



ELECTRONIC ARTS

WARHAMMER

DARK OMEN

NTSC U/C

PlayStation



TEEN



AGES 13+
CONTENT RATED BY
ESRB

SLUS-00550
788405



ELECTRONIC ARTS



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION DISC:

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

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

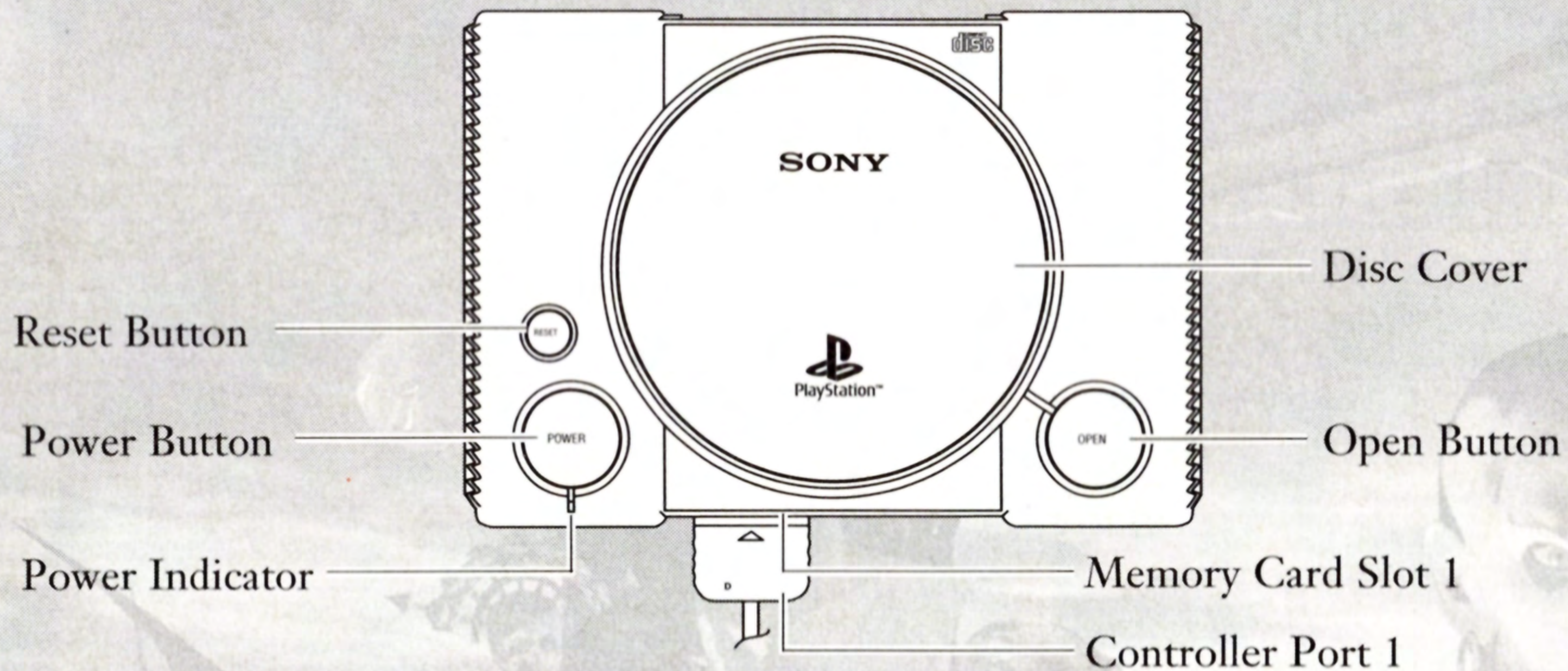


CONTENTS

STARTING THE GAME	2
CONTROL SUMMARY	3
INTRODUCTION	7
THE MAIN MENU	8
NEW CAMPAIGN	8
DEPLOYMENT	8
REGIMENTS	9
THE GAME SCREEN	10
POSITIONING YOUR REGIMENTS	12
INTO BATTLE	17
BATTLE MAGIC	18
MISSION ENDED	20
THE TROOP ROSTER	22
GAINING LEVELS	23
GIVING ITEMS	24
BUYING AND SELLING	24
CAMP	27
SAVING YOUR CAMPAIGN	27
CREDITS	28



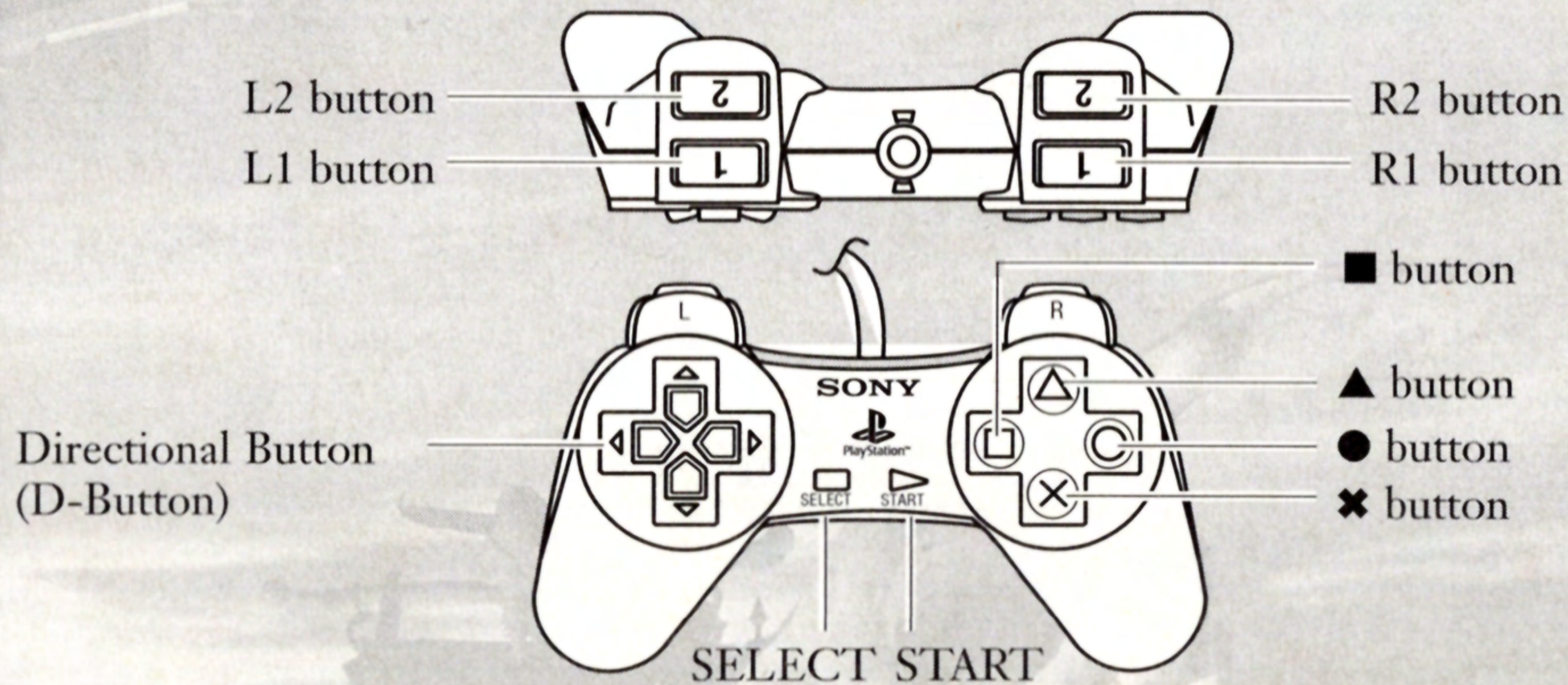
STARTING THE GAME



1. 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.**
2. Insert the *Dark Omen*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console. The Electronic Arts™ and Games Workshop® logo screens appear followed by the *Dark Omen* video introduction.
 - At the end of the video introduction, the Main menu appears.
 - ▶ *The Main Menu* on p. 8.
 - If you want to bypass the video introduction and advance to the Main menu, press ✕.



CONTROL SUMMARY



PLAYSTATION CONTROLLER

On the Battlefield

Access/Hide Overhead map	SELECT
Move On-screen pointer	D-Button
Select regiment	Move pointer over banner, then X
Reposition regiment	Move pointer to desired position, then X
Attack enemy	Move pointer over enemy banner, then X
Cycle clockwise through regiments	R1



Cycle counterclockwise through regiments	L1
Cycle clockwise through enemy regiments	R2
Cycle counterclockwise through enemy regiments	L2
Pause/Resume game	START
Access Options menu	SELECT (when paused)

Additional Combat Orders

Toggle between projectile and hand-to-hand attack (regiments suited for both)	■
Boost your regiment's Hero power	■
Halt	▲
Retreat from melee	▲
Open/Close Spell menu	●
Select spell and change pointer to wand	✕ (with Spell menu open)
Cast the spell	✕ (on regiment or battlefield)

Camera Control

Move camera around the battlefield	✕ + D-Button
Rotate camera clockwise	✕ + L1 or L2
Rotate camera counterclockwise	✕ + R1 or R2
Zoom out from battlefield	✕ + L1 and R1
Zoom into battlefield	✕ + L2 and R2



PLAYSTATION MOUSE

On the Battlefield

Access/Hide Overhead map	Left-click the Map icon
Move On-screen pointer	Mouse
Select regiment	Move pointer over banner, then Left-click
Reposition regiment	Move pointer to desired position, then Left-click
Attack enemy	Move pointer over enemy banner, then Left-click
Pause/Resume game	Left-click the Pause icon
Access Options menu	Left-click the ? icon

Additional Combat Orders

Toggle between projectile and hand-to-hand attack (regiments suited for both)	Left-click
Boost your regiment's Hero power	Left-click the Hero icon
Halt	Left-click the Halt icon
Retreat from melee	Left-click Retreat icon
Open/Close Spell menu	Left-click the Spell icon
Select spell and change pointer to wand	Left-click
Cast the spell	Left-click (on regiment or battlefield)



Camera Control

Move camera around the battlefield

Right-click + Mouse

Rotate camera left/right

Right-click and Left-click + Mouse ↔

Zoom camera in/out

Right-click & Left-click + Mouse ↑↓

Pan camera to highlighted regiment

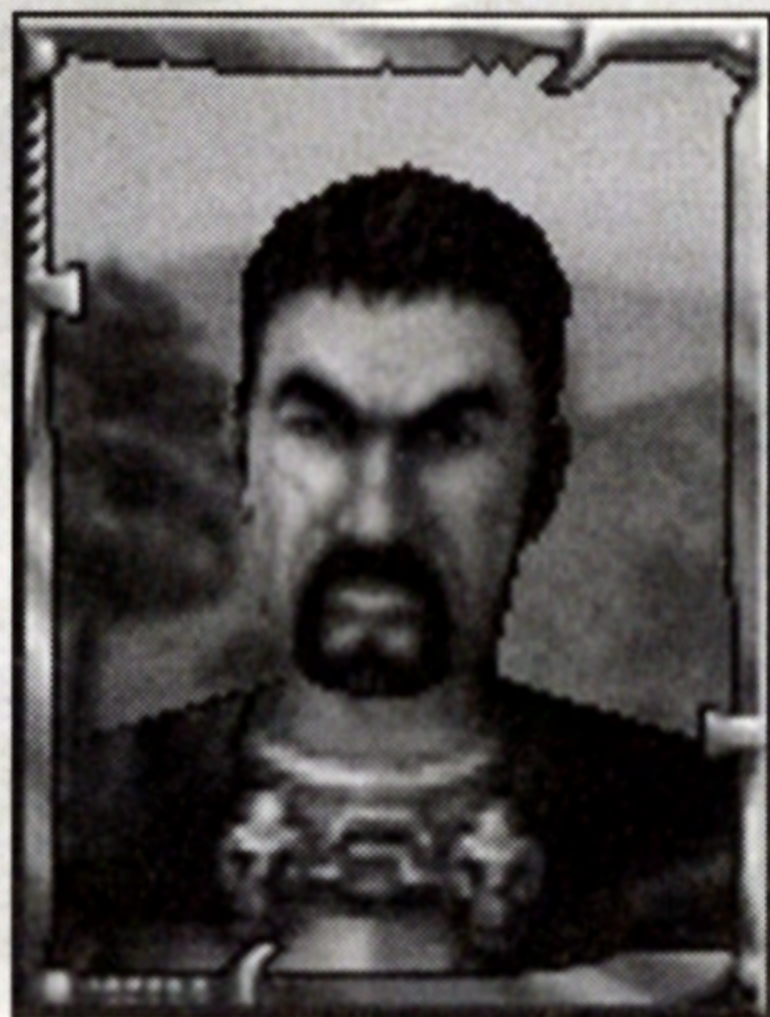
Move pointer over regiment's banner, then **Right-click**



For more info about this and other titles, check out
Electronic Arts™ on the web at www.ea.com.



INTRODUCTION



Dark Omen casts you in the role of Commander Morgan Bernhardt, leader of the Grudgebringer mercenary army. Your army begins the campaign with one of each of the following regiments: Infantry, Cavalry, Crossbows and Cannon. As the campaign progresses you will hire new regiments and buy reinforcements. You ride with the Cavalry during the campaign, and if you die the campaign will end in defeat.

Skirmishes against the enemy take place on the battlefield. You will choose which regiments to take into battle, and issue commands to them before and during the battle. When you complete a mission, your surviving regiments will be rewarded with experience and gold.

When you are not on the battlefield, you will be at camp making decisions about what to spend your gold on. As the campaign matures, your army will grow in numbers and experience.

Experience makes your troops better fighters. The more experience they accrue, the better they will become. The amount of experience and gold they gain depends on how many enemy troops they defeat and how tough those enemies were.

It's important to note that once all troops in a regiment are dead, the regiment is lost and cannot be replaced. Regiments who have suffered casualties but who still have survivors can be reinforced, provided you have enough gold. As you fight through the campaign you should avoid sustaining continual heavy losses, as you will need a progressively stronger army as you reach the later battles.



THE MAIN MENU

The Main menu follows the introduction. Three choices appear on the Main menu.

- To make a selection, move the pointer over an item, then press **X**.

NEW CAMPAIGN

Begin a new campaign (▶ below).

LOAD CAMPAIGN

Continue a previously saved campaign. For details on saving your campaign, ▶ *Debriefing* on p. 21.

OPTIONS

SOUND BALANCE: Adjust the balance between sound effects and music volume. Moving the slider all the way toward sound effects turns off the music.

RESUME: Highlight this option and press **START** to return to the Main menu.

NEW CAMPAIGN

Before proceeding to the battlefield you must choose which regiments you wish to deploy to the battlefield.

DEPLOYMENT

The banners of all regiments in your army appear in the top frame. Banners are used to help identify each regiment. Three regiments currently appear in the Deployment frame: the Grudgebringer Infantry, Crossbows and Cannon.

- To cycle through regiments, press the D-Button.



- To move a regiment into the Battle frame, highlight its banner and press ✕. To remove it from the Battle frame highlight its banner and press ✕ again.
- To view the Troop Roster, highlight the book at the bottom of the screen, then press ✕.
- Once you've selected all the regiments you want to deploy, highlight "To Battle," press ✕, and prepare to begin!
- ☐ You can deploy a maximum of eight regiments in a battle, even if you have more available in your army. Select the best regiments for each battle.

NOTE: The Grudgebringer Cavalry is selected for every mission. In some battles, other regiments are automatically selected too. Similarly, you may be restricted from taking certain regiments on a particular mission.

MONEY MATTERS

Your army earns gold at the end of a successful mission so you can afford to hire reinforcements and buy armor.

REGIMENTS

There are six different regiment types available during the campaign. They each have different abilities:

Infantry	March on foot. Best suited for hand-to-hand combat.
Cavalry	Ride on horseback. Move much faster than other regiments.
Archers	Skilled in the art of hand-held ranged weapons, e.g. crossbows, longbows.



Artillery	Man the War Machines, e.g. Cannons. Cannot be moved around the battlefield after deployment (except the Steam Tank).
Magic Users	Specialize in different types of magic. ➤ <i>Battle Magic</i> on p. 18 for more details.
Monsters	Large beasts. Generally faster and tougher than normal troops.

THE GAME SCREEN

The game screen displays the banners of all other regiments in relation to your viewing area. The arrow below the banner indicates their current status:

White	Available for orders
Red	Engaged in combat
Yellow	Routed/Retreating
Green	In cover/Available for orders

The arrow points in the direction the regiment is facing. As you move around the landscape, the banners on the screen also move to reflect their position in relation to the area shown before you. The relevant banner disappears if the actual regiment appears in view on the battlefield. The banner is then displayed above the regiment itself.

NORTH is indicated on the game screen for your reference.

FRIEND OR FOE?

Allied regiments include Humans, Dwarves, Wood Elves, Ogres, Treemen and others. The banner border for these regiments is Green.

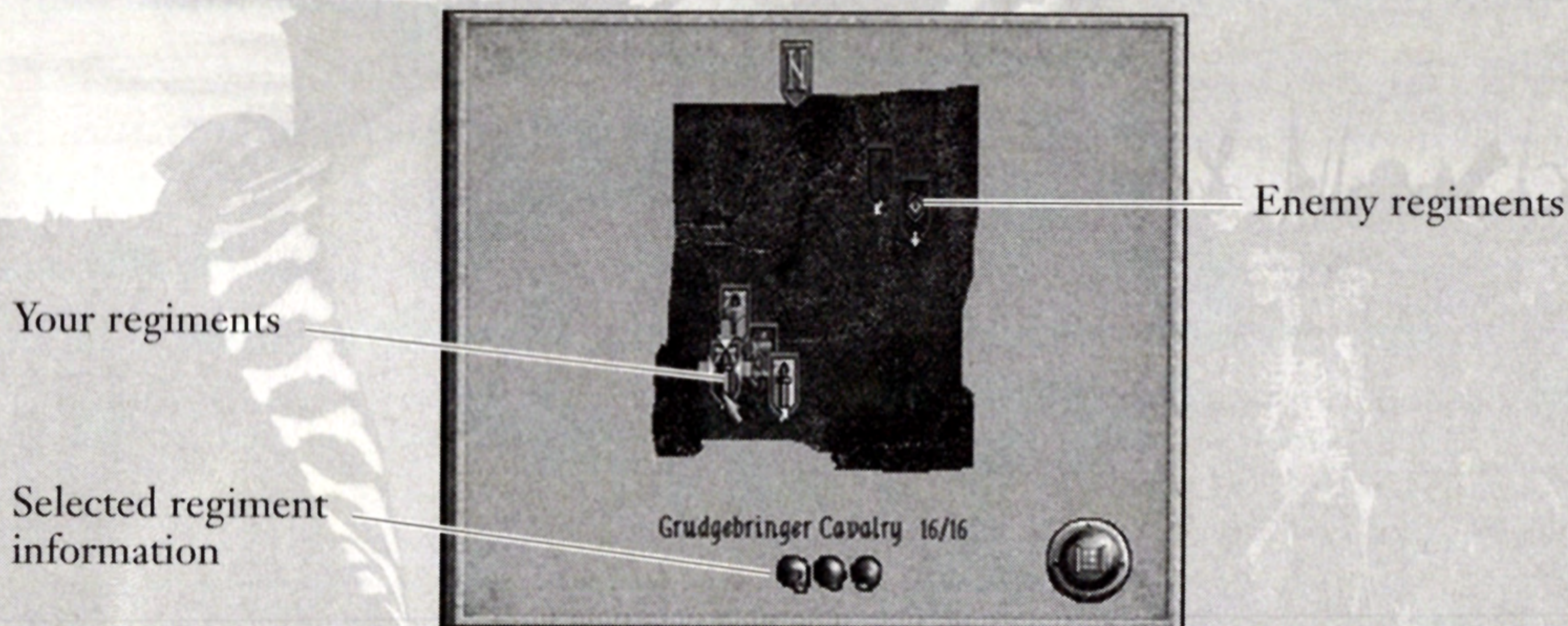


- ❑ Your currently selected regiment has White arrows around the banner border.
- ❑ Greenskin regiments include Orcs, Night Goblins, Night Goblin Fanatics, Giant Spiders, Giant Scorpions and others. Their banner border is Red.
- ❑ Undead regiments include Mummies, Wights, Wraiths, Ghouls, Skeletons, Zombies and others. Their banner border is Red.

MAP / PAUSE

The Map shows the entire battlefield including geographical features, your regiments, and the regiments of the enemy (once sighted).

- To view/hide the Map, press **SELECT**. The game pauses while the Map is visible.



- ❑ Point at each banner to display details of the regiments beneath the Map.

EA TIP: Consulting the Map is the only way to assess the strength of an enemy regiment, so use it to help decide which of your own regiments to pitch against them in battle.

DEPLOYMENT PHASE

Immediately before a battle begins you can position your troops and set initial orders. Some white flags appear in the ground around your regiments. These flags mark the deployment area, and you can position your troops anywhere within their boundaries.

- ❑ You can move regiments between multiple deployment areas on some battlefields.
- To end the Deployment Phase and start the battle, press **START**. However, you should only do this after you have considered issuing some initial orders to your regiments, as detailed in the next section.

POSITIONING YOUR REGIMENTS



To position your regiments:

1. Move the pointer over the regiment you want to position. The pointer turns into a grasping gauntlet.



2. Press ✖ to pick up the regiment, then D-Button to any position (within the deployment area).
3. Press ✖ again to place the regiment in their designated position.

BASIC ORDERS

As you move the pointer away from the regiment, it changes appearance again. This happens often on the battlefield, depending on the situation at hand. Check the following list to see what each pointer signifies:



Pressing ✖ on the landscape orders your regiment to move to that location. A BLUE flag appears in the ground to confirm the order.

NOTE: Most Artillery regiments (e.g. Cannons) can't move. Regiments act on a move command only after the battle starts.



This allows you to face your regiment in a particular direction. Press ✖ when you have the pointer in the direction you require. The regiment immediately turns and faces the new direction.

NOTE: This pointer appears only if it is positioned close to the current regiment.



When over an enemy banner the pointer changes into a sword. Press ✖ to order your regiment to engage the enemy.

If your regiment has both hand-to-hand and projectile capabilities, you can press ■ to toggle between a sword (hand-to-hand combat) and an arrow (projectile attack).



NOTE: Regiments can act on an engage command only after the battle begins.

Line of Sight

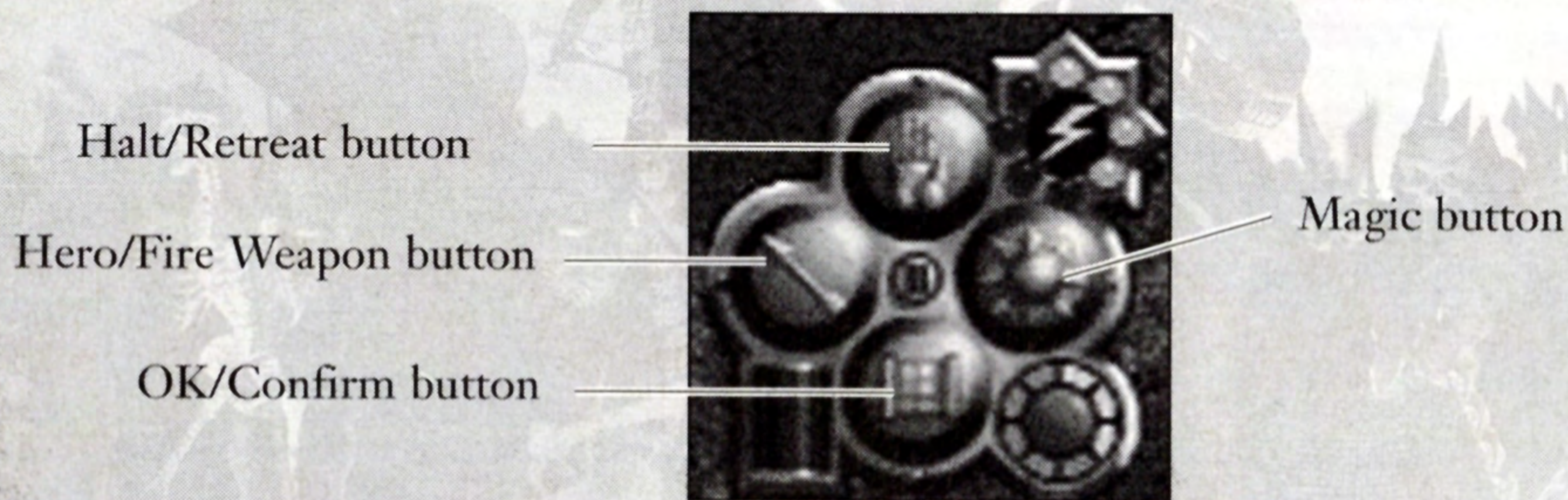
In order to spot the enemy, they must be within your regiment's field of vision, and your regiment's view to them must be unobstructed.

- ❑ The enemy is harder to spot the further they are from your own troops.

Some regiments who use projectile weapons don't rely on line of sight, as their weapons are designed to be fired over obstacles, e.g. Mortars. However, their accuracy is compromised if they cannot see the target.

Other Orders

You can use the Control Panel in the bottom-right corner of the screen to issue other orders. The pointer changes its appearance as usual. Most of these orders can be given only after the Deployment Phase is over.



The Control Panel relates directly to the orientation of the four buttons on the standard controller. However, depending on battle circumstances, buttons are not always available. For example, if a regiment is routing, none of the buttons are available until they have rallied.



Gold

Available

Silver

Not available

NOTE: If you're playing *Dark Omen* with a mouse, the four gold buttons on the Control Panel are activated by moving the pointer over them and pressing the left mouse button.

ORDER BUTTONS

Use the buttons on your controller to issue the following orders.



To order a regiment to **charge** in the direction they are facing, move the pointer over the selected regiment's banner, then press ✖.

Charging is strategically important because a charging regiment's power and momentum provides first strike capability and gives them additional strength in the ensuing melee.



To order a regiment to **halt** or **retreat**, move the pointer over the selected regiment's banner, then press ▲.

If the Control Panel button displays an open palm, your regiment halts all orders. If the Control Panel button displays a broken sword, your regiment flees the battle and attempts to rally.

NOTE: If your regiment is being relentlessly pursued by the enemy or has suffered too many casualties, a white flag appears on their banner indicating that they are unable to rally and will flee the battlefield.



To display the Magic Spells and Magic Items available to a regiment, move the pointer over the selected regiment, then press ●.

- To select the spell or item you want to use, point to its icon, then press ✕.
- You may use Magic Items only once in each Winds of Magic cycle.



To boost a regiment's strength, move the pointer over the selected regiment, then press ■ repeatedly.

This temporary boost affects your current regiment's strength only. The Hero gauge shows the strength boost build-up. When it reaches the top of the gauge your regiment's strength increases.

NOTE: As a regiment suffers casualties, it becomes more difficult to raise their strength level.



If your regiment has projectile weapons and is not in melee you can choose a target to fire upon. Your target may be a point on the battlefield or an enemy regiment.

- To choose a target you want a regiment to fire upon, move the pointer to the selected target, then press ■.
- To order the regiment to fire upon the target, move the pointer to the selected target, then press ✕.

The regiment continues to fire at the target until you give an order to halt, the target moves out of range, or the target is destroyed.

A regiment can fire again only after they reload their weapons. The Reload



counter counts down the length of time it takes the regiment to reload their weapons. They can fire when all eight segments are lit.

NOTE: When you select an immobile artillery regiment (e.g. a Cannon) the fire button is automatically selected.

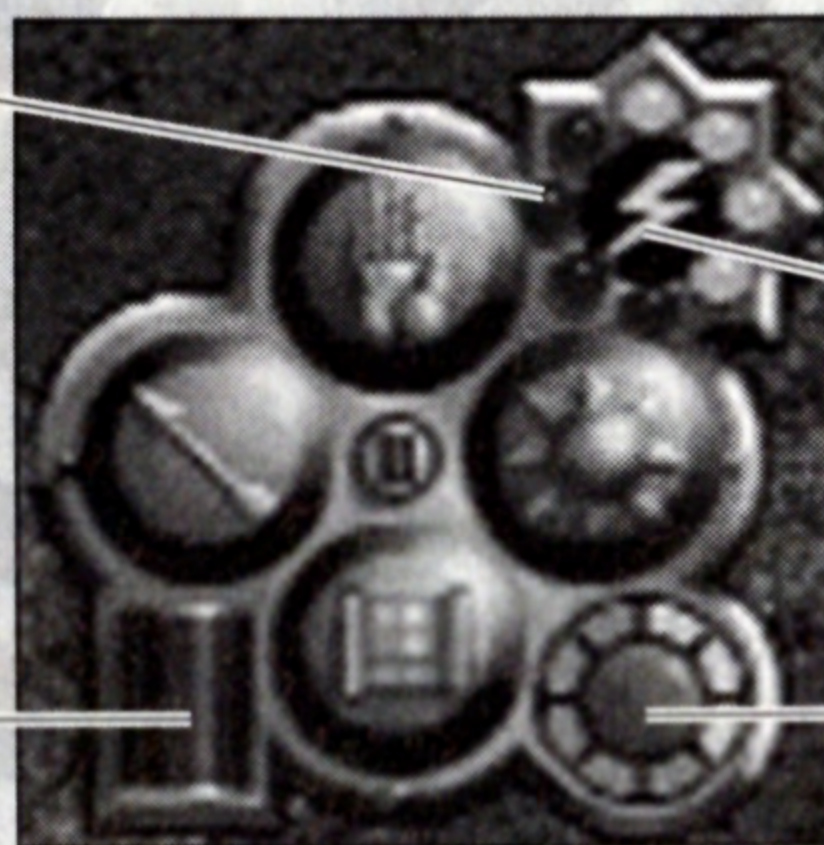


The pointer changes if the target is currently out of range. If you give the order to fire now, the target will be fired on when it comes into range.



This pointer indicates that the target is currently out of sight. If your regiment doesn't need line of sight, they will fire on the target but their accuracy will be poor. If line of sight is required, they open fire as soon as they see the target.

Magic Points



Magic Storm

Hero gauge

Reload counter

- ❑ The Control Panel is home to four important indicators. The Reload counter and Hero gauge are explained above. For details on Magic Points and the Winds of Magic cycle, ► *Battle Magic* on p. 18.

INTO BATTLE

Once you position your regiments and issue your initial orders, you can begin the



battle. The white flags disappear and your regiments act on any orders you gave them.

- To begin the battle, press **START**.

As the mission progresses, your regiments inform you of changing situations. As new events occur, you must react quickly, switch between regiments, and issue fresh orders. Thinking on your feet is a requirement of successful commanders!

QUITTING THE CAMPAIGN

To abort the mission:

1. Press **START** to pause the game, then press **SELECT** to bring up the Options menu.
2. Select **QUIT CAMPAIGN**, then press **✕**. The Main menu appears.

BATTLE MAGIC

WINDS OF MAGIC

In the Warhammer World, magic exists in all things, living and dead. As the Winds of Magic billow over and through the land, a magician must draw from the energy that is available at that time. This is represented by the eight blue lamps found in the top-right corner of the Control Panel.

- Each lamp represents one Magical Power point.

Every spell requires a number of Magical Power points to cast, shown as small lamps beneath the spell icons on the Magic Panel.

- Spells are available only if the current regiment is a Wizard. Wizards from the same army must share the available points.



- ❑ You can cast a spell only if the required number of Magical Power points are available.

At the beginning of each Winds of Magic cycle a different amount of magic is made available for your Wizards to use. This cycle can be seen at the top right of the Control Panel; when the lightning bolt flashes at such rapidity that it appears constant, a new cycle is about to begin.

To learn about Bright and Ice Magic (the types available to you), browse through an appropriate Wizard's spell book in the Troop Roster.

CASTING SPELLS



The Magic button is available only when your current regiment is a Wizard or owns a Magic Item. When you select the Magic button (●) the Magic Panel appears. You can then select a spell or Magic Item and choose a target (if one is required).

- To close the Magic Panel press ●.



The mouse pointer changes into a magician's staff when you select a spell or Magic Item to use. Some spells and items require a target. Other spells and items are cast or used immediately, e.g. Crystal Cloak.

- To select a target, point to it, then press ✕



Some spells have an immediate effect on their target, others are longer lasting. To attempt to stop an enemy's spell, you must cast Dispel Magic.

- To cancel a lasting spell move the pointer over the spell's icon in the Magic Panel, then press ✕ again. The spell is canceled.



USING MAGIC ITEMS

Magic Items can generally be used just once in every Winds of Magic cycle. Some Magic Items are always active, e.g. Shield of Ptolos. Others can only be used once and have an immediate but temporary effect, e.g. Potion of Strength. Magic Items don't use any Magical Power points.

COLLECTING MAGIC ITEMS

Enemy regiments can possess Magic Items. If so, you'll see some sort of magical effect around the regiment, either constantly or when you attack them. When you destroy these regiments they drop the items on the ground. The same is true of gold coins.

If you successfully complete a mission, both items and gold are collected by your army as they leave the battlefield. The items appear in the Troop Roster and can be redistributed amongst your regiments.



You can pick up a dropped item during battle. If a regiment has no room for the item, or cannot use it, they cannot pick it up.

- To pick up an item, point at it (the pointer changes to a grasping gauntlet), then press **X**. The regiment attempts to pick it up.

The Experience Level of the regiment governs how many Magic Items they can own. The maximum allowed is three items, and a regiment can own only one item of each type: Shield, Weapon, and Banner. Once an item is collected, the regiment can usually start using it immediately, via the Magic button.

MISSION ENDED

The mission ends when:



You defeat all the enemy regiments.

—or—

All your regiments are destroyed or routed from the battlefield.

—or—

Commander Bernhardt is killed! This results in the end of the campaign—
Game Over!

DEBRIEFING

After a mission is over, you are told whether you were victorious or defeated. The next page tells you the amount of gold earned and the following page(s) summarize each regiment's kills, losses and experience gained.

Along the bottom of the page the following options appear:



TROOP ROSTER

Go to the Troop Roster where you can buy reinforcements and armor. Use this book before you proceed with the campaign.



SAVE GAME

You can save the game at its current position.



PREVIOUS PAGE

Go to the previous page.



NEXT PAGE

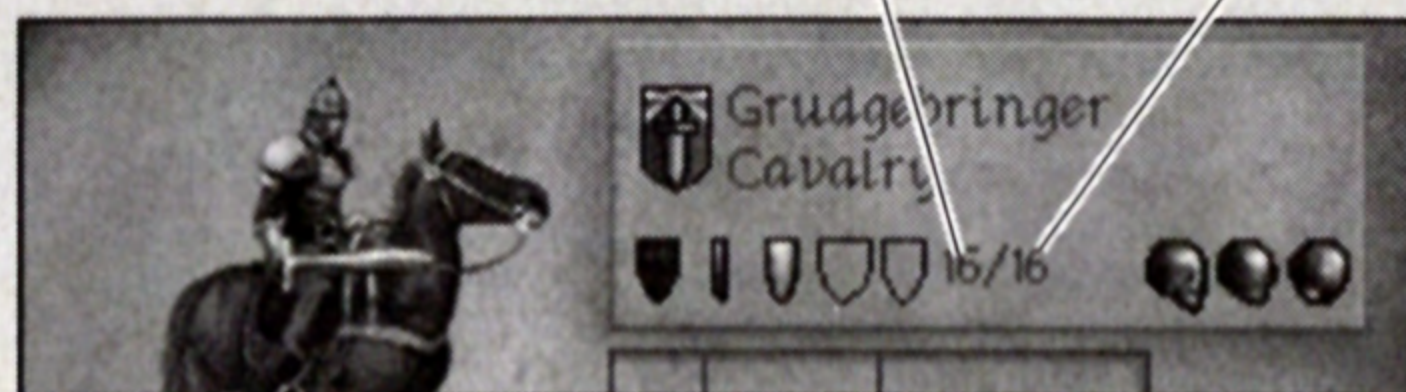
Go to the next page of statistics, and eventually to the camp, from where you can proceed with the campaign.



THE TROOP ROSTER

Current number of troops within the regiment

Maximum number allowed



From here you can buy armor and reinforcements. You can also sell Armor and sell or move any Magic Items your army might possess.

The regiment's Experience Level is represented by a horizontal bar. This bar fills in red as the regiment's experience increases. Every time the red gauge passes a marker, the regiment advances to another level of experience. See the table below for the benefits this has.

Experience Level	Number of Magic Items	Number of Magic Spells (excluding Dispel Magic)	Experience Points Required
1	1	2	
2	2	3	1000
3	3 (maximum)	4 (maximum)	3000
4			6000

A number of skulls represent the regiment's Threat Level:

1 skull	Recruits (lowest threat)
2 skulls	Regular troops
3 skulls	Crack troops
4 skulls	Elite troops (highest threat)



A number of small shields represent the regiment's Armor Level:

0 shields	No armor (normal clothing)
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1 shield	Lowest strength armor
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5 shields	Highest strength armor
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- ❑ The number of shields and empty shield outlines indicate the maximum Armor Level for the regiment.
- ❑ The Gold shields show the minimum Armor Level (this may not be sold).
- ❑ The Silver shields represent any extra armor you have purchased (this armor may be sold if required).

A green arrow may appear next to a regiment's banner. This shows that the regiment is not a permanent member of your army, and will either leave or join you permanently. A red arrow shows that they are about to leave. When this happens any Magic Items you gave them are returned to your storage area, but any armor or troops you purchased for them are not returned.

GAINING LEVELS

When your regiments gain enough experience they are rewarded with an increase of Threat Level. Threat Levels affect a regiment's skill with standard weapons, skill with projectile weapons, and overall strength.

Increases in Threat Levels are awarded once your army is off the battlefield. When a regiment gains a level, they can carry one extra Magic Item and their primary skill improves. When a Wizard regiment gains a new level, they gain an extra Magic Spell and the ability to possess an extra Magic Item.



GIVING ITEMS

You can transfer Magic Items from one regiment to another. Some items can't be given to certain regiments. For example, a Bright Wizard can't be given an Enchanted shield because Wizards cannot use armor of any kind.

To give a Magic Item:

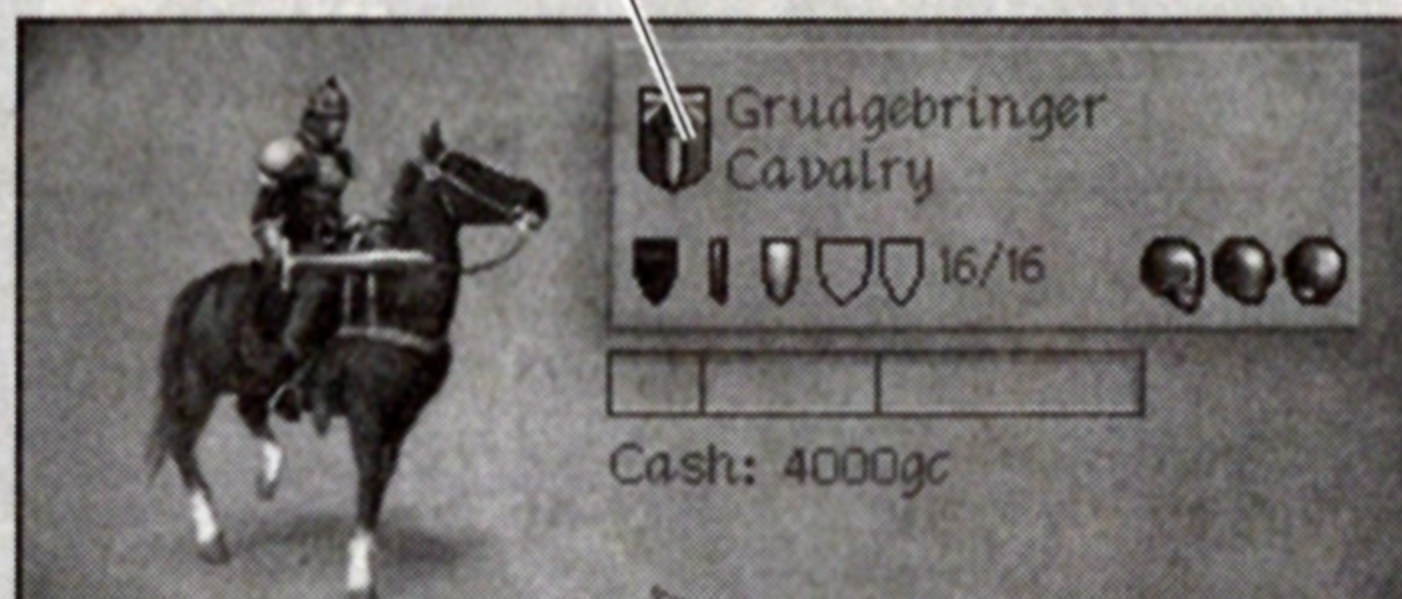
1. Select the regiment you require the Magic Item from, then press ✖ on the Magic Items button to reveal all the items they possess.
2. With ✖ held down drag and drop the item into the Item Store.
 You can store up to forty different Magic Items in the Item Store.
3. Select the regiment you wish to give the item to, and drag the item from the Store into the regiment's possession.

NOTE: Regiments can carry only one of each type of Magic Item (the type is represented by the color of the item's outline).

BUYING AND SELLING

You can buy additional troops, buy and sell armor, and sell Magic Items.

Currently selected regiment





- To select a different regiment, press **L1** and **R1** or move the pointer to the arrow buttons and press **✕**.

Three buttons appear at the bottom-left of the screen: Magic Items, Army Reinforcement, and Armor.

- To select the one you require, move the pointer over it and press **✕**.

TROOPS

You are presented with three options: Single Reinforcement, Unit Reinforcement, and Army Reinforcement. The prices for each are shown below the relevant icon.

If you can't buy reinforcements for any reason, the options appear dulled.

- To purchase a single troop for the regiment, move the pointer to the Helmet icon, then press **✕**. The regiment's current size changes to show the new size.
- Each time you press **✕**, the cost of the troop is deducted from your total gold.

NOTE: You must have sufficient gold to cover the cost of the troops, and you cannot increase the number of troops beyond the regiment's original size.

- To fully reinforce the selected regiment press **✕** while the pointer is over the Unit Reinforcement icon.
- To fully reinforce your entire army, press **✕** while the pointer is over the Army Reinforcement icon.
- To get information on any regiment, move the pointer over their banner and press **✕**.



ARMOR

If you can't buy armor for any reason, the icon is dulled and no price is shown.

- To buy armor for the presently selected regiment, move the pointer to the Shield icon, then press **✕**. The regiment's current armor level changes to show the new armor level as a silver shield.
- Each time you press **✕**, the cost of the armor (shown below the icon) is deducted from your total gold.
- Each level of armor is progressively more expensive!

NOTE: You must have sufficient gold to cover the cost of the armor, and you cannot increase the Armor Level beyond the regiment's maximum (depicted by the empty shield slots).

- To sell armor, move the pointer to the Sell Armor icon, then press **✕**. The price you receive for the sale is shown below this icon. You cannot sell more than the regiment's minimum armor requirement (represented by gold shields).
- If you sell a shield you receive only a portion of what you originally paid (the armor is second-hand!).
- To undo any purchases and sales, click the Undo All icon. Your purchases are not finalized until you exit the Troop Roster.



EA TIP: Because the cost of troops for your regiments increases each time you buy armor for the regiment and exit the Troop Roster, always buy troops either before, or at the same time as, buying armor.



MAGIC ITEMS

When you select this option, the regiment's Magic Items are displayed.

To sell a Magic Item:

1. Move the pointer over the item's icon, then press and hold ✖. The item is picked up.
2. Drag the item to the Sell Item icon and release ✖ to display the sale price.
3. Press ● to sell it, or drag it back to the regiment/storage slot.

CAMP

After each battle, you return to camp. From camp you learn of developments in your campaign. You might have to make important decisions about what to do next or where to go.

While at camp, you can access the Troop Roster to purchase reinforcements and save your campaign.

- Select the Right Arrow icon to proceed with the campaign.
- Select the Left Arrow icon to replay the camp speeches.

SAVING YOUR CAMPAIGN

- To save your campaign from camp, select the Memory Card icon.
- To overwrite a previously saved campaign, highlight it in the list and press ✖. When prompted to overwrite, D-Button ↔ and select YES.

NOTE: Never insert or remove a memory card when loading or saving files.

CREDITS

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