



NTSC U/C

IRON SOLDIER 3

PlayStation



SLUS-01061
5003013



TELEGAMES

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.

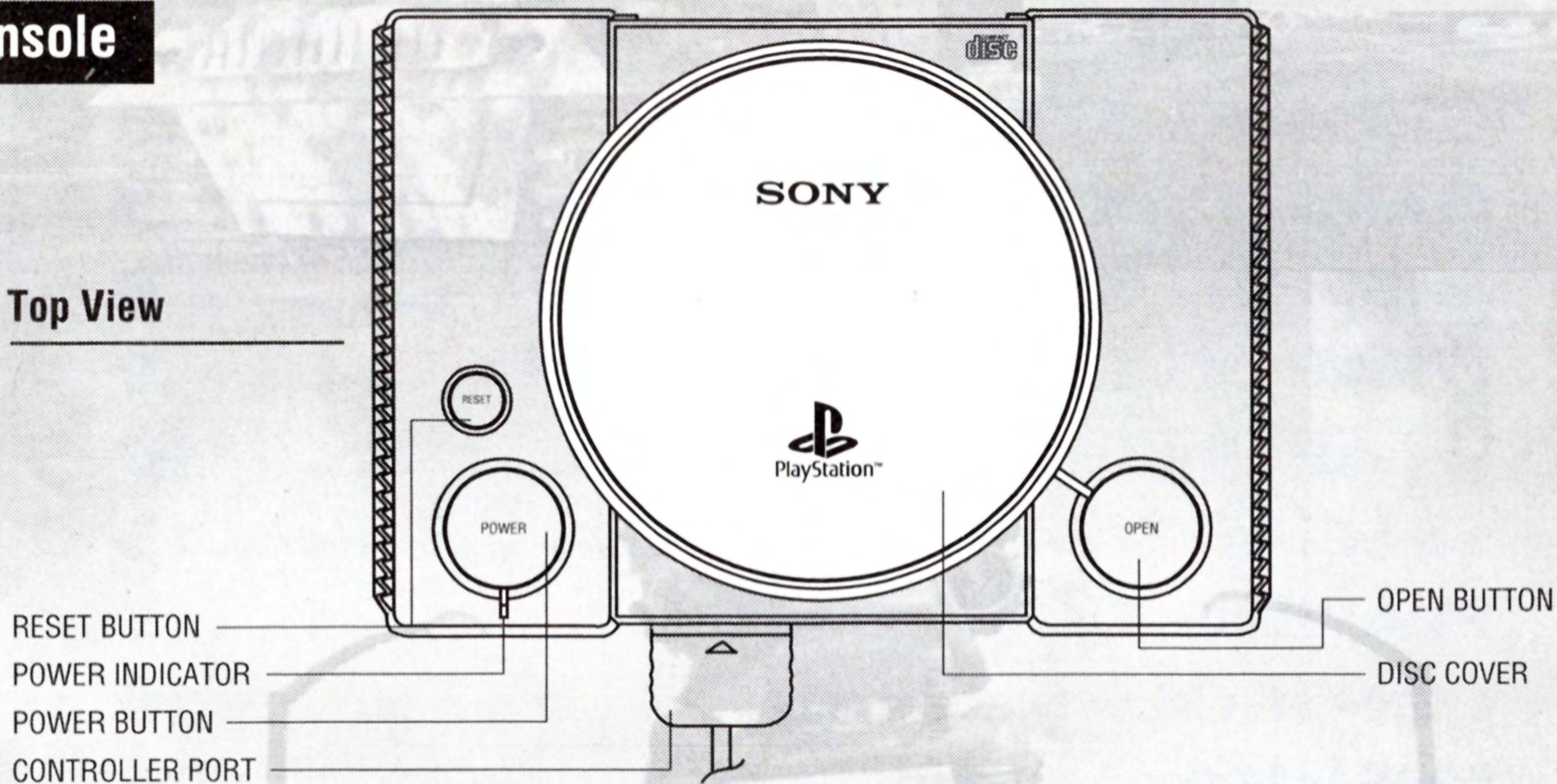
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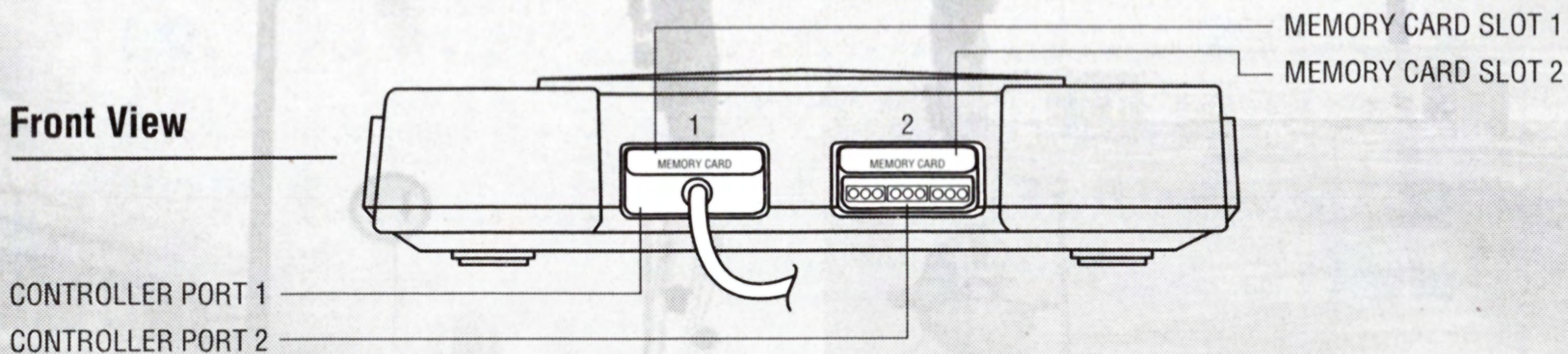
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Iron Soldier 3 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Console

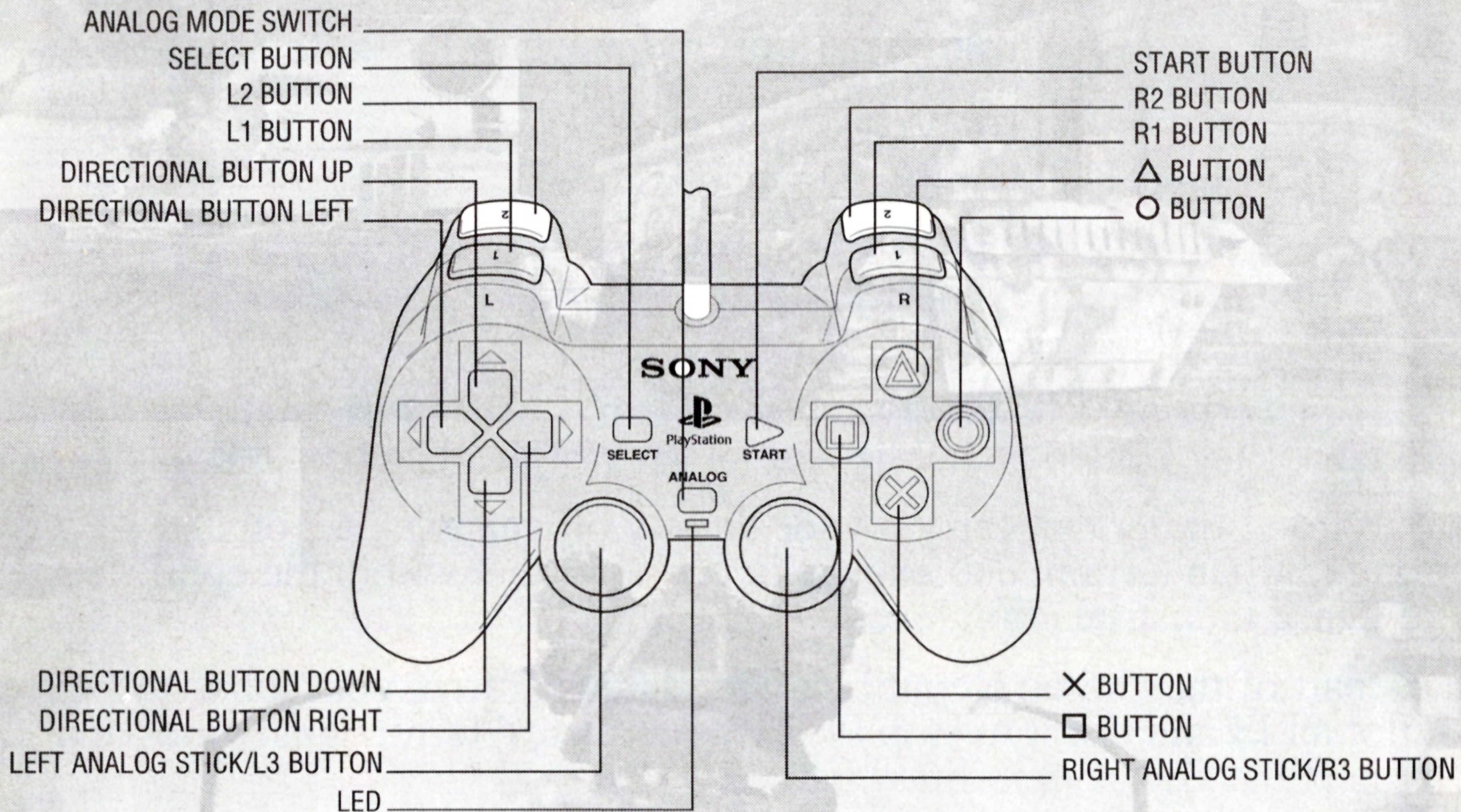
Top View



Front View

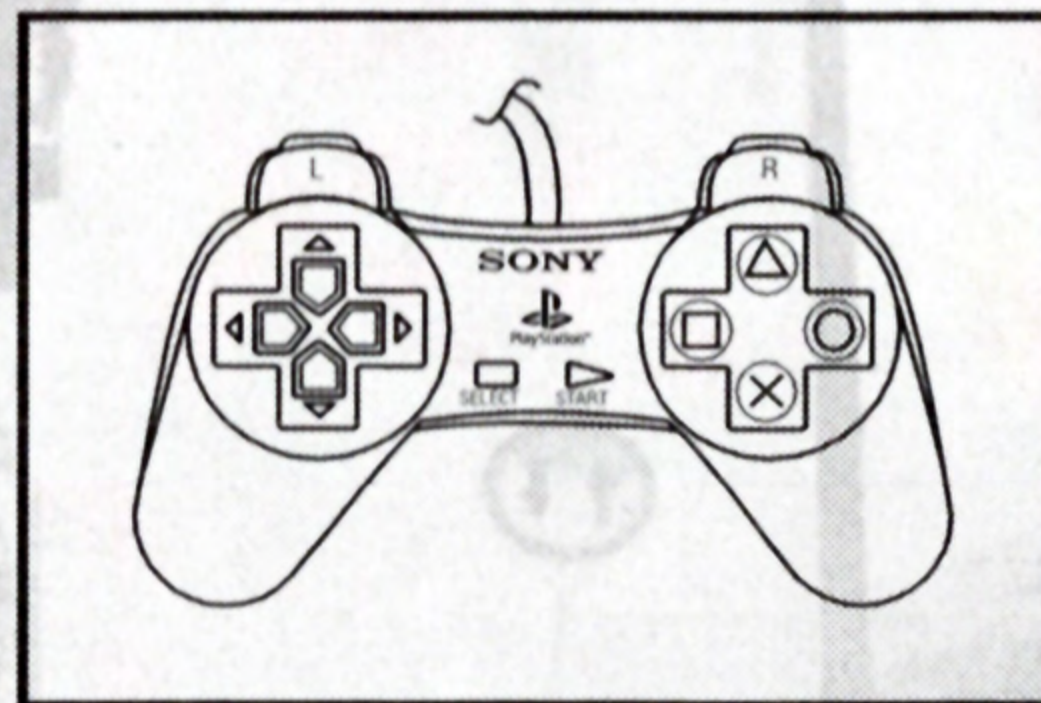


DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



BACKGROUND

Worldwide industrialization has covered much of the earth's surface with large cities and wastelands. Global corporations, such as PENTA, are using military force to take over democratic governments in order to create a worldwide military dictatorship.

As small conflicts became increasingly common, a need arises for a new type of weapon - a 42 foot tall piloted robot, known as the Iron Soldier.

This powerful and flexible weapon system is used by the defense forces of the United Republic, one of the last independent states.

The Iron Soldier can carry a wide variety of weapons, negotiate rough, urban terrain, and engage in close combat within the confines of dense industrial complexes.

As part of the United Republic's elite defense force, your job is to pilot an IS and use it to stop PENTA Industries' terrorist activities and protect the UR from military harm.

GETTING STARTED

MAIN MENU

Press the **↑** and **↓** directional buttons to toggle between the different options, press the **×** button to select. These navigation controls stay the same throughout all menus in the game. Use the **↑**, **↓**, **←** and **→** directional buttons to navigate through the menus. Press the **×** button to accept an option, and the **△** button to cancel.

NEW GAME: Starts a new game. This will transfer you to the Game Selection Menu.

LOAD GAME: Allows you to continue a saved game. Game progress can be saved to a MEMORY CARD after each completed mission. (This requires an optional MEMORY CARD.) Up to 10 different games can be saved into one MEMORY CARD slot.

OPTIONS: Here you can change the settings for the display, controls, and sound. A detailed description follows in the Options Menu section.

STORYLINE: Displays the storyline of the game.

HIGH SCORES: Displays your high scores.

CREDITS: This option shows who has worked on this game.

DEMO: Starts the demo mode. If you do not press anything in the main menu for a while, the game will automatically enter the demo mode. Press the **×** button to return from the demo mode.

GAME SELECTION MENU

Press the **↑** and **↓** directional buttons to toggle between the different options, and use the **←** and **→** directional buttons to change the selected option. Press the **×** button to select.

GAME TYPE: Select one from the 4 different game modes:

- ◆ One player missions
- ◆ One player arcade
- ◆ Two player arcade
- ◆ Two player cooperative

The game modes are described in detail after this section.

When a two player mode is activated two robot units are displayed below. In the two player arcade mode each player can select his own unit, while in the cooperative mode both players share one unit.

DIFFICULTY: Choose the difficulty of the game. It is recommended to start with this option set to normal. If you find the game too difficult you can also set the difficulty to easy. Special awards await you if you complete the game on the highest setting.

UNIT TYPE: There are 3 different units available to play. They are different in terms of armor; speed, special feature and mountable weapons. Read more about these in the weapons section.

IRON SOLDIER

Armor: Medium

Speed: Medium

Mountable weapons: Medium

Special feature: Jetpack

SATYR WALKER

Armor: Low

Speed: High

Mountable weapons: Low

Special feature: Invisibility Device

CE-TECH

Armor: High

Speed: Slow

Mountable weapons: High

Special feature: Force Field

Keep in mind that once you have started a game you can't change the unit type any more. You can of course always start a new game with a different type, but you are not able to continue at your saved game position.

PLAYER NAME: Enter your name here. This name is also used to identify saved games on the MEMORY CARD.

GAME TYPES

ONE PLAYER MISSIONS

This is the standard game mode. Your goal is to play through 25 missions and to free the UR from the threat posed by PENTA. You start with a basic weapon selection and will find advanced and improved weaponry throughout the game. The special feature is not available until mission #3 is completed.

A mission is completed by fulfilling the mission objectives presented in the mission briefings. These missions are available in blocks of four. For example, if you want to play mission 5, missions 1 to 4 must be completed. Once you have done this, missions 5 to 8 are available, and so on. Only the last 5 missions have to be completed in sequential order. Read more about the way missions are played in the Mission Selection Menu.

ONE PLAYER ARCADE

In this mode your goal is to clear the levels as fast as possible and to achieve the best scores. A level is cleared when every single building in it has been destroyed. The faster a level is finished, the more points are awarded. For this game type all weapons are available from the very beginning. The levels still have to be cleared in blocks of four.

TWO PLAYER ARCADE

This is the player vs. player duel mode. You win by destroying your opponent, or if you survive longer than him, as PENTA forces will attack both players. Only the first 8 levels are available for this game mode in the beginning. More levels become available if they are completed in one of the other game modes. All weapons are available from the beginning.

TWO PLAYER COOPERATIVE

The cooperative mode is very similar to the one player mission mode, only that two players control one robot. One player controls the torso including the weapons, while the other player controls the movement and the special feature. Both players can activate the shield if it is mounted.

MISSION SELECTION MENU

Use the ↑, ↓, ← and → directional buttons to select the different missions, press the X button to view a mission briefing, and press the Δ button to return to the Main Menu. The ○ and □ buttons are used to switch between the different mission blocks.

NOTE: Mission briefings are only displayed in the one player mission mode and the two player cooperative mode. In the other two modes you directly enter the Weapon Selection Menu.

In the Mission Selection Screen, you will see 4 small screens around a big screen representing the missions you have to complete. The currently selected mission is displayed on the big screen in the center. When you have completed the first block of four missions, the next block will become selectable. You can play the available missions in any order, except missions 21 through 25, which must be played in order. Completing certain missions will give you access to new weapons, so choose missions carefully. Completed missions will appear with a check mark (you can play completed missions again if you want, but you don't have to).

The 10 big and small LED's below the mission screen represent your progress towards the 25th and final level. Each glowing big LED represents 4 available levels. As the 5 final levels have to be played in sequential order, they are shown as 5 smaller LED's. The one highlighted LED shows which mission block you are currently viewing.

After you have chosen a mission, you will go to the briefing screen. Read the briefing carefully. It explains what you have to do to complete the mission! You may have to do a bit of exploring before you know exactly how to finish a mission.

If you don't want to play the mission, select **CANCEL** to return to the Mission Selection Screen. Otherwise, select **ACCEPT** to go to the Weapon Selection Screen.

FINISHING A MISSION

If your IS is destroyed, you will not complete the mission. To keep playing you can choose the continue option to return to the Mission Selection Menu. If you fail a mission, you will be informed about this and a hint will be displayed to help you. After this, you return to the Mission Selection Menu to replay the mission or to try another one.

If you have completed a mission, you will see a debriefing message and then have the option to save your progress. You can choose your desired saved MEMORY CARD slot by selecting a MEMORY CARD slot in the list. You can overwrite full MEMORY CARD slots, but you will be asked if you are sure you really want to. Once you have saved a game you can load it from the main menu.

WEAPON SELECTION MENU

In the Weapon Selection Menu, you select which weapons you want to use in a mission. There are different mounts for weapons depending on which robot unit you have chosen. A mount can only hold one weapon at a time and some weapons are restricted to certain mounts. Some mounts will even remain empty until you find fitting weapons later in the game. Make sure you try out all available positions with every new weapon so that you can fight with the best available weaponry. Use the **↑** and **↓** directional buttons to choose the different options. Press the **×** button to select.

MOUNTING WEAPONS

Press the **←** and **→** directional buttons to step through the available weapons. For each weapon type important information is displayed below the image.

- ◆ **AMMO:** Ammunition per mount
- ◆ **RANGE:** Weapon range
- ◆ **SPEED:** Fire frequency
- ◆ **DAMAGE:** Weapon damage per shot
- ◆ **PRECISION:** Describes the hit accuracy

Press the **×** button to mount the selected weapon. If there is a free slot suitable for the active weapon type, then it will flash on this position on the robot. Most weapons can be placed on more than one place, you can press the **←** and **→** directional buttons to step through these positions. Mounting the same type twice gives you twice the ammunition for this weapon type.

Press the **△** button to exit the mounting section.

REMOVING WEAPONS

Press the ← and → directional buttons to browse through the mounted weapons. The currently selected weapon will flash, and the name will be displayed in the description box. Press the X button to remove this weapon, or press the Δ button to exit the remove weapons section.

START GAME / NEXT PLAYER

The game will start after activating “Start Game”. In the two player arcade mode, the second player can also select his weaponry before the game starts.

BACK

This option returns you to the Mission Selection Menu.

WEAPONS

STANDARD MANIPULATOR (FIST)

Basically the Standard Manipulator is your IS unit's hands and allows you to use hand weapons like a rifle or grenades. It is a powerful weapon in its own right. Use the Standard Manipulator to pound on buildings or enemy IS units. Make sure you're right next to the object or enemy that you want to hit. This weapon is only available to the Iron Soldier, as it requires arms.

CASSY ASSAULT RIFLE

This weapon is a 75mm semiautomatic hand-held rifle, with a healthy supply of ammunition. It will fire three-round bursts if you hold down the Fire Button. It has a decent range and firepower and is a good all purpose weapon.

BADGER HAND GRENADES

The oil-drum sized grenades explode on impact and have a large explosion area. Even if you don't hit a target directly, it may still be destroyed by the explosion. Grenades always fly a fixed distance. Practice throwing these so you know just how far they go. You can even throw them over buildings. Be careful not to be too close to the explosion - you may damage your own IS!

PARKER CHAIN CUTTER

This chain-driven cutting device replaces your right hand and must be mounted on the arm. It is an excellent close up weapon to quickly destroy buildings or enemy IS units. Remember, like the Manipulator, you must stand right next to your target to hit it. This weapon is only available to the Iron Soldier.

RACHELS GATLING GUN REV. 2

This weapon is a rapid firing, 6-barrel Gatling gun that fires 40mm rounds at over 600 rounds per minute. It is devastating at short range, but its power drops off rapidly at longer ranges. It carries a lot of ammunition, but don't waste your shots. It can be mounted on all robot types.

WOLFPACK ROCKET LAUNCHER

This rocket launcher fires deadly rockets. The rockets are explosive and not as powerful as the Badger Grenades, but they can be fired over much greater distances. Rockets will explode when they hit something or reach their maximum range.

SABLE CRUISE MISSILE

This weapon can literally be flown to the target. When you fire the missile, it will switch to a missile camera view. Use the directional buttons to steer the missile to your target. The "ammo" bar represents how much fuel the missile has - if you run out of fuel, it will explode! Otherwise, it will explode on impact with its target.

You can also detonate it at any time after launch by pressing the Fire Button. The explosion is as powerful as a Hand Grenade, so if you use the missile properly, you can destroy several buildings or enemies that are close together. Unfortunately only one or two missiles will fit on a mount at a time, so use them carefully! Also, be careful not to detonate it close to your IS or you will take damage from the blast.

SHERRY 02 GAUGE SHOTGUN

This hand-held shotgun fires a spreading cone of slugs and is ideal for shooting down helicopters or VTOLs. It is very short ranged (much like the Gatling Gun), but twice as powerful as the Cassy Assault Rifle and with a decent area effect. Accuracy is not as critical as with the rifle, but the rate of fire is slower. It can also be used quite effectively against buildings.

IGNITE S57 FLAMETHROWER

This weapon has a devastating effect on buildings and bigger enemies. It's range is very short, so be careful not to blow up oil tanks with it. The explosions would damage your unit.

CARLISLE 75MM HEAVY MACHINE GUN

This hand-held weapon combines good range with a high rate of fire. It fires full auto, but at a much lower rate than a Gatling Gun. It is about as powerful as the Assault Rifle but has better range and better rate of fire.

SLATE HEAVY SHIELD

The shield is not really a weapon - it increases your defensive abilities. When the shield is activated, you will take no damage from enemies! However it has a limited energy supply so use it cautiously. The shield will flash red when hit. It is activated by pressing and holding the **L1** button. Its energy can be reloaded, if you collect energy crates.

CORRINE AUTOMATIC GRENADE LAUNCHER

This device allows you to rapidly fire small grenades almost like Badger Grenades, but in a controllable arc, and at a significantly higher range. The grenades also travel a bit faster, landing and exploding sooner than hand thrown ones. The Corinne Automatic Grenade Launcher is a perfect multi purpose weapon. You can use it to bomb enemies over a long distance, efficiently destroy buildings and even shoot down attacking helicopters. You will need some practice to make optimal use of it, though. The grenade launcher requires **both** hip mounts on the Iron Soldier so it cannot be carried if you have mounted any other weapon there.

CHARLOTTE RAIL CANNON

This cannon uses electromagnetic pulses to fire 120mm armor-piercing rounds at incredible velocity. Unlike the Rifle or Gatling Gun, there is no limit to how far it fires. It cannot be fired very rapidly though, because it has to autoloading the massive shells one at a time. It is an excellent sniper weapon which can be mounted on either shoulder mount, and it is the ultimate weapon against airborne units.

FERRET HOMING MISSILES

When this weapon is selected, a yellow target indicator will select the enemy target that is closest to the crosshair (**not** the nearest to you). When you fire the missile, it will turn to follow the enemy even if he is moving, and does about the same amount of damage that a rocket does. You don't have to precisely aim the missile, it will home in on its own. It may not work correctly if the enemy moves behind a mountain or building, because it might hit the interfering object instead. If no target is available it can be steered like a cruise missile, although it delivers less damage.

SYSTEM B TIME BOMB

This bomb is a high explosive device. It can be placed on the ground and detonates after a fixed time, causing enormous damage. There is a second function too, this System B product also works like a mine, detonating when someone gets too near. This makes it the perfect weapon against enemy robot units.

NOTE: Mounting more than one of any weapon will give you more ammunition for that weapon, but otherwise has no effect on weapon performance.

SPECIAL WEAPONS

The special weapons can be activated by pressing and holding the **L2** button. They have a limited amount of energy so use them with care. Each one is unique to one robot type.

JETPACK (IRON SOLDIER)

The jetpack enables the Iron Soldier to glide above the ground at a high speed.

If it is activated, it automatically accelerates to maximum speed forward. This helps to get out of tricky situations. When the normal accelerate button is pressed at the same time as the **L2** button, the thrusters are reversed and the Iron Soldier glides backwards.

INVISIBILITY DEVICE (SATYR WALKER)

This device creates an optical refraction field around the Satyr, which makes it invisible. Enemy forces know about this device, so they keep firing at the last known position, so it is important to keep moving. This is ideal for hit and run tactics.

FORCE FIELD (CE-TECH)

The force field generator creates a destructive circular field around the CE-Tech, destroying everything in its range. It is extremely powerful, and can destroy buildings at an unmatched rate.

BONUS ITEMS

These items can be found in crates during the game and show up like weapons in the weapon slots. They can be activated with the fire button. It is difficult to find these devices, as they are very rare.

NOTE: The special weapons from the above section (Force Field, Invisibility) that are not the one unique to your unit can also be found in crates, but in this case they work like all other bonus items described in this section too.

SPY DRONE: The spy drone launches 300 feet straight into the air and gives a birds eye perspective over the surrounding area. You can still walk around while it is active, although aiming is almost impossible, as the spy drone overrides the visual interface.

Press Fire to deactivate the drone.

INFRAVISION: This enhancement is extremely useful at night, as enemy units glow bright green, which makes them much easier to hit.

SPEED UP: Special fuel supplies that enable your unit to move faster for a limited amount of time.

PLAYING THE GAME

OPTIONS

We have designed Iron Soldier 3 so that you can configure it to your own needs. For your convenience, the options can be saved to a MEMORY CARD, and will be loaded automatically when you start the game the next time. Experiment with the different settings to find out which are your favorite.

NOTE: You do not have to adjust any settings if you don't want to, you can always leave them the way they are. All values are set to good default settings.

Press **SELECT** during the game to enter the options menu, or select options from the main menu (as described before in the main menu section). Some options are only available during the game though.

Press the **↑** and **↓** directional buttons to navigate through the options. Press the **×** button to select a submenu, and press the **△** button to return to the next upper level menu. Use the **←** and **→** directional buttons to change a selected option.

CONTINUE MISSION: This option returns you to the game.

DISPLAY OPTIONS: In this menu you can adjust different display settings.

SPLIT VERTICAL / OVERLAPPING / HORIZONTAL: Use this option to select your preferred screen layout for the two player modes.

NORMAL PANEL / SMALL PANEL / NO PANEL: The smaller panel offers less information about your unit, but the visible screen area is larger. The same applies to the "No panel" option, but when you use this setting, no status information will be displayed at all.

MOTION BLUR: ON / OFF: This option adjusts the blur effect when steering a guided missile. The effect enhances the feeling of speed.

WEAPON TEXT: ON / OFF: When this option is enabled, the name of the current weapon will be displayed when you switch weapons.

HIT PARTICLES: ON / OFF: Turn this option off to disable the small debris flying from enemies when they are hit.

CENTER SCREEN: Using this option, you can make sure the picture of the game is centered on your TV or monitor. Use the **↑ / ↓** and **← / →** directional buttons to move the screen around. Select “back” when you are satisfied with the screen position.

SOUND OPTIONS

This menu adjusts everything concerning sound.

AUDIOTRACK: There is a default track for each level. In case you want to hear a different song, you can select it here. You can choose 3 more track options in addition to the single titles.

- **No Music:** Turns off the music.
- **Random:** Plays random tracks.
- **Playlist:** When this option is active the tracks will be played as defined in your playlist. Read below how to create your own playlist with your favorite songs.

EDIT PLAYLIST: Compile your favorite songs into a playlist!

Select “Add Track”.

Use the **←** and **→** directional buttons to select a song, and if you wish to add it to the list, press the **×** button. You will see the number of this song added to the list below. A maximum of 16 songs can be added, and you can add songs more than once if you wish. Select “Delete Track” to remove the last song from the list.

NOTE: The list will also be saved to the MEMORY CARD along with the other options.

MUSIC VOLUME: Adjusts the music volume.

SFX (SOUND EFFECTS): VOLUME: You can adjust the volume of the different sound events in the game the way you like it best. When you first select an SFX option, ALL four will be highlighted, so that you don't have to adjust all the values separately if you want to turn down all effects.

- **Explosions:** All explosion effects.
- **Weapons:** All shots and firing sounds.
- **Engines:** All enemy engine sounds.
- **Ambient:** All atmosphere sounds such as the weather or interior background sound in the robot.

MONO / STEREO / SURROUND: Select the type of speaker system you are using. It is important to know which type you are using to get the most out of the game. Iron Soldier 3 uses a sophisticated sound engine that helps you hear which direction enemies are coming from if you use a stereo or surround system. When using a surround system you can actually hear from which direction enemies are coming from. When you use a mono TV don't select stereo or surround, or some sounds will not be audible.

NORMAL STEREO / INVERT STEREO: In case enemies coming from the right can be heard from the left speaker and vice versa, you don't have to switch the audio cables, you can simply invert the channel output with this option.

CONTROLLER OPTIONS

This menu adjusts everything concerning the controllers.

VIBRATION: OFF / WEAK / NORMAL / HARD: Adjust the amount of vibration you wish to feel on your DUALSHOCK™ analog controller.

NORMAL / REVERSE UP / DOWN: This option inverts the ↑/↓ directional buttons in the game. This is because many players have their own preference for the way these buttons should behave.

NORMAL / REVERSE CM UP/DOWN: This is the same as above, but for the control of cruise missiles.

DIRECT / CLASSIC CONTROLS: Iron Soldier 3 offers 2 different control types. The classic control system is mostly for the fans of Iron Soldier 1 and 2, and is very similar to the controls of these games. The direct controls are optimized for the PlayStation® controller.

As well as the Advanced Controls option described below they are described in detail in the following CONTROLS section.

ADVANCED CONTROLS: The advanced controls enable you to steer the torso separately from the legs, enabling you to walk in one direction while firing in a different one. Read more about this in the CONTROLS section.

BUTTON CONFIGURATION: In case you are still not satisfied with the controls, this is where you can change every button individually until the controls are exactly the way you want them to be. Select the function you want to change, then press the ← / → directional buttons to browse through the available buttons. You can also press the X button when the desired function is highlighted, and you will be prompted to press the desired button. But be careful that all buttons are the way they should be before you exit this menu!

MISSION OBJECTIVE

In case you want to check the mission objective, you can read it here as often as you like.

SAVE OPTIONS

You can save all options to a MEMORY CARD. When you start Iron Soldier 3 again the next time, these settings will automatically be loaded again.

QUIT GAME

Choose “Quit Mission” if you want to quit your mission and return to the Level Selection Menu, or select “Quit Game” to return to the main menu.

CONTROLS

Iron Soldier 3 offers two different modes to control the walking speed and direction of your robot. The classic control system is mostly for the fans of Iron Soldier 1 and 2, and is similar to the controls of these games. The direct controls are optimized for the PlayStation® controller and set as the default mode. Many button functions can also be redefined at the controller options.

- To go to the options menu or simply pause the game, press the **SELECT** button.
- To select your weapon, use the **□** button.
- To fire your selected weapon, press the **○** button.
- To use the shield function (if the shield is mounted), hold the **L1** button.
- To use the special feature (if available at this time), hold the **L2** button.

DIRECT CONTROL MODE

TO WALK:

R1 button: Walk forward. Once you are walking, let go of the **R1** button and you'll keep moving.

R2 button: Walk backward. Your backward speed is slower than forward.

TO LOOK AROUND:

↑ / ↓ directional buttons: Look up / down

← / → directional buttons: Turn left / right

NOTE: Holding the **X** button down while moving the directional buttons will make you look around much faster.

ADVANCED CONTROLS

The advanced controls enable you to steer the torso separately from the legs, enabling you to walk in one direction while firing in a different one. As they require some experience, the advanced controls are disabled by default and have to be activated at the controller options screen before they can be used. When enabled, the advanced controls can be switched on and off while playing the game using the **START** button.

While Advanced Controls are ON, the Δ button + \leftarrow / \rightarrow directional buttons will make the IS look around without changing your walking direction. You can only look 90 degrees to the left or right.

CLASSIC CONTROL MODE

TO WALK

X button + \uparrow directional button: Walk forward.

Once you are walking, let go of the X button and you'll keep moving.

X button + \downarrow directional button: Walk backward.

Your backward speed is slower than forward.

X button: Pressing the X button by itself will bring the walk to a stop.

TO LOOK AROUND

\uparrow / \downarrow directional buttons: Look up / down

\leftarrow / \rightarrow directional buttons: Turn left / right

NOTE: Holding the R2 Button down while moving the directional buttons will make you look around much faster.

ADVANCED CONTROLS

The advanced controls enable you to steer the torso separately from the legs, enabling you to walk in one direction while firing in a different one. As they require some experience, the advanced controls are disabled by default and have to be activated at the controller options screen before they can be used. When enabled, the advanced controls can be switched on and off while playing the game using the **START** button.

While Advanced Controls are ON, the X button + \leftarrow / \rightarrow directional buttons will make the IS look around without changing your walking direction. You can only look 90 degrees to the left or right.

NOTE: In Two Player Cooperative Mode the Δ button is used to quickly align your view to the view of the second player.

ENEMIES

Each enemy has strengths and weaknesses. Practice will teach you which weapons are best for use against each enemy type.

'GLAIVE' HELICOPTER

The helicopters fire bullets or rockets at you. They also like to fly over your head and get behind you, so try to destroy them before they get too close.

'GREAVE' V.T.O.L.

These unusual planes use turbine engines to hover or fly around. They drop deadly bombs on you from above, so don't let them get too close.

'GANTLET' ATTACK PLANE

This fixed-wing aircraft flies quickly overhead and drops bombs. Mostly you can hear these planes before you can see them, so be alert when intelligence warns you for air strikes. When you see it pass over you on the radar be fast to get away from under it.

'WYVERN' JETFIGHTER

A small and incredibly fast plane. It fires rockets at you from high distances, but sometimes also flies direct attacks.

'ROC' TRANSPORT PLANE

These huge planes fly over the battlefield and drop light tanks or FAVs via parachutes.

'BRASSARD' LIGHT TANK

These tanks are everywhere. They fire cannon shots and occasionally fire off a 1-shot rocket (especially if you make them mad).

'BASILISH' FAST ATTACK VEHICLE (FAV)

Small vehicles armed with rocket launchers. They like to do "hit and run" tactics.

'TASSET' HEAVY TANK

Watch out for these brutes! They fire powerful shots from two mounted cannons and are incredibly tough. They are so big you won't even be able to step on them. Be sure to bring lot's of ammunition, because these are the real bad boys!

'BEHEMOTH' FRIGATES

These massive, armed ships are frequently a target you will need to take out to complete a mission. They take several hits from grenades or other heavy weapons to destroy and they are usually armed with two turrets, which can fire cannon shots or rockets. They are frequently docked, but can occasionally sail out of grenade range, so keep an eye on them and destroy them as fast as possible.

'JAVELIN' ROCKET LAUNCHER

This device does not move, but is still dangerous. It can fire off two rockets in any direction. If you get close enough, you can step on these just like Light Tanks and Gun Turrets.

'HEAUME' GUN TURRET

These are also fixed gun emplacements with heavy machine guns that will fire at you if you get too close. Be careful, the Heaume has an incredibly high firing rate. Staying near to one of these is absolutely lethal!

'SATYR' WAR STRIDER

A two legged, armed walker about half the size of an IS. These guys are speedy and have two "shoulder" pylons on which they can mount missile launchers. Heavy machine guns and rockets are the most common armaments. Like the FAVs, walkers like to do hit and run attacks.

CE-TECH ROBOTS

These are slow, but massive units. They carry a wide array of weapons, but often mount two heavy machine guns! Don't get too near these huge walkers, because they can carry lethal flame-throwers!

ENEMY IS UNITS

They can be armed with a variety of weapons, but most of them mount Wolfpack Rocket Launchers. They are quite sturdy so be sure you have lots of grenades or rockets. They can also be destroyed in close combat, but watch out for their punch!

'COLD IRON GUNNER' (CIG)

PENTA's new secret weapon.

CRATES

Crates can be found in the ruins of destroyed buildings and contain ammunition, repair kits, new weapons and other valuable supplies. Your Méch must walk over a crate to pick it up.

There are five different types of crates:



ENERGY CRATES

These black and yellow striped crates will repair about $\frac{1}{4}$ of

the total hit damage to your IS when you collect them.



STEEL CRATES

These contain extra ammo for various weapons. Pick them up if you are running low on ammo for your weapons. Sometimes bonus items or extra points can also be hidden in these crates.

SUPPLY CRATES

Some missions require you to collect supplies. Be sure you collect any supply crates you come across.



BONUS ITEM CRATES

These crates contain bonus items like Speed Up, Force Field, Invisibility, Spy Drone or Infravision that can be used for a limited time.

Such features will appear as new icons on the available weapon monitor until they are activated.



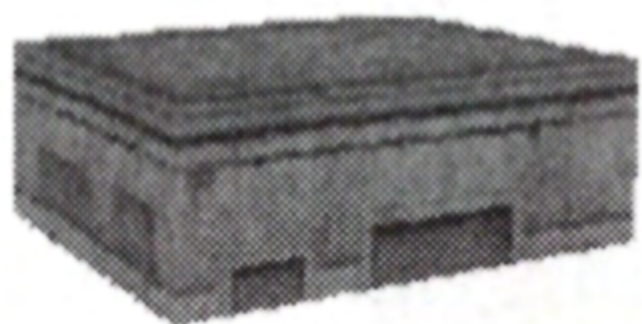
MAIN BUILDING TYPES

Buildings are a major part of urban combat. Buildings can help you by providing cover from enemies, or containing valuable crates.



FACTORIES

These buildings often contain repair crates. They are quite sturdy.



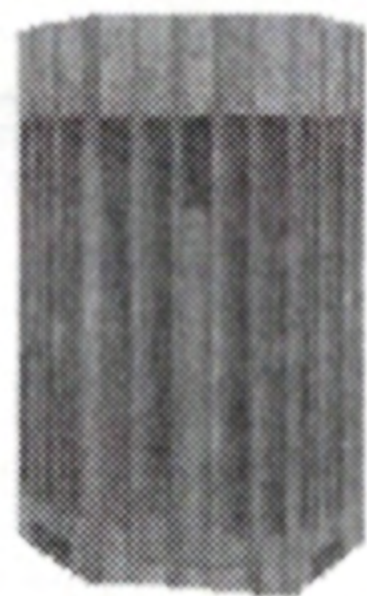
WAREHOUSES

There are many different warehouse types and the chance to find valuable crates inside is always good.



SKYSCRAPERS

These massive buildings are where the corporate management works - they're everywhere - and they're quite sturdy. You can occasionally find crates in them.



FUEL TANKS

Exploding fuel tanks will damage nearby buildings and enemies, and may even set off other fuel tanks in a chain reaction! You can be damaged as well, so be careful. Energy crates are often found in the wreckage of fuel tanks.

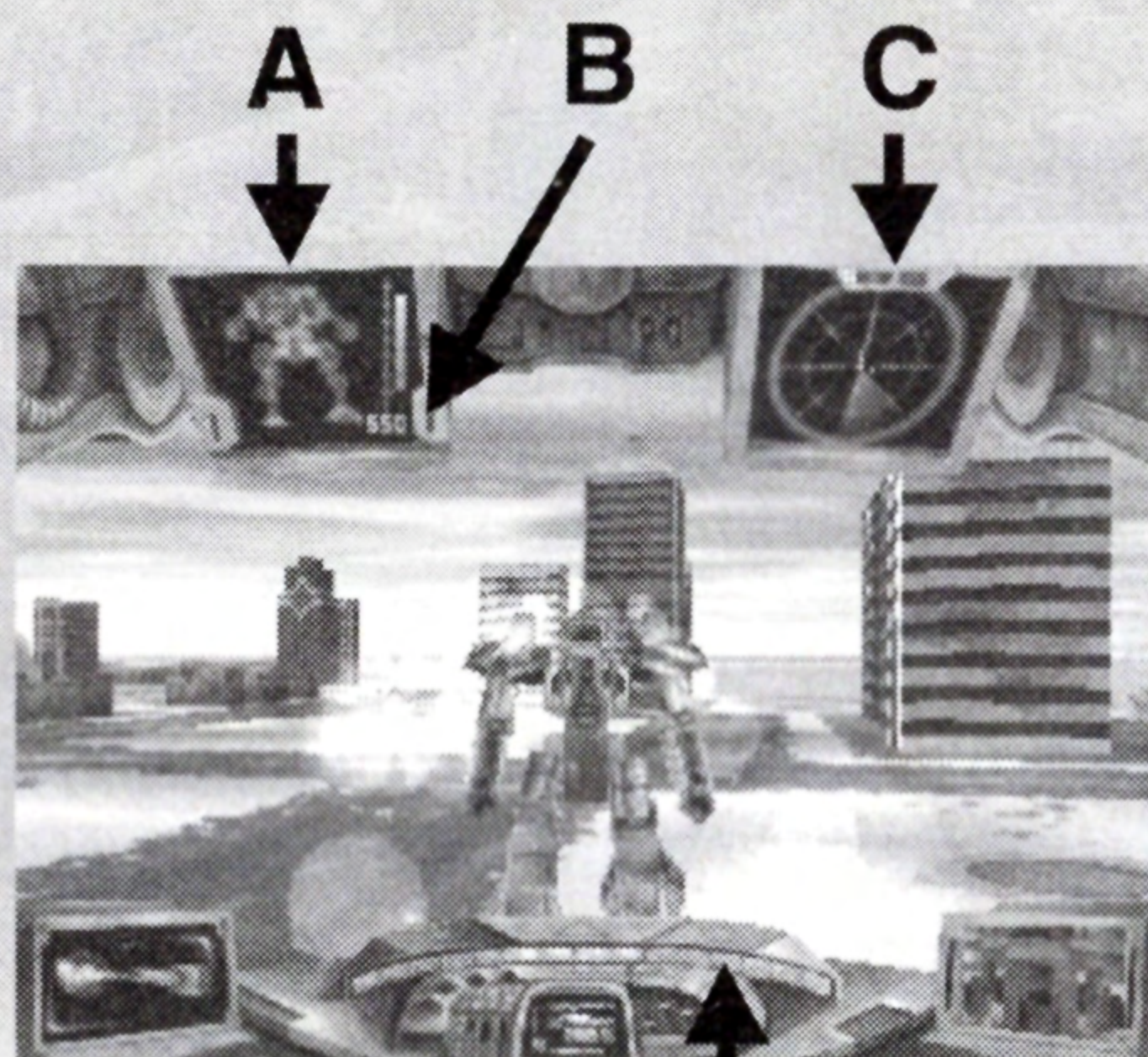


POWER PLANTS

These incredibly sturdy buildings are found in industrial areas. They often contain crates.

GAME SCREEN

- A** **WEAPON MOUNTS**
Shows you what weapons your IS is equipped with. The vertical bars indicate your walking speed and how much ammo the currently selected weapon has.
- B** **AMMO COUNTER**
Shows the exact amount of ammo left.
- C** **RADAR**
Shows the position of nearby enemies. You are in the center of the radar, so it can show enemies behind you. Different colors indicate different enemy types.
- D** **WEAPON SELECTED**
Shows what weapon is currently selected.
- E** **WARNING LIGHT**
Flashes if your Iron Soldier has taken damage.
- F** **HITS BAR**
Shows how much damage your IS can take before it is destroyed.
- G** **TARGET MONITOR**
Shows the target area of your weapon.



HINTS & TIPS

GETTING THROUGH A MISSION

- Read the briefing carefully so you know what you must do to complete a level. It may take you a few tries before you figure out exactly where and what your objectives are.
- Choose your weapons carefully. Learn which type of weapon works best against which enemies. With time you will learn to mount the right weapons just by reading the mission briefings.
- Try breaking open buildings and remember what kind of crates are in them, if any
- If you can't solve a mission, try taking a different route. There are many ways to go, some are easier and faster than others.
- Enemies that move quickly are easier to hit if you fire just in front of them, so they move into your shots. This is called "leading" the target.
- Stick to the mission goal! Wandering around aimlessly in enemy territory is deadly, so try to study the terrain from the distance before you come rushing in.

FIGHTING TANKS

- Use buildings for cover. Don't stand out in the open, or you will be surrounded.
- You can often kill tanks by hiding from them until very close, then stepping on them!
- You can kill tanks at long range with the rocket launcher or rail cannon - aim just a little bit high when doing this.
- At long range, use the close-up screen in the lower right corner to aim more accurately.

FIGHTING HELICOPTERS AND V.T.O.L.S

- Use skyscrapers as cover, and watch your radar. When they come around the corner, blast 'em!
- If you catch a V.T.O.L. on the ground, don't get too close - shoot it before it takes off.
- Try to get the V.T.O.L.s to drop bombs on fuel tanks - they'll blow themselves up!
- Be sure to kill V.T.O.L.s before they get too close.

AVOIDING ROCKETS

- You can shoot down rockets with some practice, but it is safer to dodge them.
- Watch the rockets on the radar and move perpendicular to their flight path to avoid them.
- Be sure not to get too close to rocket launchers.
- Try to destroy rocket launchers at long range. Rockets do a lot of damage, so be careful!

FIGHTING SHIPS

- If the ships are close enough to shore, use hand grenades.
- Ships have good “side” armor, so rockets aren’t too effective.
- The ships fire at you if you get close, but it only takes a few well placed hand grenades to destroy a ship.

FIGHTING WALKERS

- Keep moving to avoid the rockets from the Satyr Walkers.
- Wait till they stop to fire at you, then hit them with an all-out attack.
- Don’t get near CE-Tech Walkers, their flamethrowers are lethal.

FIGHTING IS UNITS

- Try to use cover.
- If you have rockets, try to fire them when the enemy IS is not shooting at you.
- Throw grenades as accurately as possible, leading the target some since the grenades are slow.
- Most IS units stop firing if you get in close enough, but watch out for their punch!
- Use your fists or the Chain Cutter at close range, and back up a little bit when you think it’s going to punch you. Then move back in again if it turns away from you.



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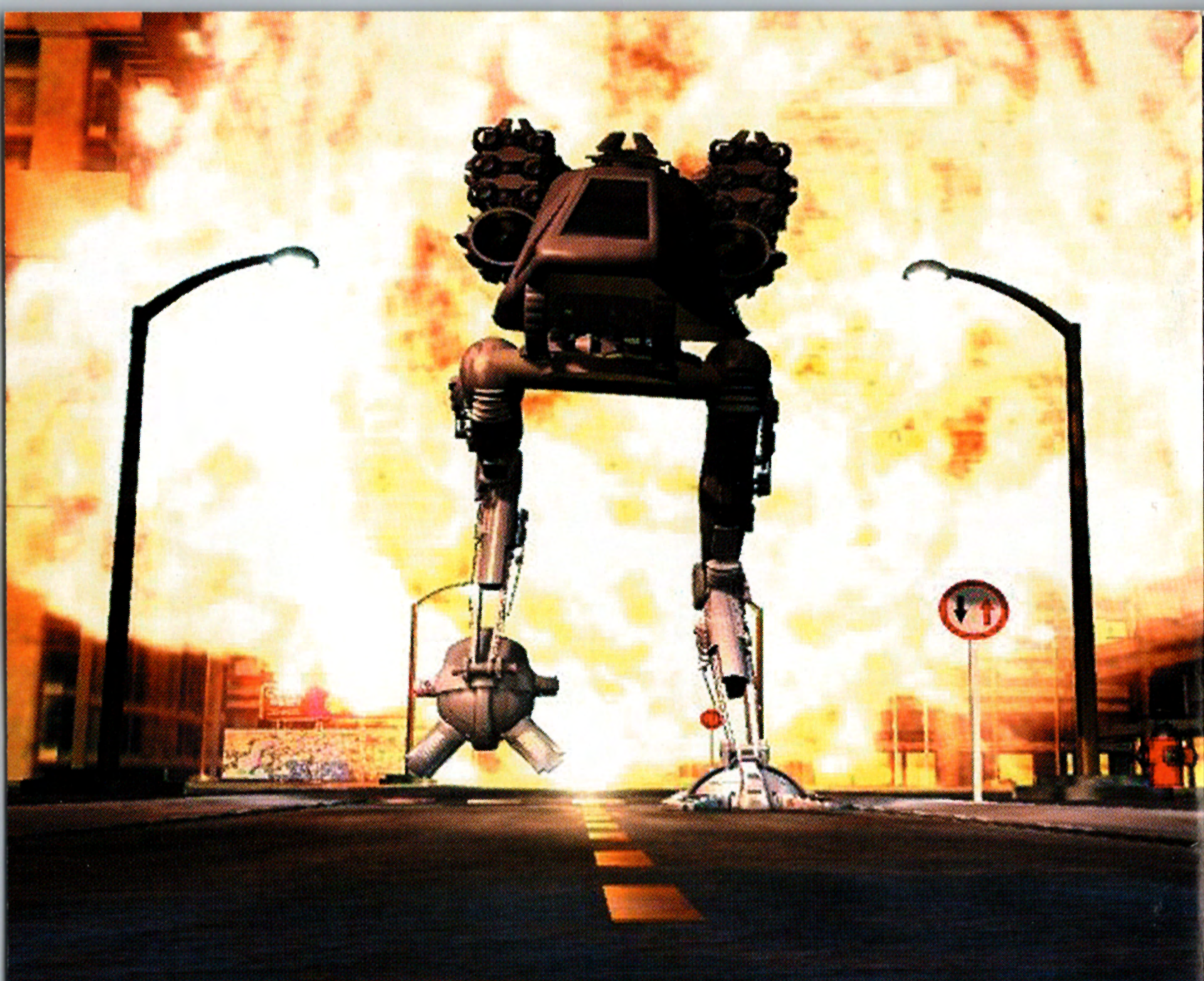
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