



NTSC U/C

PlayStation

WARGAMES

DEFEND 1



SLUS-00599
2110126

MGM INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

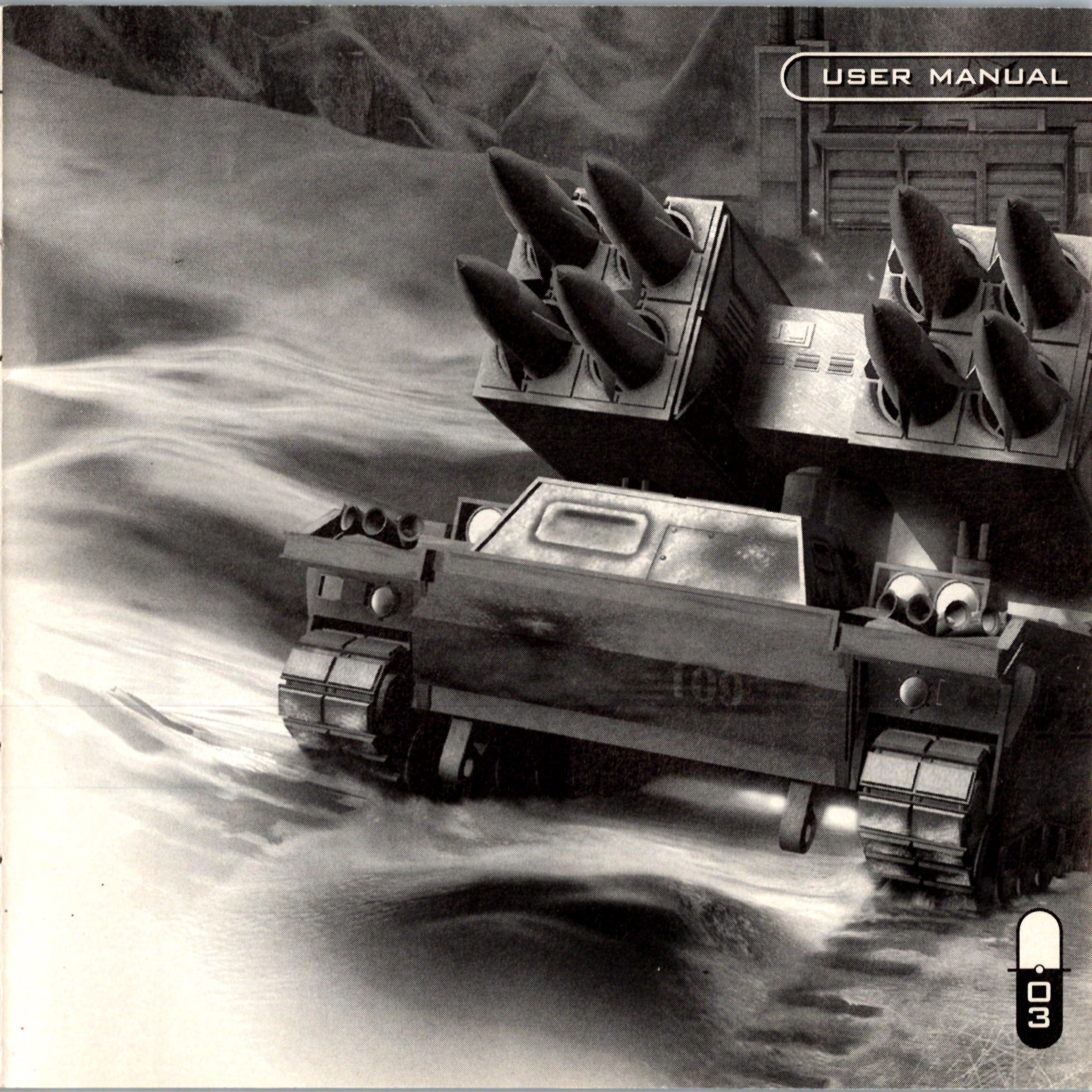
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic 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.

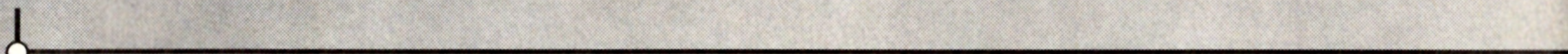
WARNING TO OWNERS OF PROJECTION TELEVISIONS

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 the center to the outer edge. Never use solvents or abrasive cleaners.





06	▶	STARTING THE GAME/GAME CONTROLS
09		BACKGROUND
10		INTRODUCTION
10		WARGAMES™ DEFCON 1: AN OVERVIEW
11		TITLE SCREEN OPTIONS
11		CHOOSE GAME TYPE
11		1 PLAYER: NORAD MISSIONS
11		1 PLAYER: WOPR MISSIONS
11		2 PLAYERS: COMPETITIVE
11		2 PLAYERS: NORAD COOPERATIVE
11		2 PLAYERS: WOPR COOPERATIVE
11		CHANGE CONTROLS
11		SELECT MISSION
11		LEVEL SELECTION
11		TIC-TAC-TOE PASSGRID
12		MULTIPLAYER GAME TYPES
12		COOPERATIVE
12		COMPETITIVE
12		DEATHMATCH
12		CAPTURE THE FLARE
12		DEATHMATCH REGENERATION
13		E-MAIL AND BRIEFING SCREEN
13		UNIT INFORMATION SCREEN

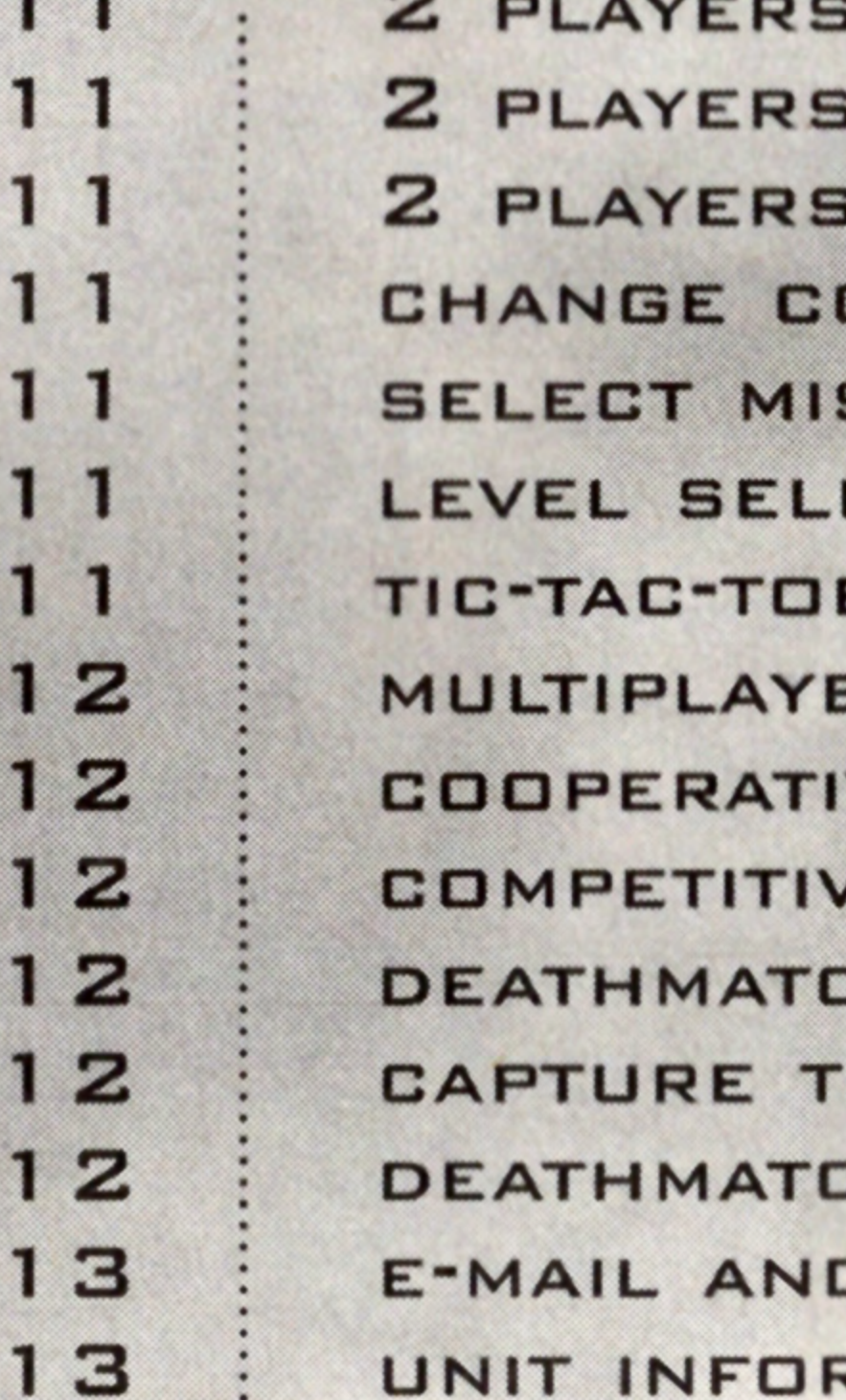
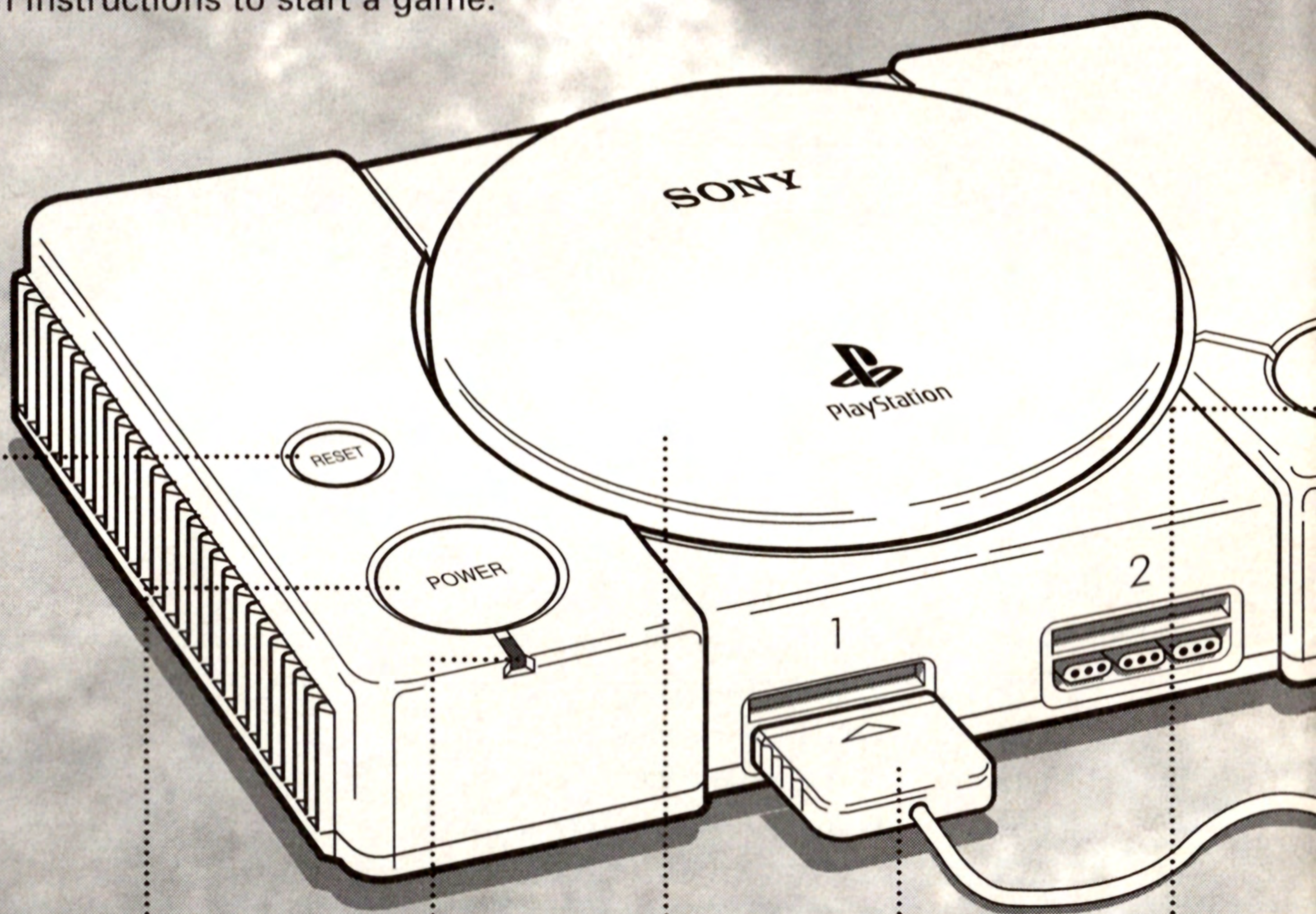


TABLE OF CONTENTS

14	GAME PLAY FUNCTIONS
14	MINIMAP
14	PAUSE OPTIONS
14	EXIT MISSION
14	SPEECH VOLUME
14	SOUND EFFECTS VOLUME
14	MUSIC VOLUME
14	ADVANCED COMMANDS
14	CALL ALL UNITS
14	CALL UNIT
14	RETURN TO BASE
14	HACK
15	CALL AIRSTRIKE
15	DEFCON METER
15	ENERGY RING
16	POWER-UPS
16	REPAIR DAMAGE
16	SECONDARY WEAPON RELOAD
16	SHIELD
16	WEAPON ADRENALINE
17	NORAD UNITS
18	WOPR UNITS
19	NORAD FACILITIES
20	WOPR FACILITIES
21	LEGAL
22	CUSTOMER SUPPORT
23	CREDITS

- 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 *WARGAMES™ DEFCON 1* disc and close the Disc Cover. Insert game controllers and turn on PlayStation game console. Follow on-screen instructions to start a game.



RESTART BUTTON

POWER BUTTON

POWER INDICATOR

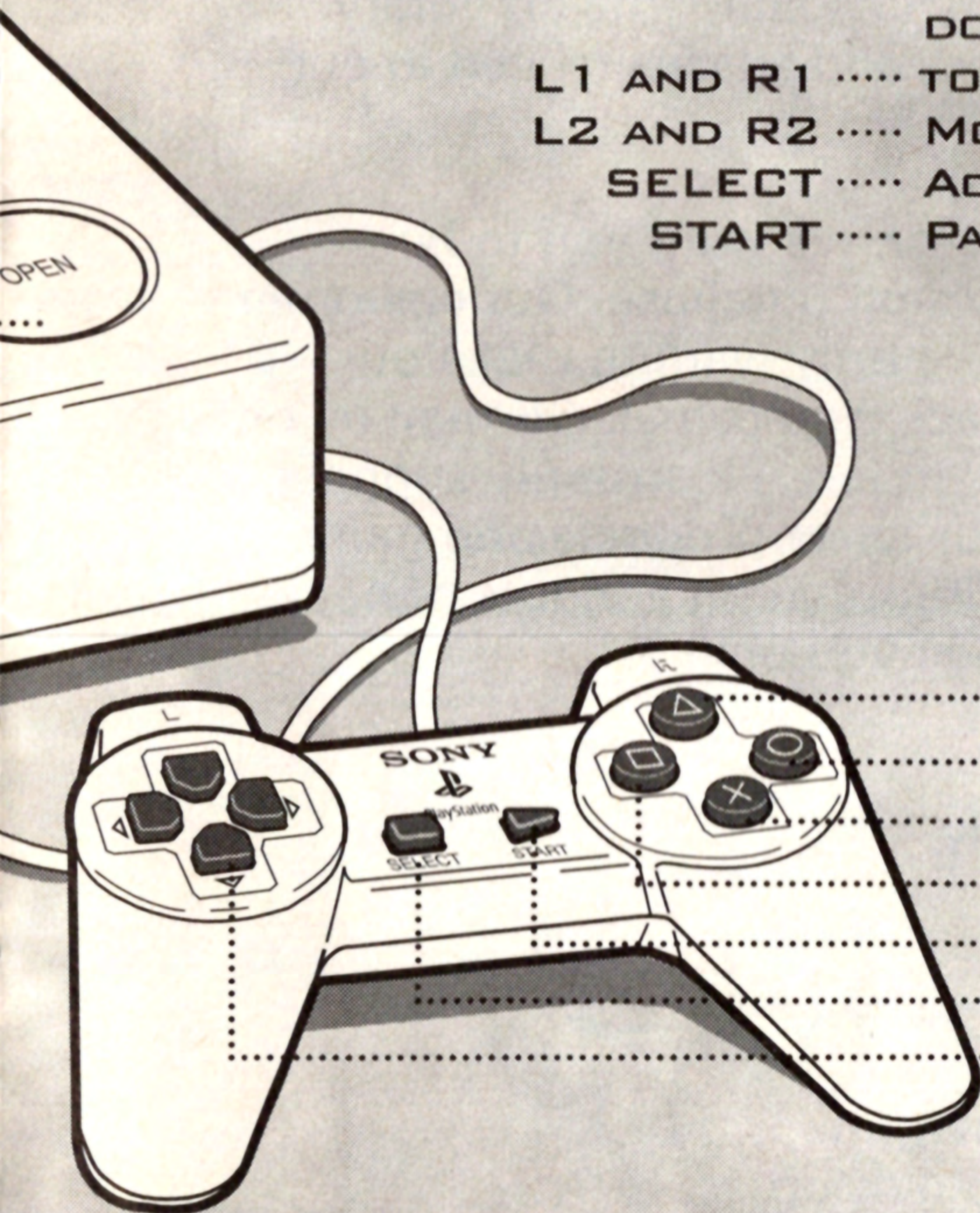
DISC COVER

CONTROLLER PORT

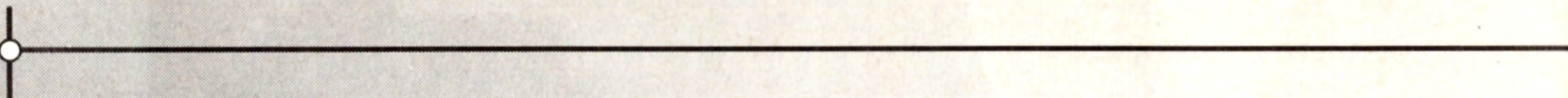
OPEN BUTTON

STARTING THE GAME/GAME CONTROLS

- ↑ MOVE FORWARD
- ↓ MOVE BACKWARD
- ← TURN LEFT
- TURN RIGHT
- △ ISSUE COMMAND
- SECONDARY WEAPON
- × PRIMARY WEAPON
- TOGGLE THE CAMERA VIEW FROM TOP DOWN TO OVER THE SHOULDER
- L1 AND R1 TOGGLE BETWEEN AVAILABLE UNITS
- L2 AND R2 MOVE CAMERA UP AND DOWN
- SELECT ACCESS THE BRIEFING SCREEN
- START PAUSE AND ACCESS THE IN-GAME OPTIONS

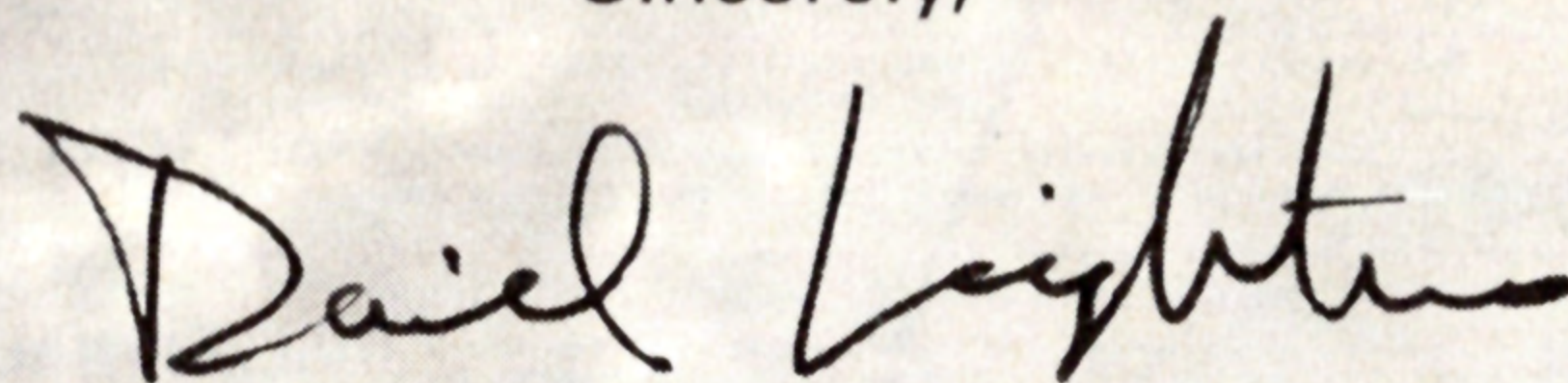


- △ BUTTON
- BUTTON
- × BUTTON
- BUTTON
- START BUTTON
- SELECT BUTTON
- DIRECTIONAL BUTTONS

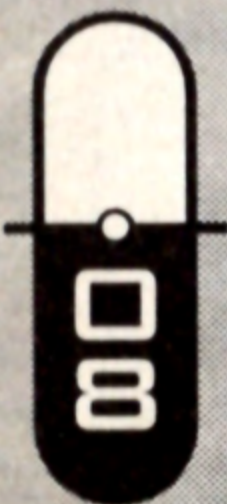
- 
- ▶ On behalf of Protovision, I want to personally thank you for buying one of our challenging games. Our excellent staff tirelessly play-tests and tweaks our titles to ensure that we remain on the cutting edge of today's software companies and produce only the best products. Our premier Santa Monica facilities provide both a fun and technology-driven environment for our producers, designers, artists, sound experts and computer engineers. We encourage them to take breaks in our on-site arcade of classic games or our fully stocked cafe, which is where all of the best ideas are born. Our state-of-the-art library contains all of the most important books and articles related to our field from the past 25 years.

Whether it's a shoot-'em-up or simulator, we want you to be completely satisfied with your Protovision purchase. Our customer service line is always open because we truly want to make our products better based on your feedback. You can also E-mail us or post messages right on our Web site. In fact, I'd strongly suggest you visit our Web site to check out our latest products and game updates. You can also find the same information and lots of neat little programs on our private BBS. See you online!

Sincerely,



David Lightman
President, Protovision



BACKGROUND

SESSION LOG

Initiate call...

Dialing...

Connect at 28.8 Kbps...

Local time: 03:33:05 PDT -700

WELCOME TO PROTOVISION'S PRIVATE BBS. THIS IS YOUR MAIN SOURCE FOR UPDATES AND UTILITY PROGRAMS FROM PROTOVISION'S SOFTWARE EXPERTS. CHOOSE FROM THE FOLLOWING OPTIONS

- 1) Company information
- 2) Patches
- 3) Demos
- 4) Utilities
- 5) Message posts
- 6) E-mail
- 7) Play a game
- 8) Exit

7...

SO YOU WANT TO PLAY A GAME, HUH? TRY ONE OF OUR BRAND-NEW DEMOS BELOW.

- 1) Tubular
- 2) Asteroid Attack 2000
- 3) Movie Trivia Tonight
- 4) NEW WAR GAME!
- 5) Exit

4...

YOU'VE PICKED NEW WAR GAME!, OUR LATEST STRATEGY SIMULATION. CONTROL MILITARY VEHICLES TO ELIMINATE A DANGEROUS ENEMY. MISSIONS TAKE PLACE ALL OVER THE WORLD. THIS UNNAMED INTERACTIVE GAME DEMO CONTAINS ONLY THREE MISSIONS. USE A JEEP, APC OR TANK TO INITIATE YOUR SESSION. PLEASE CHOOSE ONE OF THE FOLLOWING MISSIONS:

- 1) Iraq
- 2) China
- 3) Bosnia
- 4) Exit

3...

BOSNIA HAS UNDERGONE A DRAMATIC TRANSFORMATION SINCE THE U.S.-BACKED U.N. FORCES TOOK OVER THE..... DO YOU WANT TO PLAY A GAME?

- 1) Yes
- 2) No
- 3) Exit

3...

SORRY. YOU CANNOT END THE MISSION AT THIS TIME. INITIATE MISSION. ATTACK WILL COMMENCE IN THREE MINUTES. CHOOSE WEAPON TYPE:

- 1) Conventional
- 2) Nuclear
- 3) Exit

1...

CONVENTIONAL IT IS. INITIATE LAUNCH...

GREETINGS, PROFESSOR FALKEN.

IT'S BEEN A LONG TIME.

WOULD YOU LIKE TO PLAY A GAME?



► INTRODUCTION

You recently purchased a Protovision action-strategy game called *WARGAMES DEFCON 1*, whose neatest feature is the ability to play against other opponents in real-world scenarios at any time of the day or night. When you started a new game, you encountered a flaw that connected you to a government simulator in which all of the moves you made were echoed in the real world with live ammunition, military vehicles and troops. This mistake could have happened as a result of the recent top-secret work of Joshua Information Systems, Protovision's parent company, to provide war strategy programs to the Department of Defense. There must be some link somewhere... Your skill at *WARGAMES DEFCON 1* will have effects all over the world! You must stop the opposing WOPR (War Operation Programmed Response) forces in a variety of missions before they destroy the major cities and military sites. If you lose, you can kiss your computer, that special someone and all your buddies goodbye. Good luck!

► **WARGAMES DEFCON 1: An Overview**

Twenty years after the WOPR computer almost started World War III, it has grown further and learned more. It has concluded that a nuclear exchange is now unlikely and ultimately inefficient, so more conventional warfare must be used. Its goal is to stop all war across the globe with a simple, logical notion: Destroy the entire human military machine, and war will cease forever.

WarGames Defcon 1 can be played from either side. Control the NORAD (North American Air Defense Command) global forces to defend humanity from WOPR's twisted logic and tyrannical desires. You can also take the reigns of the most technologically advanced force ever conceived as you control the WOPR mechanized forces in the noble goal of saving humanity from itself.

Each side has a campaign of fifteen missions of increasing complexity and difficulty. Strategy will play an important role to attain success for either side. Simply blasting your way through the enemy units will not always succeed; stealth and cunning will more often be the way to proceed. You will be given a briefing at the start of each mission that explains the current situation and why the mission has to be undertaken. The units allocated to your command for the current mission will also be described here. Throughout the game, you will receive E-mails from either NORAD headquarters or the WOPR mainframe itself, depending on which side you play. These messages point out intermediate objectives that bring you closer to the final goal of the mission. Read them carefully since they offer valuable intelligence and advice on how to proceed.

Multiplayer Games are also available. They use a revolutionary diagonal split-screen to allow maximum viewing areas for both players. It is possible to play the missions in two-player mode cooperatively. The normal units for the mission must be shared between the players, adding yet another strategy dimension to the game. This way, players fight a battle on two fronts and divide the enemy forces between them.

The Deathmatch style of game play is also available, but with a couple of extra twists. Standard Deathmatch game play is a fight to the death. Wipe out your opponent before he can do the same to you. Deathmatch Regeneration allows you to fight indefinitely since your units will regenerate at your base

INTRODUCTION/OPTIONS

after being destroyed. The other multiplayer game, Capture the Flare, requires you to infiltrate your enemy's base, steal his colored Marker Flare and return it to your own base. Full instructions for each of these game types can be found later in the manual and in the game itself.

TITLE SCREEN OPTIONS

Choose Game Type

Use this option to select a side to play or the type of multiplayer game. Choose one of the following:

1 PLAYER: NORAD MISSIONS

This is the campaign for control of the human NORAD forces against the computer-controlled WOPR forces.

1 PLAYER: WOPR MISSIONS

This is the campaign for control of the computer-controlled WOPR forces against the human NORAD forces.

2 PLAYERS: COMPETITIVE

Play against a friend in three types of head-to-head matches: Deathmatch, Deathmatch Regeneration or Capture the Flare.

2 PLAYERS: NORAD COOPERATIVE

Play the NORAD missions with a friend, sharing your units.

2 PLAYERS: WOPR COOPERATIVE

Play the WOPR missions with a friend, sharing your units.

Change Controls

This option allows you to check the default controls and change the function of the various buttons on a standard PlayStation controller. To change the function of a particular button, move up and down to highlight the function, press the X button to select it and then press the new button you want to use for that function. Note: If the function is already assigned to a button, the two functions involved will simply swap buttons. The second player can also change the controls for his controller by accessing this option from the Title Screen with that controller and assigning game functions in the same way.

Select Mission

If you select the Globe from the Options wheel, you access the mission selection screen. The currently accessible missions will be highlighted. Other missions will become highlighted if you enter a valid passgrid.

Level Selection

All fifteen missions rotate like a drum. To select a particular mission, rotate the list with the Directional button. The selected mission will then pulse. Enter the passgrid (if necessary) and press the START button to begin the game.

Tic-Tac-Toe Passgrid

The passgrid for the next mission is revealed on the debriefing screen following a successful mission. You

will need to write down this passgrid since it is different for each mission. When you select a new mission, you will have to enter the passgrid for access. To complete a passgrid, simply move around the grid with the direction buttons and press the relevant shaped buttons to fill the grid. If the passgrid you enter is correct, the mission will then be highlighted and you can proceed with mission selection as normal.

► MULTIPLAYER GAME TYPES

Cooperative

When it comes to battles, two heads are always better than one! The same is true in *WARGAMES DEFCON 1*. You and a buddy can team up to destroy the WOPR forces or instead help WOPR end planetary warfare by eliminating the puny human NORAD troops. In both cases, you share units and must decide between yourselves who will command which troops and vehicles. One of you might handle initial assaults to wear down the enemy while the other takes a cleanup position. Cooperative play has plenty of variety, but you'll always get the thrill of taking on the enemy as part of a team.

Competitive

There are three competitive multiplayer games in *WARGAMES DEFCON 1*. They can be selected once one of 15 battlefields has been chosen and the Briefing Screen has opened. Move left/right with the Directional button to select the game type, and read the instructions for game play. The game will commence when it has finished loading and you press the START button.

Deathmatch

This is a straightforward "last man standing" type of game in which the objective is to simply wipe out all of the opposing player's vehicles and base.


Capture the Flare

This game variation adds a new twist to a multiplayer game. The objective is no longer to destroy as many of the opponent's units as possible; instead, the goal is to steal the opponent's flare from his base and get it back to your own base. This sounds simple, but when you add the fact that destroyed vehicles will regenerate, it becomes far more interesting. If a vehicle carrying the flare is destroyed, then the flare will be left there until another vehicle can be sent to retrieve it by either player. If a vehicle of the flare's owner gets to it, the flare will be returned to the corresponding base and the battle starts all over again. Points are awarded for destroying units, but the most points are earned for actually capturing the flare and getting it to your own base. The game only ends when one of the players exits the game. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.

Deathmatch Regeneration

This variation is almost the same as the normal Deathmatch game except that there is no limit on the amount of kills the player can make since all units regenerate back at the player's base when they are destroyed. The game only ends when one of the players gives up. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.

E-MAIL AND BRIEFING SCREEN

When the E-mail symbol appears in the bottom left-hand corner of the game screen and you hear a notification that you've got mail, press the SELECT button to open the E-mail page of the Briefing Screen. This will give you information about the next objective of the current mission. This page can be read at any time during the game by pressing the SELECT button to open the Briefing Screen and then using the  button to access the E-mail page.

The game will be paused while the Briefing Screen is open. When you have finished reading the E-mails and other information, press the START button to return to the game. The Briefing Screen will also open as the mission is loading. Here you will be given all the information you need for the current mission.

The Briefing Page details the background of the mission, what has triggered the need for your forces to be in this area and possible repercussions.

The Objectives Page offers some brief details of the overall objectives for the current mission. This will include the final goal of the mission, and the completion of this objective is usually critical to the ongoing war effort.

The Vehicles Page will tell you exactly which units have been assigned to your command for the duration of the current mission, as well as which enemy units you will encounter.

The E-mail Page is where the individual objectives for the mission will be communicated to you. The objectives must be completed in the order they are given, or you will be relieved of command for failing to follow orders.

All of the pages can be read by pressing left or right on the Directional button on the controller or the relevant shaped buttons corresponding to the pages as shown at the top of the screen. You also see the DEFCON meter here. The highlighted number is the current DEFCON status. (Look in the Game Play Functions section of this manual for an explanation of the DEFCON meter.)

In the bottom left-hand corner of the Briefing Screen is a window that shows the battle screen with the camera panning around the unit you are currently controlling and its immediate surroundings.

On the right-hand side of the Briefing Screen is a satellite photo of the area for the current mission. This also acts as your in-game minimap. This will always show your units as blue dots for NORAD and red dots for WOPR. The current unit is shown as a flashing marker at the base of the yellow shape, which indicates the portion of the map being viewed in the battle screen.

Unit Information Screen

During a battle, information on all the units appearing in the mission can be viewed from the Vehicles Page of the Briefing Screen. Press the X button to view this page and push up and down on the Directional button to cycle through all of the units. Information on the vehicles under your command will appear here, as well as the enemy units patrolling the area and any mission-critical buildings or facilities.

▶ GAME PLAY FUNCTIONS

Minimap The minimap in the top right-hand corner of the screen shows an overhead view of the immediate area. All units are shown on the minimap as colored dots, while other indicators represent additional information. Green dots are neutral buildings and structures such as civilian houses, factories and industrial buildings. Red dots are always WOPR units. Large red dots are WOPR facilities. Blue dots are always NORAD units. Large blue dots are NORAD facilities. The flashing dot in the middle of the map is the unit currently being controlled by the player. The yellow shape in the middle of the minimap shows the estimated field of view of the current unit. Letters around the edge of the minimap correspond to North, South, East and West on a compass. Arrows and strobing circles on the minimap correspond to the location of the mission objectives. If the objective is off the visible portion of the minimap, then an arrow will indicate the direction in which you need to travel to reach the objective. The strobing circle indicates the exact location of the current objective.

▶ PAUSE OPTIONS

If the START button is pressed during the game, the game will pause and four options will appear. To select an option, push left or right on the Directional button and then press the X button when the desired option is in front.

Exit Mission This option aborts the current mission and takes you to the debriefing screen. From here, you can return to the Title Screen or choose to replay the mission.

Speech Volume Push left or right on the Directional button to adjust the volume of the in-game speech.

Sound Effects Volume Push left or right on the Directional button to adjust the volume of the in-game sound effects.

Music Volume Push left or right on the directional button to adjust the volume of the in-game music.

▶ ADVANCED COMMANDS

The Advanced Commands menu is accessed by pressing the Δ button, and the commands are activated using the X button. The top line shows the commands available to the currently controlled unit. The bottom line is a list of the available units with representations of their armor and current status. The Δ button can be pressed again to exit the Advanced Commands menu without issuing a command.

Call All Units Similar to the Call Unit command, this selection orders all available units to move to your position. This command is especially useful when you are approaching an enemy base and you need support from other units. Units will stop responding to a Call All Units command if they come under attack since they have to defend themselves.

Call Unit This selection will initialize the communications system, and the unit menu below the commands will become active. Select a unit to call by moving left or right with the Directional button and pressing the X button on the desired unit. This unit will then move to your position by the most direct route and will only stop if it comes under attack.

Return to Base This command orders the unit currently under player control to head back to the base by the most direct route. The player may switch to another unit after this command has been issued, and the first unit will continue executing the order. This command is especially useful for sending troop carriers back to base for a reload of soldiers.

Hack This command orders the current unit to move toward a nearby command center and start a hack. A visible timer will appear over the unit when the hack starts, and a Transport Chopper will be dispatched with Repair Damage and Secondary Weapon Reload power-ups when the hack is successfully completed. The hack will be

GAME PLAY FUNCTIONS

aborted if the unit turns or moves away before the hack is complete.

Call Airstrike Only certain units have the ability to use this command. It will appear in the Advanced Commands menu if it is available. Before an airstrike can be called, a Marker Flare must be dropped by a Jeep, Tribike or Scout Drone near the target. Once the target has been marked with the flare, select the Call Airstrike command and withdraw the unit to a safe distance. The airstrike will automatically take place, centered on the area around the flare.

DEFCON METER

The DEFCON meter is a timer that counts down from 5 to 1. As this happens, the enemy will become more aggressive. If the DEFCON status reaches 1, then airstrikes will commence on the player's base and units. The player can force the DEFCON status back toward 5 by destroying enemy units and bases. It is important that the DEFCON status is kept as close to 5 as possible, especially when attacking an enemy base.

ENERGY RING

A colored ring around the unit icon in the top left-hand corner of the screen indicates the current armor strength of that unit. The armor strength will lower when hit by enemy fire or caught in the shockwave of a destroyed building. There are several power-ups that affect the energy ring directly.

1: The Weapon Adrenaline power-up increases the power of the primary weapon system, thus making it more effective. This is shown around the normal armor ring as a set of yellow segments. This only lowers over time and has no effect on the armor of the unit that collected the Weapon Adrenaline power-up.

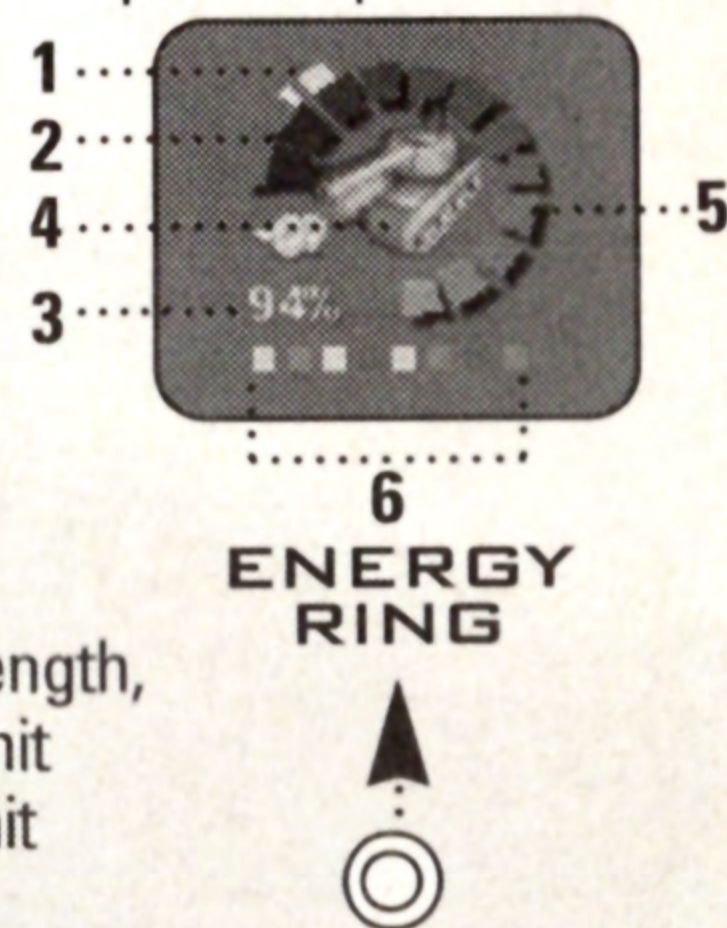
2: The Shield power-up adds an extra layer of armor to the unit, which is shown as a set of green segments outside the normal armor ring. This depletes slowly over time, but faster when taking hits from enemy fire. When it is completely gone, the normal armor ring will be affected.

3: This corner of the energy ring shows the secondary weapon type and a number that represents either the percentage of weapon strength or number of shots for the ammunition left in reserve.

4: Unit icon

5: The Repair Damage power-up replenishes a percentage of the unit's total armor strength, as indicated by the blue (NORAD) or red (WOPR) segment of the energy ring. As the unit takes damage, the colored segment shrinks. When the segment is almost gone, the unit is in imminent danger of being destroyed.

6: Energy Bar: Unit Status icons - Several colored icons are below the energy ring. These icons represent all of the units in your squad, each along with their status. The order of the icons corresponds to the order of the units shown in the Advanced Commands menu. The colors have the following meanings: Yellow (standing by), Green (executing Call command), Red (under attack) and Blue (hacking). Pulsating colors indicate low armor strength.



GAME PLAY FUNCTIONS

► POWER-UPS

There are a number of power-ups that can be collected in the missions. They appear after destroying certain enemy units and facilities. The actual power-ups that appear are assigned randomly, but they are taken from the following four. The power-up collected affects the current unit.

Repair Damage

This power-up replenishes a percentage of the unit's armor. The percentage replenished depends on the type of unit that dropped the power-up when destroyed. A more powerful unit will release a more potent power-up, which compensates for the higher amount of damage inflicted during the battle with that unit.

Secondary Weapon Reload

Each collected power-up will reload some of the secondary weapon's ammunition, but will not restore the quantity above the secondary weapon's maximum.

Shield

This power-up essentially gives the unit a second coat of armor. It acts as a barrier that decreases in power slowly over time, but quickly when taking hits from enemy fire or shockwaves. When the shield has been completely destroyed, the unit's armor will be affected by fire and shockwaves as normal. Shield strength can be seen as a set of green segments around the unit's armor ring.

Weapon Adrenaline

This power-up increases the strength of a unit's primary weapon. The effectiveness of the power-up slowly decreases over time as the unit uses the primary weapon. The time remaining in the adrenaline boost can be seen as a set of yellow segments around the unit's armor ring.



REPAIR
DAMAGE



WEAPON
RELOAD



SHIELD



WEAPON
ADRENA-
LINE

NORAD UNITS



DRAGON TANK

This tank is the backbone of the human NORAD arsenal. Lacking the armor of its heavier cousins or the speed of the Hovercraft, it can still be deadly in large numbers.

PRIMARY WEAPON: 80MM CANNON
SECONDARY WEAPON: FLAMETHROWER



ARMORED PERSONNEL CARRIER (APC)

The APC is used for transporting vulnerable troops through hostile territory. Able to carry up to six troopers, it provides a rapid and relatively safe method of transportation.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: TROOPS



GUNSHIP

Probably the most flexible airborne unit, the Gunship combines relatively strong armor with a good top speed to produce an effective strike package that can attack virtually any target.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS



VTOL JET (VERTICAL TAKEOFF AND LANDING)

This aircraft is a highly versatile assault vehicle. It's also one of the most powerful units in the human arsenal.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS



OTTER

This specialist transport sacrifices both armament and armor to be able to traverse virtually any type of terrain with ease. However, this flexibility does come with a price; only four troops may be accommodated in this vehicle.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: TROOPS



PATROL BOAT

What it lacks in armament and armor the Patrol Boat more than makes up for in speed. Significantly faster than any other known surface vessel, it is ideal for scouting unexplored waterways.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS



JEEP

The Jeep is primarily intended as a fast reconnaissance vehicle ideal for rapidly scouting unexplored areas of terrain. It is lightly armored, but in the right hands, its ability to outrun most known land vehicles can be very useful.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES



SLAYER TANK

By far the most feared ground unit in the human armory, the Slayer Tank combines the firepower to destroy most targets with the endurance to enter firefights lesser units would best avoid.

PRIMARY WEAPON: TWIN 105MM CANNONS
SECONDARY WEAPON: FFAR HE ROCKETS



MISSILE TANK

Ideal for long-range assaults, the Missile Tank is especially useful for pounding static targets such as bases and other posts. Unfortunately, it is slow and quite vulnerable to attack.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: HELLFIRE ROCKETS (ARMOR-PIERCING)



JUGGERNAUGHT

This land vehicle is very slow and poorly armored, but it's still useful since it carries a very powerful Cannon Emplacement that it can deploy anywhere on the battlefield.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: CANNON EMPLACEMENT



TRANSPORT CHOPPER

The airborne equivalent of the APC, the Transport Chopper has the obvious benefit of being able to cross any terrain quickly and easily. It is very vulnerable to both ground defenses and other aircraft, and it is best used when closely escorted.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: PARATROOPERS



DESTROYER

An effective jack-of-all-trades, the Destroyer packs a respectable punch against most targets. It has excellent long-range weapons that can be used to bombard the coast as well as other sea-based vehicles.

PRIMARY WEAPON: 105MM CANNON
SECONDARY WEAPON: FFAR HE ROCKETS



STEALTH BOMBER

Especially useful against buildings and closely packed groups of ground units, the Bomber is guaranteed to give anything in its way a serious problem. Note: This unit is not controllable in the game; it is the unit that flies in to perform an airstrike for NORAD.

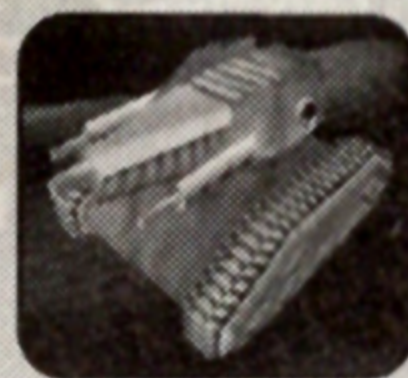
PRIMARY WEAPON: DURANDELL CLUSTER BOMB
SECONDARY WEAPON: NONE



HOVERCRAFT

The Hovercraft may be light on armor and firepower, but its hover system gives it an admirable turn of speed coupled with the ability to traverse terrain other tanks would find impassable.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS



LASER TANK

A highly strategic weapon, the Laser Tank is a high-tech successor to the Slayer Tank. Its laser weapon is especially effective against Drones. With the addition of stealth capability, this unit represents the pinnacle of NORAD technology.

PRIMARY WEAPON: PULSE LASER
SECONDARY WEAPON: STEALTH FIELD



TRIBIKE

The Tribike is a reconnaissance device used to rapidly scout unexplored territory. It's very lightly armored, but it makes up for this with its high speed.

PRIMARY WEAPON: TWIN MACHINE GUNS
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES



ARMORED DRONE CARRIER (ADC)

The Armored Drone Carrier is reasonably well armored while not being too slow. It is able to carry its six Drones quickly through enemy territory in relative safety.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: DRONES



PHOENIX

A powerful ground-attack flyer, the Phoenix couples relatively good armor with a good top speed and a very powerful weapons package. It is useful against both ground and air targets.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: FFAR HE ROCKETS

BAZOOKA TROOP

Armed with Shoulder-Launch Maverick G/A Missiles, which make them more heavily armed and armored than regular infantry, Bazooka Troops are highly effective at destroying most ground vehicles and buildings. However, Bazooka Troops are somewhat less effective against Infantry units.

INFANTRY

Armed with HK MP5 Machine Guns, the rank and file of the human army are only really of use when it comes to either fighting other Infantry or tackling larger targets en masse.

WOPR UNITS



MKI WALKER

One of the most common units in the WOPR arsenal, this Walker combines average armor with speed and firepower to produce an overall package that is highly effective against most light and medium enemy units.

PRIMARY WEAPON: TWIN 80MM CANNONS
SECONDARY WEAPON: TWIN ANTI-AIR ROCKETS



MKIII WALKER

Intended for long-range assault, the MKIII Walker carries a long-range missile system of multiple rockets capable of inflicting significant damage on all ground targets.

PRIMARY WEAPON: FFAR HE ROCKETS
SECONDARY WEAPON: HELLFIRE ROCKETS



TURRET CARRIER

This is a slow and very vulnerable unit, and it is used to deploy a powerful Laser Turret Emplacement.

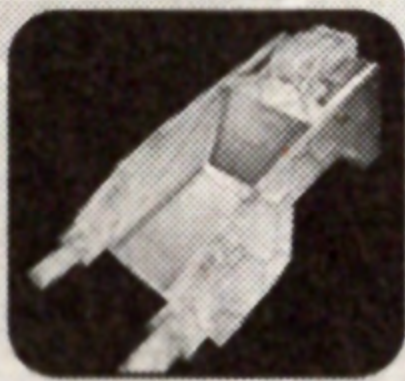
PRIMARY WEAPON: NONE
SECONDARY WEAPON: LASER TURRET EMPLACEMENT



MKIV WALKER

A significantly more powerful evolution of the MKI Walker, the MKIV Walker has upgraded armor and weapons systems that produce a formidable weapons platform capable of tackling even the toughest of adversaries. The only downside to this monster is its relatively slow speed.

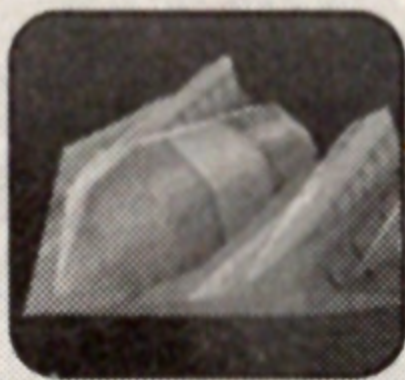
PRIMARY WEAPON: TWIN FFAR HE ROCKETS
SECONDARY WEAPON: TWIN HELLFIRE ROCKETS



HYDROFOIL

The Hydrofoil is WOPR's answer to the NORAD Patrol Boat. Lightly armored, but extremely fast over the waves, it serves perfectly as a naval reconnaissance vehicle.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: ANTI-AIRCRAFT MISSILES



SCOUT DRONE

The Scout Drone is a reconnaissance device used to rapidly scout unexplored territory. Its anti-gravity propulsion unit allows it to hover several feet above the ground, making traversal of most terrain possible.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: MARKER FLARE FOR AIRSTRIKES



MANTIS

This unit is state-of-the-art military technology. Fast, agile, strong and highly destructive, its twin laser cannons make this unit WOPR's most potent ground-assault vehicle. With cloaking ability supplied by the Stealth Field generator, this unit is almost unstoppable.

PRIMARY WEAPON: TWIN LASERS
SECONDARY WEAPON: STEALTH FIELD

LIGHT DRONE

Armed with Machine Guns, the rank and file of the WOPR ground forces are roughly comparable to NORAD Infantry. They are most vulnerable to electromagnetic attacks.

BATTLE DRONE

Armed with FFAR HE Mini Rockets, these most powerful of the WOPR troops combine hard-hitting rockets with heavy armor. Tough enough on their own, these Battle Drones in large numbers can tackle even heavy ground vehicles.



DREADNOUGHT

The flagship of the WOPR fleet, the Dreadnought packs a formidable punch with its long-range missiles. Couple these missiles with heavy armor and you have a vessel capable of both taking and giving a significant amount of damage.

PRIMARY WEAPON: 105MM CANNON
SECONDARY WEAPON: FFAR HE ROCKETS



SHUTTLE

Reasonably quick, but very lightly armored, the Shuttle's main task is to deploy teams of assault drone paratroopers.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: PARADRONES



AMPHIBIOUS TRANSPORTER

The Amphibious Transporter is quite slow, but well-armored. It is used to carry Drones across water to locations where they may not have been able to travel previously.

PRIMARY WEAPON: MACHINE GUN
SECONDARY WEAPON: DRONES



DEVASTATOR

No intelligence available.



HOVER TANK

The Hover Tank may be light on armor and firepower, but its hover system gives it an admirable turn of speed coupled with the ability to traverse terrain other tanks would find impassible.

PRIMARY WEAPON: TWIN LASERS
SECONDARY WEAPON: NONE

NORAD FACILITIES

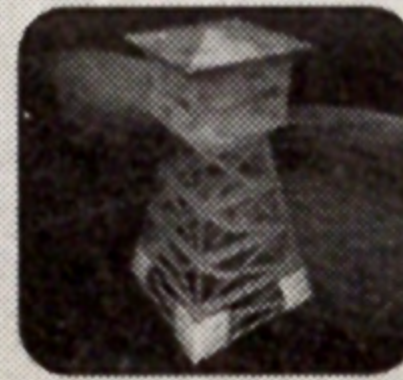


CLONING FACILITY

A working Cloning Facility can use genetic technology to produce an unlimited army of men.

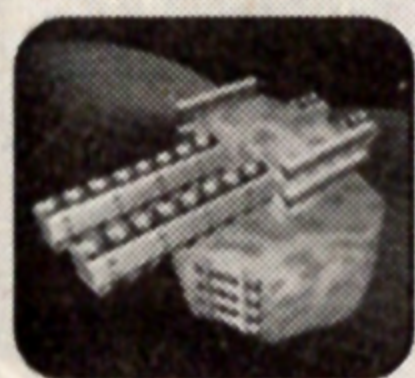
HELICOPTER PAD

A Helicopter Pad serves as a friendly landing place for choppers looking to set down in the heat of battle.



GUARD TOWER

The Guard Tower provides a principal line of defense. Offering good visibility and modest weaponry, it is essential for any well defended base.



LASER OUTPOST

A logical step up from the Guard Tower, the Laser Outpost offers completely automated ground and airborne defense capabilities. Any enemy units straying into range will be attacked with high-power lasers.



ANTI-MISSILE TURRET

Primarily intended for shooting down "Cruise" and "Scud" missile types, the Anti-Missile Turret also does an admirable job of destroying flying enemy units.



COMMAND CENTER

The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups is also possible at these facilities.



RADAR STATION

The Radar Station is an early-warning system designed to pick up and track enemy aircraft within a significant radius. The radar station is relatively weak and relies on protective forces.

WOPR FACILITIES



ROBOT MAINTENANCE FACILITY

The Robot Maintenance Facility is where damaged Drones are brought for repairs.



LANDING PAD

The Landing Pad is an essential center of activity for any base. It is around here that any ground units will gather.



HANGAR

The aircraft Hangar serves as a base for airborne units.



DOCKS

The Docks are where the majority of sea-based vehicles can be found.



DEFENSE POST

Defense Posts are often constructed as an initial line of defense for a base or other battlefield structure.



LASER TURRET

The Laser Turret offers completely automated ground and airborne defense capabilities. It will automatically attack any enemy units within range with its high-power lasers.



SAM TURRET

Armed with high-velocity, multiple-launch SAM missiles, this automated defense system is invaluable against enemy aircraft.



COMMAND CENTER

The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups also takes place at these facilities.



LISTENING POST

The Listening Post is an early-warning system designed to pick up and track enemy aircraft within a significant radius. However, it is relatively weak.



MISSILE SILO

The Missile Silo gives WOPR forces long-range ground-attack capabilities. These missiles are relatively slow, but if they hit the target unit, it has little chance of surviving.

SOFTWARE LICENSE AGREEMENT, LIMITED WARRANTY AND DISCLAIMER

PLEASE READ THIS ENTIRE AGREEMENT CAREFULLY BEFORE OPENING AND USING THE SOFTWARE.

This agreement ("License Agreement") is legally binding upon you and/or any end user ("Licensee") and MGM Home Entertainment Inc., its parent, subsidiaries and affiliates ("MGM"). By using this Software (as defined below), you are agreeing to each term and condition of this License Agreement, including the Software License and Limited Warranty and Disclaimer, as defined herein. If you do not agree with these terms and conditions, promptly return the CD-ROM package and all product components, together with your original receipt, to the place where you purchased them for a full refund.

As a party to this License Agreement, you, the Licensee, agree to the following terms and conditions:

1. SOFTWARE OWNERSHIP. As the Licensee, you own the enclosed discs on which the program, data, images, and sounds (collectively, the "Software") are recorded or fixed. MGM shall retain all right, title and interest in and to the Software recorded on the discs and any and all copies of the Software, regardless of the media or form on or in which the original discs or other copies may exist, including copies which are made in violation of the terms of this License Agreement. This Software License (as defined below) shall not be considered a "sale" of the original Software or the transfer of any rights therein.

2. SOFTWARE LICENSE. In consideration of payment of the license fee, which is a portion of the purchase price you paid for this product, MGM grants to Licensee a non-exclusive right to use this copy, and only this copy, of the Software on a single computer at a single location ("Software License"). Any and all rights not expressly granted to Licensee by this License Agreement are hereby reserved to MGM.

3. COPYRIGHT. You acknowledge and agree that the Software and the accompanying printed, written, or photographic materials are proprietary to MGM and are protected under U.S. Copyright law. Unauthorized distribution, duplication, commercial use or copying of the Software (including those instances where the Software has been modified, merged or included with other software) or of the accompanying printed, written or photographic materials, or of any element contained in any of the foregoing, for any reason is a violation of copyright law and is expressly prohibited. You may be held liable for copyright infringement which results from any such unauthorized distribution, duplication, commercial use, or copying.

4. RESTRICTIONS ON USE. Licensee may physically transfer the Software from one computer to another; provided, however, that the Software is used on only one computer at any one time. Licensee shall not, without the prior written consent of MGM (such consent to be granted or withheld in MGM's sole discretion for any reason): (a) electronically transfer the Software to multiple computers over a network system; (b) distribute copies of the Software or accompanying materials to others; (c) copy, modify, adapt, translate, reverse engineer, decompile, disassemble, or create derivative works based on the Software; or (d) copy, modify, adapt, translate, or create derivative works based on the accompanying printed, written, or photographic materials.

5. RESTRICTIONS ON ASSIGNMENT OR TRANSFER. Licensee shall not assign, rent, lease, sell, sublicense, pledge, encumber, or otherwise transfer the Software or this copy of the Software to another party without the prior written consent of MGM. Any party receiving a copy of the Software (whether with or without MGM's consent) agrees to be bound by the terms and conditions of this License Agreement, and will do so in writing at MGM's request. MGM reserves the right to withhold its consent for any reason.

6. TERMINATION. This License Agreement will automatically terminate if Licensee fails to comply with any term or condition of this License Agreement. No notice shall be required from MGM to effect such termination. Upon termination, Licensee shall immediately destroy the Software, all copies thereof, and the printed, written, and photographic materials, or return all of the same to MGM at Licensee's expense.

7. LIMITED WARRANTY AND DISCLAIMER. MGM warrants for your benefit alone that, under normal use, the discs on which the Software is furnished will be free from defects in materials and workmanship for ninety (90) days from the date of delivery to you by MGM or MGM's authorized representative or distributor. Your original purchase receipt shall be evidence of the date of delivery. MGM also warrants for your benefit alone, for a period of ninety (90) days from the date of delivery to you, that each program, which is indicated by MGM in its Program Specifications supplied with the Software as being so warranted, will conform substantially to the specifications, provided that the same is properly used on a computer for which it was designed.

You must notify MGM of such defects in the media or warranted program within the ninety (90) day warranty period and in the manner set forth in the Program Specifications. MGM shall not be responsible for any defect that results from Licensee abuse, misuse, or other conduct or conditions outside the control of MGM. All other programs and accompanying materials are provided AS IS without warranty of any kind, either express or implied. The complete risk as to the quality and performance of any non-warranted program is with you. Should the program prove defective, you assume the entire cost of all necessary servicing, repair or correction. MGM makes no warranty or representation that the information or functions contained in any Software will meet your requirements or that the operation of the Software will be uninterrupted or error free or that any Software defects are correctable or will be corrected.

THE FOREGOING WARRANTIES ARE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE WHICH ARE EXPRESSLY DISCLAIMED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY MGM, ITS DEALERS, DISTRIBUTORS, AGENTS OR EMPLOYEES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY. THE DURATION OF ANY IMPLIED WARRANTY SHALL BE LIMITED TO THE DURATION OF THE LIMITED WARRANTIES SET FORTH HEREIN.

8. REMEDIES. MGM's entire liability and your exclusive remedy shall be limited to the following:

A. With respect to defects in the disc or other material during the warranty period, MGM will replace the defective media if returned to MGM or an authorized representative of MGM (at your expense) accompanied by dated proof of purchase satisfactory to MGM and a letter explaining the defect not later than one week after the end of the warranty period, provided you have first received a Return Authorization Number by writing MGM in advance at the address listed in the Notice section of this License Agreement. This warranty shall not apply if the disc has been damaged by negligence, accident, improper or unreasonable use, or by any other causes unrelated to defective materials or workmanship.

B. With respect to warranted programs that are found to be defective during the warranty period, MGM will: (a) correct or bypass any program defects or provide you with the necessary instructions to complete the correction or bypass; or (b) if MGM is unable to correct such defects so that the program operates as warranted, you shall be entitled to a replacement disc, provided you return the Software and its accompanying materials (at your expense) to MGM accompanied by dated proof of purchase satisfactory to MGM not later than one week after the end of the warranty period.

C. If you or any other person makes any claim relating to the performance or nonperformance by MGM pursuant to, or in any other way concerning the Software, the accompanying written or printed materials of any of the programs under this Agreement, the actual damages to which you or any other person may be entitled shall be limited as set forth below.

IN NO EVENT WILL MGM'S LIABILITY UNDER ANY THEORY OF LIABILITY EXCEED LICENSEE'S PURCHASE PRICE FOR THE SOFTWARE AND IN NO EVENT SHALL MGM BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT THE USE OF, OR INABILITY TO USE, THE SOFTWARE, ACCOMPANYING PRINTED, WRITTEN, OR PHOTOGRAPHIC MATERIALS OR ANY PROGRAM, EVEN IF MGM OR MGM'S AUTHORIZED REPRESENTATIVE WAS PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY OTHER CLAIM BY YOU OR ANY OTHER PERSON. SOME STATES DO NOT ALLOW LIMITATIONS ON THE LENGTH OF AN IMPLIED WARRANTY OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If any part of this Agreement shall be determined by a court to be invalid, illegal, or unenforceable, the remaining provisions shall in no way be affected or impaired thereby.

9. GOVERNING LAW. This Agreement and Limited Warranty are governed by the laws of the State of California without regard to conflict of law provisions.

10. NOTICES. All warranty matters should be addressed to:

MGM INTERACTIVE
2500 BROADWAY
SANTA MONICA, CA 90404-3061
ATTN: CUSTOMER SERVICE DEPT.

PLEASE NOTE This product is a single-user application. For details on multi-user and network products and licenses, contact MGM Interactive at the address above.

TECHNICAL SUPPORT

Phone: (310) 449-8775

Fax: (310) 449-8779

Technical support representatives are available at the above numbers Monday - Friday, 9am - 5pm, Pacific Standard Time.

You may also send your questions or technical problems via E-mail to: isupport@mgm.com

CUSTOMER SUPPORT - WARGAMES DEFCON 1

MGM Interactive
2500 Broadway
Santa Monica, California 90404-3061

CUSTOMER SALES ORDERS:

1-800-646-5808

MGM INTERACTIVE ON-LINE

<http://www.mgminteractive.com>



CUSTOMER SUPPORT/CREDITS

Executive Producer

Robb Alvey

Associate Producer

Sean Wilson

UK Producer

Jim Banting

Project Management

Philip Oliver

Technical Management

Andrew Oliver

Team Leader

John Whigham

Project Directors

John Whigham

Richard Hackett

Art Director

Stephen Thomson

Original Design

John Whigham

Richard Hackett

Storyline

John Tarnoff

John Badham

Lead Designer

Leigh Griffiths

Designers

Saty Mann

Ben Claridge

Jason Tassell

Girish Mekwan

Robin Butler

Graeme Kerton

Matt Armstrong

Ashley Tarver

Lead Programmers

Ian Bird

Andrew Oliver

Programmers

Michael Higgs

Tony Povey

Steve Bond

Tools Programmer

Martyn Ash

Lead Artist

Stephen Thomson

Artists

Scott Davidson

Jason Tassell

Tahir Rashid

Tim Pestridge

Joss Adley

Jonathan Scarcliffe

Dave Manuel

Sound and Music

Tommy Tallarico

Video Sequences

Mondo Media

Translations

Alpha CRC

Special Thanks To

Jacqui Lyons

Manager-Quality

Assurance

Rawson Law Stovall

QA Project Lead

Rue Hon

QA Technical Lead

Michael Menichetti

Console Lead

Pax Adair

Quality Assurance Testers

Keith Alexander

Andrew Amondson

Robert Karanfilian

Robert Loftus

Craig McCoy

Dalan Musson

William Thomas Roe

Malcolm Spellman

Chris Strompolos

Craig Warmesley

Chris Washington

Production Counsel

Rob Rader

Special Thanks To

Tim Winter

Kim Kofmehl

Manual

Russ Ceccola

Package Design

Chad M. Rachild

Francis Lam

Hamagami/Carroll & Associates

WHO ARE YOU CALLING TINY?

UP YOUR ARSENAL



COMING NOVEMBER '98



TINY TANK Game © 1998 MGM Interactive Inc. All Rights Reserved. Created by AndNow LLC. © Software Background Technology 1997-98 Appaloosa Interactive, Inc. WARGAMES DEFCON 1 © 1998 MGM Interactive Inc. All Rights Reserved. WARGAMES TM & © 1983 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved. Design © 1998 MGM Home Entertainment Inc. All Rights Reserved. This product is provided under an enclosed license agreement that defines what you may do with this product and contains limitations on warranties and your remedies. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.

