:** **Team Strength**

---

**Fourth/Fifth Combined Row:** **Tank/Character Selection**



When only one player is going up against computer team(s), PLAYER 1 appears all the way to the left in the First Row. When two players are playing, PLAYER 2 also appears in this row, second from the right. Other entries will list AI (artificial intelligence).

Press the **◀/▶** Directional buttons to scroll through the First Row. Whichever entry you highlight (PLAYER 1, PLAYER 2 or AI TEAM), you now have access to the settings for that team. Press the **◀/▶** Directional buttons to access the other row settings.

### **• Team Color •**

This bar displays the color each team will be assigned during game play. Press the **◀/▶** Directional buttons to scroll through the colors. When more than one team is assigned the same color, then the teams are allies during play. Select Blue, Yellow, Green or Red. When this bar is set to OFF for an AI team, the AI team does not participate in the game.

### **• Skill Level •**

This selection allows you to adjust the skill levels of the AI opponents that you face during game play. Press the **◀/▶** Directional buttons to scroll through the available skill levels. Select Novice for weak, Normal for average, and Advanced for hardy AI opponents.

- Tank/Competitor Selection •

From here, tanks/competitors can be selected for each team. With the Fourth Row highlighted, press the **◀/▶** Directional buttons to scroll through the available tanks. Images in the Fifth Row of the competitors change automatically as you scroll through their accompanying tanks in the Fourth Row.

When finished making settings for one of the teams, return to the First Row and press the **◀/▶** Directional buttons to access any of the other teams. Repeat the process for accessing settings for the other teams as outlined above and on the previous page.



### WORLD MAP SCREEN

Select the battlefield from this screen where you will attempt to pummel your opponent. Press the **◀/▶** Directional buttons to scroll through the global locations. Press the **×** button to select.

After you have selected your field of battle, press the START or **×** button to confirm. It's show time!

# ARCADE DEFAULT CONTROLS

## DIRECTIONAL BUTTONS

Direct the tank in the direction pressed.

### X BUTTON

Fire main gun.

### SQUARE BUTTON

Fire special weapon.

### CIRCLE BUTTON

Cycle backward through special weapons.

### UP ARROW BUTTON

Cycle forward through special weapons.

## START BUTTON

Pause the game.

## LEFT ANALOG STICK

Controls tank movement. Moves the tank forward, backward, left and right. The tank body follows the turret closely.

## R1 BUTTON

This is the Turret Control button. Holding the turret button down allows you to turn the turret independently from the body of the tank. If the button is released, the body will follow the direction the turret is pointed.

## R2 BUTTON

Strafe right. Tanks with strafe ability can move side-to-side using this button.

## L1 BUTTON

Fire main gun.

## L2 BUTTON

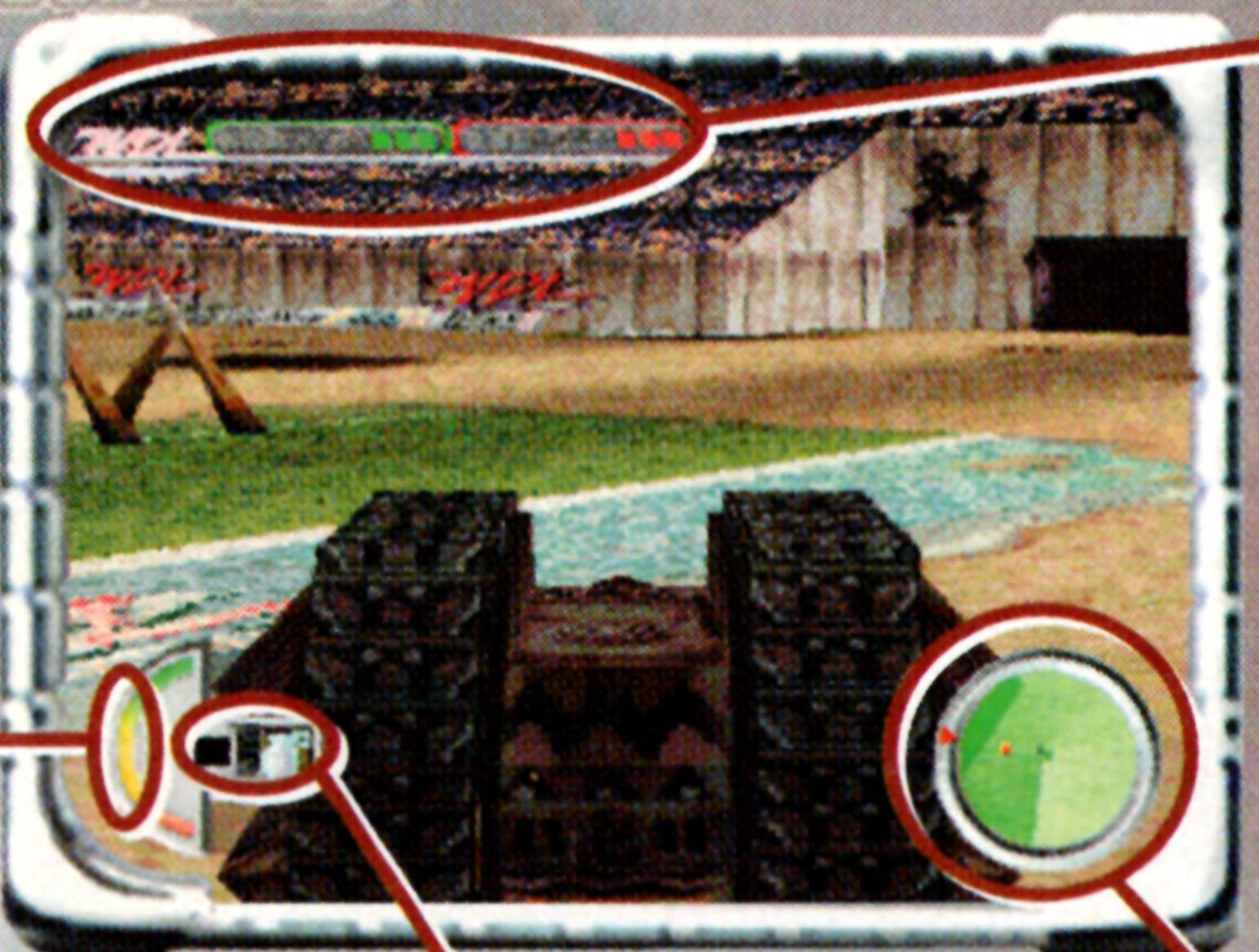
Strafe left. Tanks with the strafe ability can move side-to-side using this button.

## RIGHT ANALOG STICK

Strafe. Pressing the stick to the left or right causes tanks with the strafe ability to strafe left or right.

**SPECIAL NOTE:** Remember that other configurations are available through the Options screen under the Controller Config option.

# HEADS UP DISPLAY



## AMMO COUNT

The amount of ammo still remaining for the special weapon is displayed here.

## HEALTH STATUS

The current condition for your tank is displayed here. As the tank takes damage, the bar in the gauge begins to drop. When the bar is in the green range, the tank is still in good condition. The yellow range indicates that the tank has taken moderate damage and the red range indicates the tank has taken a severe amount of damage.

## LEVEL GOAL MULTI-FUNCTION DISPLAY

The status of the level being played is displayed at the top of the screen. The content displayed is different depending on the mode being played:

**Deathmatch** - Number of kills per team.

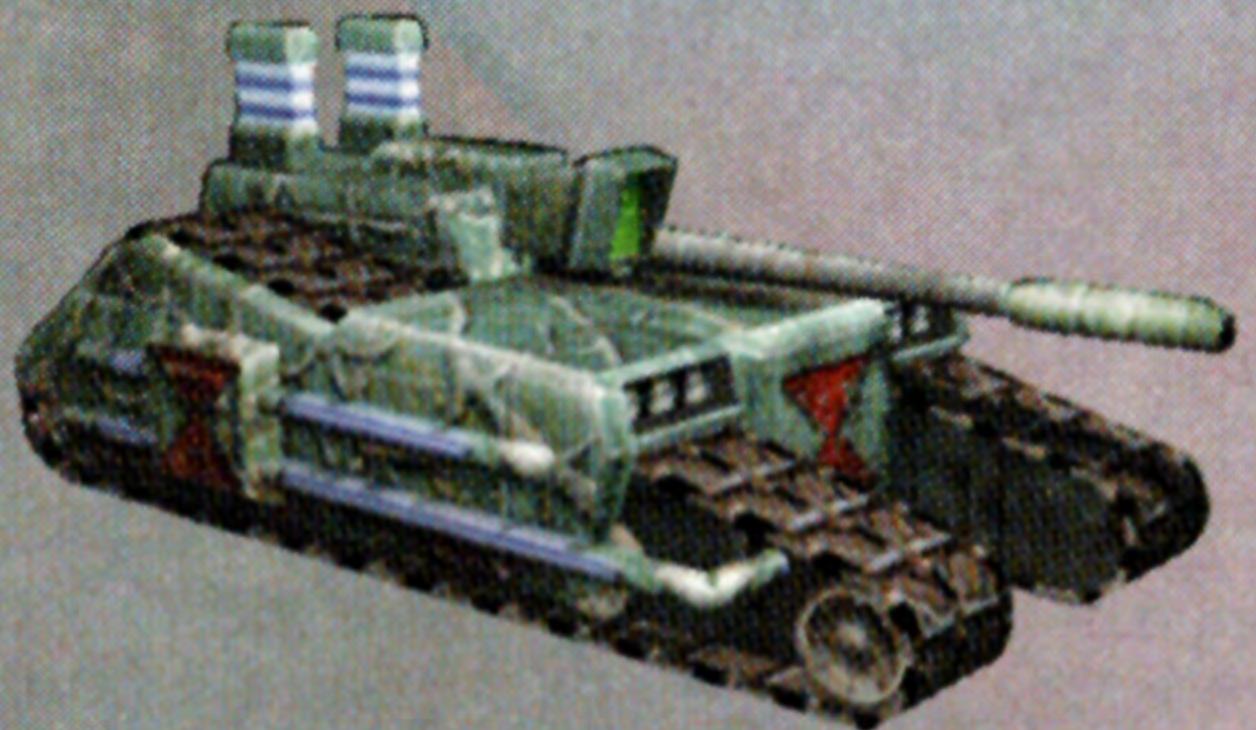
**Battle Lord** - Number and team color of flags captured by each team (i.e. the Red team could have the Blue team's and Green team's flag in its possession while the Blue team has the Red team's flag) as well as the number and team color of flags that are currently held on the vehicle.

**Frenzy** - Number of flags acquired per team and also if any flag is currently held on the player's vehicle.

## RADAR

The current primary objective is displayed as a bright triangle along the perimeter of the radar. If it is beyond the range of the radar the triangle will be shown. If within radar range, your objectives appear as colored dots.

# TANKS



## WRAITH

**DESCRIPTION:** The deadly and elusive Wraith tank incorporates lost technology from before the great holocaust. Recently resurrected for modern tank warfare, this "tank-killer" has been equipped with a high-powered 4th generation Spectre cloaking device. Unfortunately, power restrictions drop the cloak when this tank is firing or moving.

**MAIN WEAPON:** Blast M. Good 'Hellion' 60mm Cannon.

**UNIQUE TANK ABILITIES:** When not firing or moving rapidly, this tank cloaks and becomes invisible to the naked eye.

## TITAN

**DESCRIPTION:** This huge tank was designed in response for the need of superior firepower in the wars immediately following the Apocalypse. It packs a punch, but its movement is seriously impaired. The Titan may be slow and easy to run from, but only one shot from this monster is usually enough to take most foes out of the fight. It should only be taken on in greater numbers, or with another Titan!

**MAIN WEAPON:** Mammoth F5 140mm Siege Cannon.





## SCORCHER

**DESCRIPTION:** This is a light-armored vehicle fitted with a large napalm tank and flame projector normally used for support purposes and infantry elimination. The Scorcher does not take much in the way of abuse, and the range of the flamethrower is limited, but the devastating damage it does makes up for it tenfold!

**MAIN WEAPON:** J Storm Mk. III Flame Thrower.

## MARAUDER

**DESCRIPTION:** The Marauder is a highly modified Sherman tank, placing a Phalanx system Gatling gun upon the turret and delivering an absolutely obliterating spray of lead. Targets can be handled in less than a second.

**MAIN WEAPON:** Phalanx Heavy Gatling Gun.



## M1A3 "PATRIOT"

**DESCRIPTION:** This is a standard U.S. tank formerly used in the great wars. Its status as an armored giant is well earned, and the firepower it commands is equally impressive.

**MAIN WEAPON:** Blast M. Good 'Monarch' 120mm Tank Cannon.





## DRAGONFLY

**DESCRIPTION:** This is a highly modified hover tank, equipped with inertia-dampened thrusters and a Loso & Teft rapid-pulse laser projector weapon. The Dragonfly's punch is not as devastating as most, however, and the light armor required for its hovering abilities would appear to make it easy to take out. The problem is trying to keep up with it!

**MAIN WEAPON:** Loso & Teft T-16 rapid-pulse laser.

**UNIQUE TANK ABILITIES:** The Dragonfly is equipped with a state of the art Chrysalis B hoverdrive that makes it fast and dangerous...and just as hard to hit. It also floats through mine fields without detonating mines.

## MANTICORE

**DESCRIPTION:** This tank is the pride and joy of ReVolt. ReVolt has constructed this tank from a modified M1 chassis, but has fitted the unit with a functional tesla coil which powers the mighty weapon system.

**MAIN WEAPON:** Maelstrom twin lightning throwers.



## FLP-E "BERSERKER"

**DESCRIPTION:** This is a tried and true and very reliable (yet updated for modern battle) WWI tank design with vectored thrusting jets welded into the tread body to provide advanced dodging abilities. The FLP-E has adequate armor and firepower, but its ability to roll clear of enemy fire is the showstopper.

**MAIN WEAPON:** K&H 180mm Short-Barrelled Howitzer.

**UNIQUE TANK ABILITIES:** Unlike any other armored beast in existence, this tank can perform side-to-side strafing maneuvers by actually flipping.





## RHINO

**DESCRIPTION:** This beast is a modified Paladin mobile artillery piece. Like its namesake, it is retrofitted with heavy blast armor on the front, sacrificing protection for the rear. Opponents had best not approach the Rhino head on.

**MAIN WEAPON:** Black Sun 120mm Mobile Howitzer.

## DRONE TANKS

The following tanks are the drone vehicles placed within each level to increase the challenge of the matches. These unmanned vehicles are programmed with one thing in mind: Seek out and destroy the combatants.

## SKORPION BOMB-TANK

**DESCRIPTION:** This is essentially an armored mobile bomb designed specifically for seeking competitors and self-detonating.

**MAIN WEAPON:** None.

**UNIQUE TANK ABILITIES:** The Skorpion is armed with a high-yield warhead for destroying many objects.

**TACTICS:** This tank uses a basic seek pattern to attempt to find the most direct route to its targets, and then self-detonates.





## MOTO-TANK

**DESCRIPTION:** The Moto-tank is a small, agile attack drone converted from a motorcycle.

**MAIN WEAPON:** Twin .50 caliber machine guns.

**TACTICS:** Often used in numbers, these fast vehicles will often try to flank their opponents, using their high speed to provide them with the necessary cover to remain unhurt.

## HOVER TANK

**DESCRIPTION:** This is a light hover vehicle normally used for reconnaissance, but now also used for the games.

**MAIN WEAPON:** 30mm Recoilless Rifle.

**UNIQUE TANK ABILITIES:** Immune to mines.

**TACTICS:** Similar to the Moto-tank, these fast vehicles will often try to flank their opponents, using their high speed and ability to hover to destroy their targets.



# COMPETITORS

In the World Destruction League: Thunder Tanks game, each character commands a tank.

## **NAME: NATALIYA "THE BLACK WIDOW" KROMINOV**

**HOME FIELD:** Russia

**TANK:** Wraith

### **HISTORY:**

Nataliya is every man's worst nightmare. Not only is she a beautiful woman, but also a beautiful woman fully cloaked in a stealth tank armed with a 60mm cannon. Often referred to as the "ice queen" on the battlefield, this woman is to be taken seriously. Nataliya is in the tournament for the sheer pleasure tank combat gives her. For her the tournament is inconsequential. The fight is all that matters.

## **NAME: LEONARD "BIG LENNY" ASENDORF**

**HOME FIELD:** Industrial Zone

**TANK:** Titan

### **HISTORY:**

"Lenny", as his friends call him, is a little slow at times but has a heart of gold twice the size of the tank he drives. Being a master mechanic and a whiz with military hardware, Lenny has successfully built one of the largest tanks ever to be seen in the Tournament. Lenny just wants to win the tournament so he can give any prize monies to the needy that have been left with nothing after the war. It makes him feel warm inside when he crushes his opponents to accomplish his goal. It's never personal with Lenny. He's doing it for the kids.

**NAME: INFERNA****HOME FIELD:** Sand City**TANK:** Scorch**HISTORY:**

Inferna grew up struggling in a world of vicious thugs and shadowy crime lords. A century of growing equality for all peoples had been erased by the Apocalypse, and now men think that once again they are the more powerful sex. Years have gone by, and through her struggles she has risen to become a WDL tank driver. She burns with the desire to show that the new WDL champion will be a woman!

**NAME: BUTCHER BRONSKI****HOME FIELD:** Frozen City**TANK:** Marauder**HISTORY:**

This cantankerous bruiser is an argument looking for a victim. In public he is abusive, crass, loud, and obnoxious...and those are his good points. A fiercely nationalistic Canadian, Bronski feels the time is right for Canada to invade the U.S. and retake lands that rightly belong to Canada. Bronski hopes that his victory in the tournament will inspire his fellow Canadians to follow him in the invasion of the U.S.



**NAME: MAXINE "GLORY" HALLEY**

**HOME FIELD:** Military Base

**TANK:** M1A3 "Patriot"

**HISTORY:**

Maxine fights for truth, justice and the American way. Unfortunately, she believes the American way is to win at any cost, and if that means you have to smash your enemy to dust, so much the better. To her, that's the fun part! Maxine is out to prove that American values are still the best for the world. Once she wins the tournament, she intends to bring the American spirit to as many people in the world as she can.

**NAME: NARUKO "SHADOW" WATANABE**

**HOME FIELD:** Japan

**TANK:** Dragonfly

**HISTORY:**

Naruko believes in speed and precision and leaves nothing to chance. She is a consummate tactician and enjoys weaving intricate traps from which her opponents can find no escape. She compares her laser to a scalpel with her as the surgeon, removing the cancerous growths in society. Naruko claims that she is in the arena to eliminate the larger opponents, who dominate the circuit through brute force, and to show the world what old fashioned technology can do.



**NAME: "REVOLT"**

**HOME FIELD:** Castle Revolt

**TANK:** Manticore

**HISTORY:**

ReVolt used to be a scientist working with electricity, studying more efficient energy transfer schemes. One night while working, his machines backfired on him. The jolt of pure energy that shot through his body would normally have killed a man. This overload of power instead addled his brain, instilling in him the maniacal desire to take over the world. He believes that the tournament will pave the way for his ascension to becoming the absolute ruler of the world.

**NAME: "BLOOD HOUND"**

**HOME FIELD:** Tunnel System

**TANK:** FLP-E "Berserker"

**HISTORY:**

Blood Hound was forced to survive off small creatures and rodents that he could catch and eat. Eventually he caught the attention of the local crime syndicate, who took him in. So long as he continued to be well fed and provided with a bed to sleep in, he'd do just about anything they told him. The crime syndicate that has nurtured Blood Hound has decided to enter him into the Great Tournament so they could bet upon the fights.

**NAME: RHONDA "RHINO" MALONE**

**HOME FIELD:** Inner City

**TANK TYPE:** Rhino

**HISTORY:**

Rhonda was a kind-natured girl that grew up the daughter of one of the few remaining military leaders that survived the Apocolypse. When her family was killed and her sister was kidnapped, Rhonda's heart turned to stone. Rhonda competes in the WDL Tournament to try and free her sister and to claim her vengeance. Rhonda has deduced that the guilty party is one of the other competitors.

**NAME: GORDA "THE FAT"**

**HOME FIELD:** Atlantis

**TANK:** Reaper

**HISTORY:**

Shortly after the WDL Tournament began, Gorda immediately entered herself and her gang into the Tournament and proceeded to sweep through the ranks. Since becoming the reigning Champion, she's used her gang's remaining members to "adjust" certain events to make sure she stays on top. So far, no one's discovered the secret of her success and lived to tell about it. Gorda has one overwhelming goal: crush anyone who dares to stand up to her.



# ENHANCEMENTS

Weapon enhancements for the tanks are available in both Tournament and Skirmish mode play. Enhancements offer you a great opportunity to blast your opponent with even more firepower! How they are collected in each mode, however, is somewhat different.

In Tournament mode play, you need to reach certain stages of the game in order for your tank to be fitted with enhancements.

For Skirmish mode play, enhancements are already in place from the first moment of battle.

## GUIDED MISSILES

When fired, the Guided Missile switches your view to Missile-Cam. By keeping your fire button depressed, you can steer this missile to a target.

## SHOCK RING

This is basically a Black Sun Series 300 'Concussor' charge detonated directly underneath the tank using the weapon, causing a damaging concussive shockwave to expand outward.

## PLASMA BOLTS

The Plasmatic Cannon fires highly charged nuclear plasma. These plasma bolts tend to bounce off until they obliterate a target.

## SHIELD

The shield absorbs a certain amount of hits that would otherwise damage your tank.

## LASER CANNON

The Loso & Teft T-16 laser prototype fires short and quick bursts of tightly focused light that are difficult to evade, but do only moderate damage to most grades of armor.

## K&H WOLVERINE GRENADE LAUNCHER

The Wolverine delivers its payload several feet from the tank and carries with it the advantage of taking out enemies unseen or otherwise protected from projectile fire by walls or other obstructions. Wolverine grenades are armed with a delayed fuse.



## INCENDIARY GRENADE LAUNCHER

The Black Sun Series 400 Incendiaries are rocket-propelled grenades that explode upon impact, releasing and igniting small fragments of magnesium. This leaves a small radius of flames that will damage anything within the area.

## THE SPECTRE I TELEPORTER

The world's first inter-spatial matter transference device allows the using tank to instantly dematerialize and then rematerialize elsewhere on the battlefield. This is excellent for escaping foes quickly!

## MINE LAYERS

This weapon is the Black Sun-designed Stingray dumb-fire land mine deployed from the rear of a tank.

## DEATH BLOSSOM

Fires an automated sequence of shots in a spherical pattern around the firing vehicle. Use with caution, Death Blossom can not distinguish between friend and foe.

## REGENERATION

This enhancement uses Nanotechnology to rebuild the player's tank during combat. The effect is that you continually heal slowly.

## HEALTH DRAIN

The vampire's weapon. This beam sucks life force from your opponents and gives it to you. As you drain their health, yours increases. Yes, you can kill them with this.



# POWER-UPS

## HEALTH

These little surprises will save your neck in a clinch, restoring portions of your hull integrity.



## SUPER HEALTH

This is the granddaddy of health. This will completely restore your hull integrity.



## GUIDED MISSILE

When fired, the Blast M. Good Cyclops X missile switches to Missile-Cam. By keeping your fire button depressed, you can steer this missile to a target.



## DOUBLE SECRET

A very rare and special power-up that grants your tank a surprise enhancement that lasts throughout the remainder of the level.



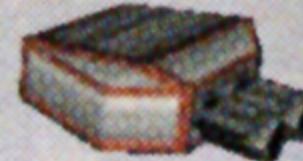
## RADAR

The creators of the BloodTracker 500 bring you this superior radar tracking system that provides increased scanning range to your stock radar. Unfortunately, tanks using the Spectre Cloak are undetectable by this device.



## AUTO-CANNON

When deployed, these automated turrets are programmed to attack any mobile opponent or drone unit within its field of fire. These units will continue to attack until destroyed.



## NUKE

This high-yield, low-area tactical nuclear device will clear the field of the opposition with ease. One word of advice, once you drop it... be somewhere else before the 3-second delay expires.



## STAR

The Star is a special power-up found in the remains of the Drone tanks when they are destroyed. Stars repair minor damage done to your tank when collected.



## MAGNUM AMMUNITION

These are shells of depleted uranium that will take the spring out of anyone's step. Magnum Ammunition doubles the firepower of the main gun.



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