PlayStation®

NTSC U/C

PlayStation

WARJETZ

3DO

SLUS-01247
PMN-5101-151

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.
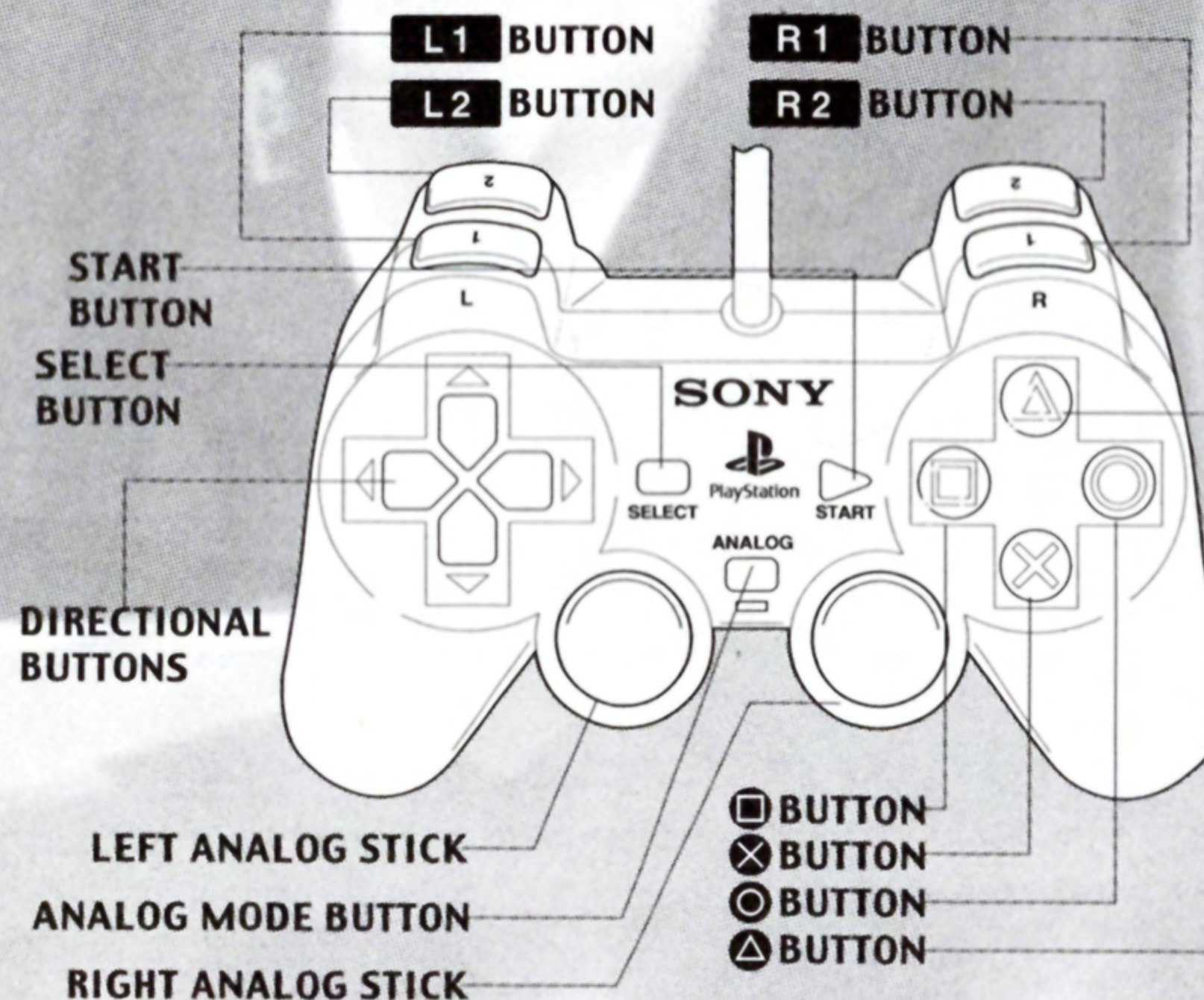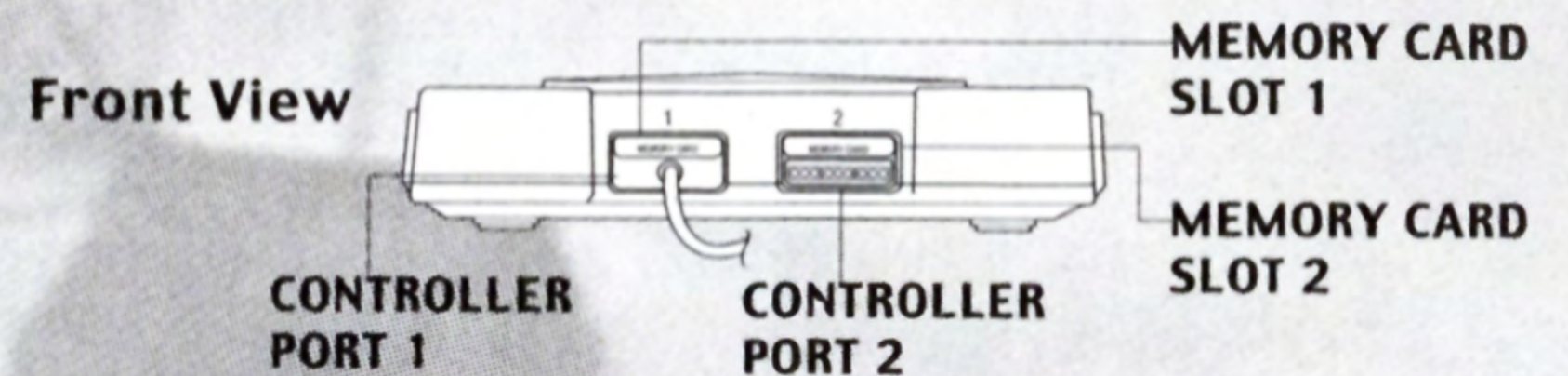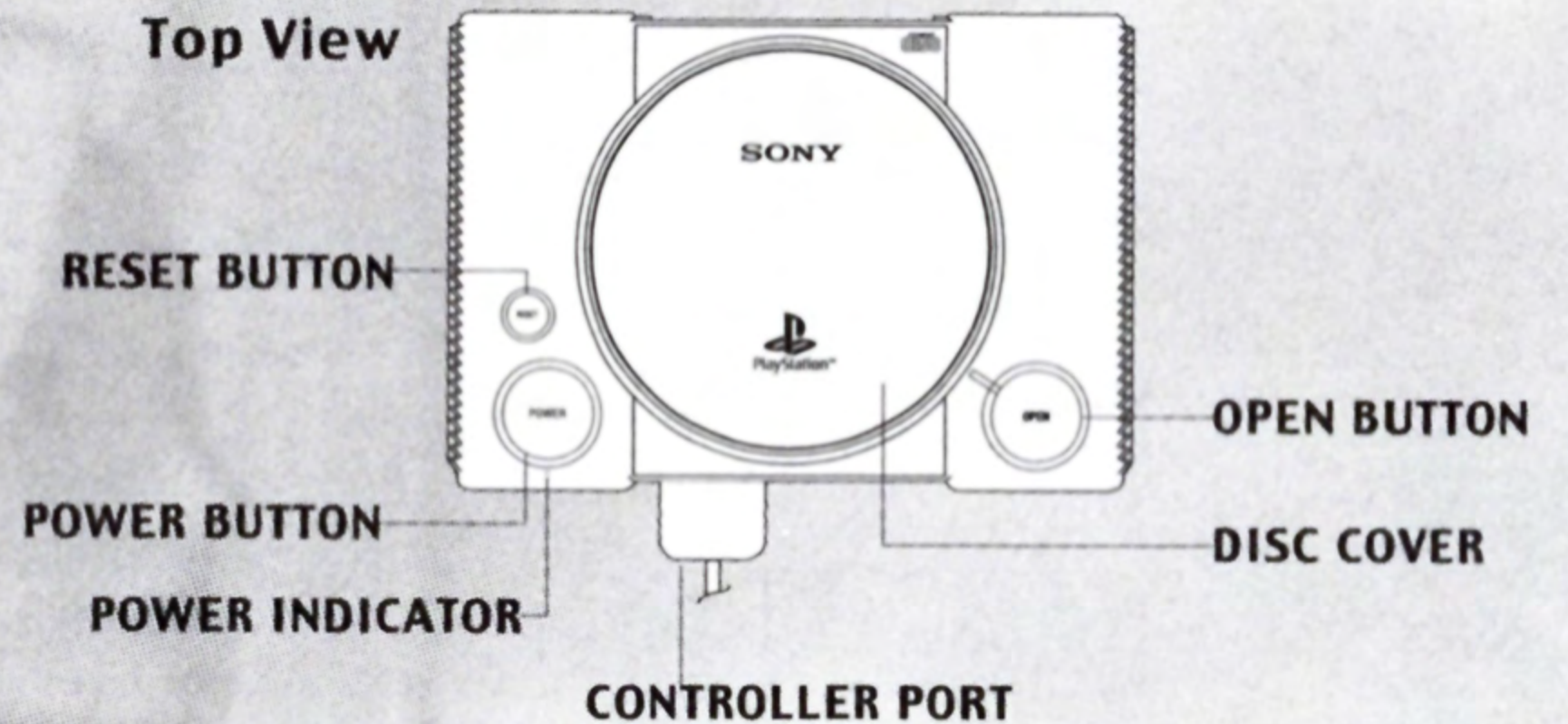
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STARTING UP

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

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

Top View

RESET BUTTON

POWER BUTTON

POWER INDICATOR

OPEN BUTTON

DISC COVER

CONTROLLER PORT

Front View

MEMORY CARD SLOT 1

MEMORY CARD SLOT 2

CONTROLLER PORT 1

CONTROLLER PORT 2

L1 BUTTON
L2 BUTTON

R1 BUTTON
R2 BUTTON

START BUTTON

SELECT BUTTON

DIRECTIONAL BUTTONS

LEFT ANALOG STICK
ANALOG MODE BUTTON
RIGHT ANALOG STICK

■ BUTTON
✕ BUTTON
● BUTTON
▲ BUTTON

WEDNESDAY NIGHT WARJETZ

The year is 2062…and somewhere the masses are crowded around the glow of a big screen, watching images of jet fighters dodging skyscrapers and crisscrossing the atmosphere as the action is broadcast over the airwaves by the last existing television network…

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

"WDL™ Network presents…Wednesday Night WarJetz! Where altitude meets attitude in an ultimate battle to survive the not-so-friendly skies. And now – live from Sydney – the land down under a pile of debris, here are your hosts, Jimmy 'Hell Catz' Jackson and Kate Maxwell."

"Welcome to WDL's Wednesday Night WarJetz. I'm Kate Maxwell here, with my co-host Jimmy 'Hell Catz' Jackson. This new rookie has been tearing up the skies. It's too early for us to make predictions."

"…but that won't stop us from trying, Kate."

GAME SETUP

AFTER LOADING THE GAME

When you load the World Destruction League: WarJetz game, logo and legal screens appear, followed by the game's opening movie. In the movie, the world famous WDL announcers Kate Maxwell and Jimmy "Hell Catz" Jackson appear and you are introduced to the world as seen from the WDL Network. It's pretty exciting stuff you don't want to miss, but if you are so eager to play the game that you can't wait, press the START or the ⊗ button to bring up the Title screen. This same screen also appears after the entire opening movie is played.

THE GAME SETUP SCREEN

From the Title screen, press the START or the ⊗ button to advance to the Game Setup screen.

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

Press the ↑ and ↓ directional buttons to highlight any of the choices listed below:

PLAY MODE

DIFFICULTY

PLAYERS

OPTIONS

INPUT CODE

MEMORY CARD

CREDITS

START

```
            GAME SETUP

   PLAY MODE      CAMPAIGN
   DIFFICULTY     NORMAL
   PLAYERS        1

   OPTIONS
   INPUT CODE
   MEMORY CARD
   CREDITS

   START
              ⊗ select
```

TERRITORY SELECT

TRAINING AREA

WarJetz

✕ select   ◯ back

PLAY MODE

Press the ← and → directional buttons to select the play mode.

• Campaign •

Take on the enemy gangs one-by-one in their home territories. Beat a gang on their home turf to get access to their aircraft for later environments in the game. The goal here is to beat all the gangs competing with you to be crowned Airlord of the World Destruction League: WarJetz tournament.

At the beginning of Campaign, you may take part in a training Arena in order to get used to the controls and hone your skills. Return to this arena at any time to try out new planes or brush up on your flying skills. Once you beat your first territory, you will join that gang and obtain that gang's aircraft and special weapon.

• Ace •

Challenge and defeat all the opposing aircraft in the selected play area to claim victory. The first to shoot down the target number of the enemy aircraft wins. Set the target number on the Territory Select screen (see page 12). The rules are straightforward, but you'll need a combination of skill and luck if you are to outwit your adversary.

• Airlord •

Airlord mode is classic capture-the-flag game play. Each participating team has a Photon Bomb housed on its base. The way to win is to get all the Photon Bombs to your base. If one of the opponents gets all the Photon Bombs back to its base, the opponent wins. Don't hesitate to shoot your opponent's plane down if your bomb's been nabbed, because your bomb appears back at your base safely when you blast your opponent's plane out of the game. Fire off the Photon Bomb if you get desperate – it causes massive destruction, but you'll need to pick it up again if you fire it off! If you die or fire off a Photon Bomb, any lost bomb will return to the last base where it was housed.

• Cash Frenzy •

You'll need to collect money wherever you can find it. All computer-controlled teams will be doing the same. The first to collect the target number of Bux wins. You can set the target number of Bux to be collected on the Territory Select screen (see page 12).

• Bomb Fest •

The goal here is to bomb anything you can in order to reach a specified target point total. Set the target number of points on the Territory Select screen (see page 12). You can try to attack the other planes to slow them down, or go straight for the really valuable targets, like Destroyers.

• Family Ace •

Since this mode is easier to play than others, it's a great mode for introducing novice players to WarJetz. The feature here is that the Fire main weapon button unleashes both main and special weapons simultaneously. Also, you don't have to worry about selecting special weapons, or going into bombing mode. This mode offers you incredible firepower with the touch of just one button!

Since both players unleash the main and special weapons with just the Fire main weapon button, in a 2-player game, even novices have a chance at challenging expert players in Family Ace mode. The goal is simple: the first one to shoot down the target number of enemy planes wins.

DIFFICULTY

There are three levels of difficulty for WarJetz: Novice, for a painless game; Normal, for a challenging game; and Expert, where you might miss the action if you blink!

Note that this feature affects the difficulty level for Campaign mode only. For non-Campaign games, the difficulty is selected on the Multi-player Select screen (see page 11).

PLAYERS

Select one or two players to fly through the environments and blast the enemies. For 1-player games other than Campaign mode, which is single player only, you have the opportunity to battle up to 3 computer-controlled teams. For 2-player games, the two players can compete against each other and up to 2 computer-controlled teams. Press the ← and → directional buttons to set the number of players. *Note that this option is inaccessible unless a controller is also plugged into Controller Port 2.*

OPTIONS

Player 1 adjusts all the options. Highlighting "OPTIONS" and pressing the ⊗ button takes you from the Game Setup screen to the Options screen, which allows you to customize the World Destruction League: WarJetz game to your liking. Press the ↑ and ↓ directional buttons to highlight an option. To exit this screen, highlight "ACCEPT" and press the ⊗ button to accept changes, or just press the △ button to cancel any changes that were made.

• Movies •

Highlight any of the 3DO movies and press the ⊗ button to select. During play, you can press the ⊗ button at any time to quit.

• Controller Config •

Highlight this option and press the ⊗ button to activate the Controller Config screen. Player 1 is able to set the configuration for the controller in port 1. Player 2 may adjust his/her own configuration if that option is selected. A total of 8 configurations are available for selection.

On the Choose Port screen, press the ↑ and ↓ directional buttons to highlight one of the following:

Controller port 1

Controller port 2

Accept

Select "Controller port 1" to access the controller configuration for Player 1 or select "Controller port 2" to access the controller configuration for Player 2. With either port option highlighted, press the ⊗ button to access the control configuration for that port. Pressing the △ button on this screen returns the game to the Options screen.

From the Controls screen, press the ← and → directional buttons to scroll through the available configurations.

For DUALSHOCK™ analog controllers, you can press the ↑ and ↓ directional buttons to access the Vibration option. Once accessed, press the ← and → directional buttons to toggle between ON and OFF.

Press the ⊗ button when finished to return to the Choose Port screen. Once there, use the ↑ and ↓ directional buttons to highlight ACCEPT. Press the ⊗ button to save your changes and return to the Options screen.

• Voiceover •

Press the ← and → directional buttons to toggle ON or OFF the voiceover audio in the game.

• Sound FX •

You set the volume level for the sound effects here. Press the ← and → directional buttons to decrease or increase the volume level.

• Other Sounds •

Here you set the volume level for the music, cinematics, and voiceovers. The volume level is selected in the same manner for this option as for the Sound FX option (see above).
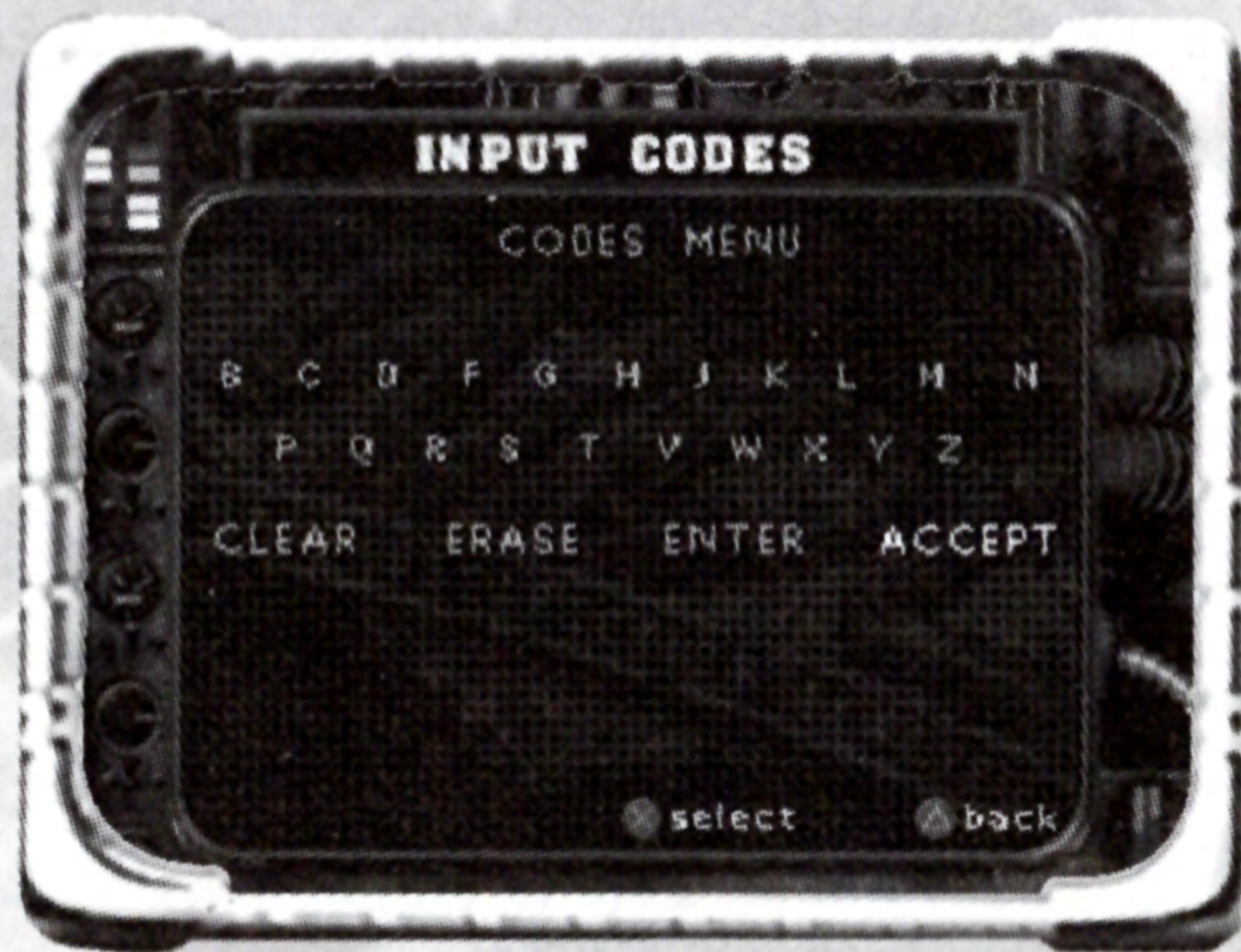
INPUT CODE

Highlight this option and press the ⊗ button to activate the Input Codes screen. If you do not have a MEMORY CARD, this option is useful to continue a game. At the end of each level of play, you obtain a code that specifies game difficulty level and the level completed. Enter your level code on the Input Codes screen to continue playing, starting at the level following the one just completed.

You can enter your level code by moving the highlight over the desired letter with the directional buttons and then pressing the ⊗ button. The selected letter then appears on the screen. Once all letters are selected, highlighting ENTER and pressing the ⊗ button will enter the code (you should see a text message confirming your code). Then highlight DONE and press the ⊗ button to return to the Game Setup screen. You can now select to play a game with the code enabled. If you get an "invalid input code" message, you will need to re-enter the code.

During the letter selection process, highlight CLEAR to remove all selected letters or ERASE to remove just the last entered letter. Press the ⊗ button to confirm.

You can also press the △ button to return the game to the Game Setup screen with no code entered.

Highlight CODES MENU at the top of the screen and press the ✕ button to access any codes already entered from the Input Codes screen. Select a code with the ↑ and ↓ directional buttons and toggle it on or off with the ← and → directional buttons. When finished making adjustments, press the ✕ button to confirm the changes or press the △ button to return to the Input Codes screen with no changes made.

MEMORY CARD

Highlight this option and press the ✕ button to activate the MEMORY CARD screen. The World Destruction League: WarJetz game is compatible with the MEMORY CARD accessory. Before using a MEMORY CARD, make sure to read the MEMORY CARD accessory instruction booklet carefully. Only one campaign can be saved on a MEMORY CARD. For additional games, use additional MEMORY CARDs.

Once accessed, the MEMORY CARD screen appears. Here, you can load an already saved game. Press the ↑ and ↓ directional buttons to highlight "LOAD GAME" and press the ✕ button to select.

After selecting, you have the choice of accessing MEMORY CARD slot 1 or 2. Press the ↑ and ↓ directional buttons to highlight an option and press the ✕ button to select. You can return to the previous screen in the MEMORY CARD selection process by pressing the △ button, or highlighting BACK and pressing the ✕ button.

Note: If there is a problem during the load or save process, the game will prompt you with a message explaining the difficulty. Press the ✕ button to remove the on-screen message and return to the previous screen.

CREDITS

To roll the credits of all the development team members, press the ✕ button. From the Credits screen, press the ✕ button at any time to return the game to the Game Setup screen.

START

When you are finished making changes to the Game Setup screen, highlight START and press the ✕ button to begin playing the game.

PRE-PLAY SELECT SCREENS

CAMPAIGN MODE

TERRITORY SELECT SCREEN

Press the ← and → directional buttons to highlight the territory (which also automatically selects the territory gang) and press the ⊗ button to confirm. After you make your selection, a short movie about the upcoming battle will play.

BRIEFING MENU

Use this screen to review what you must do to beat the enemy in the coming battle. When done, press the ⊗ button to continue. You can press the △ button to cancel the briefing and return to the Territory Select screen.

AIRCRAFT SELECT SCREEN

Once you have more than 2 planes to choose from, you will see this screen. Select 2 craft that you will take to the territory with you. Press the ← and → directional buttons to highlight the planes of your choice in both of the plane selection slots. When done, press the ⊗ button to confirm. **IT'S GAME TIME!**

MISSION SUMMARY

While en route to the territory, the mission summary highlights the goals to win the battle.

ALL OTHER MODES

In 1-player games, Player 1 makes all screen setting adjustments. In 2-player games, the two players make adjustments to their teams and any computer-controlled teams.

MULTIPLAYER SELECT SCREEN

In this screen, the player(s) choose(s) the team color, gang and experience level for the teams. Press the ↑ and ↓ directional buttons to highlight an option and the ← and → directional buttons to change the setting.

For 1-player Games *When it's only you and the computer, you make all the settings for your own team and those of the computer-controlled teams.*
For 2-player Games *Each player makes settings for his/her own team, as well as those for any participating computer-controlled teams.*

Color

The color for your team is selected here. Select your color from Blue, Yellow, Green or Red. **Teams having different colors are enemies. Up to three teams can have the same color and are thus allies in battle.**

Gang Type Select

Select the gang type for your team here. The aircraft available for a team depends on the gang selected. Each gang also has a default starting power-up that is displayed on screen.

Experience Level

For 1-player games, select the experience level of your team. For your team, select from Novice, Normal and Expert. For the computer-controlled team(s), select from Weak, Normal and Strong. Below are the definitions for these descriptors:

Player Team Descriptor	Computer Team Descriptor	Meaning
Novice	Strong	Team aircraft have strong armor
Normal	Normal	Team aircraft have moderate armor
Expert	Weak	Team aircraft have little armor

For 2-player games, each player selects his/her team's experience level as mentioned on the previous page.

Players also select the involvement of computer-controlled teams. The default setting, **OFF**, indicates a computer-controlled team is not playing. To activate, highlight **OFF** and press the ← or → directional button. A player can change the settings for a computer-controlled team as for his/her own team.

Once finished making all selections on the Multiplayer Select screen, highlight "DONE" and press the ⊗ button to confirm.

TERRITORY SELECT SCREEN

For both 1-player and 2-player games, Player 1 selects the territory where the war will be waged. Press the ← and → directional buttons to highlight any of the territories. After that, press the ↑ or ↓ directional buttons to highlight the Win condition. Press the ← directional button to decrease the value and the → directional button to increase the value of the Win condition. When finished, press the ⊗ button to begin.

"ARCADE" DEFAULT CONTROLLER

DIRECTIONAL BUTTONS

← Directional button steers the aircraft left.

→ Directional button steers the aircraft right.

↑ Directional button makes the aircraft dive.

↓ Directional button makes the aircraft climb.

⊗ Button - Fire main weapon.

▣ Button - Fire special weapon.

◉ Button - Cycle forward through special weapons inventory.

△ Button - Cycle backward through special weapons inventory.

R1 Button - Deploy ECM/use UFO shield.

R2 Button - Accelerate aircraft.

L1 Button - Toggle between Strafing mode and Bombing mode.

L2 Button - Decelerate aircraft.

START Button - Pause the game.

SELECT Button - Toggles to display the Radar Map and objective arrows on/off.

Left Analog Stick - Controls aircraft movement. Pressing forward makes the aircraft dive, pressing backward makes the aircraft climb.

Right Analog Stick - Not used.

SPECIAL NOTE: Remember that other configurations are available through the Options screen under the Controller Config option (see page 7).

L1 BUTTON   R1 BUTTON
L2 BUTTON   R2 BUTTON

START BUTTON
SELECT BUTTON

DIRECTIONAL BUTTONS

LEFT ANALOG STICK
ANALOG MODE BUTTON
RIGHT ANALOG STICK

▣ BUTTON
⊗ BUTTON
◉ BUTTON
△ BUTTON

13
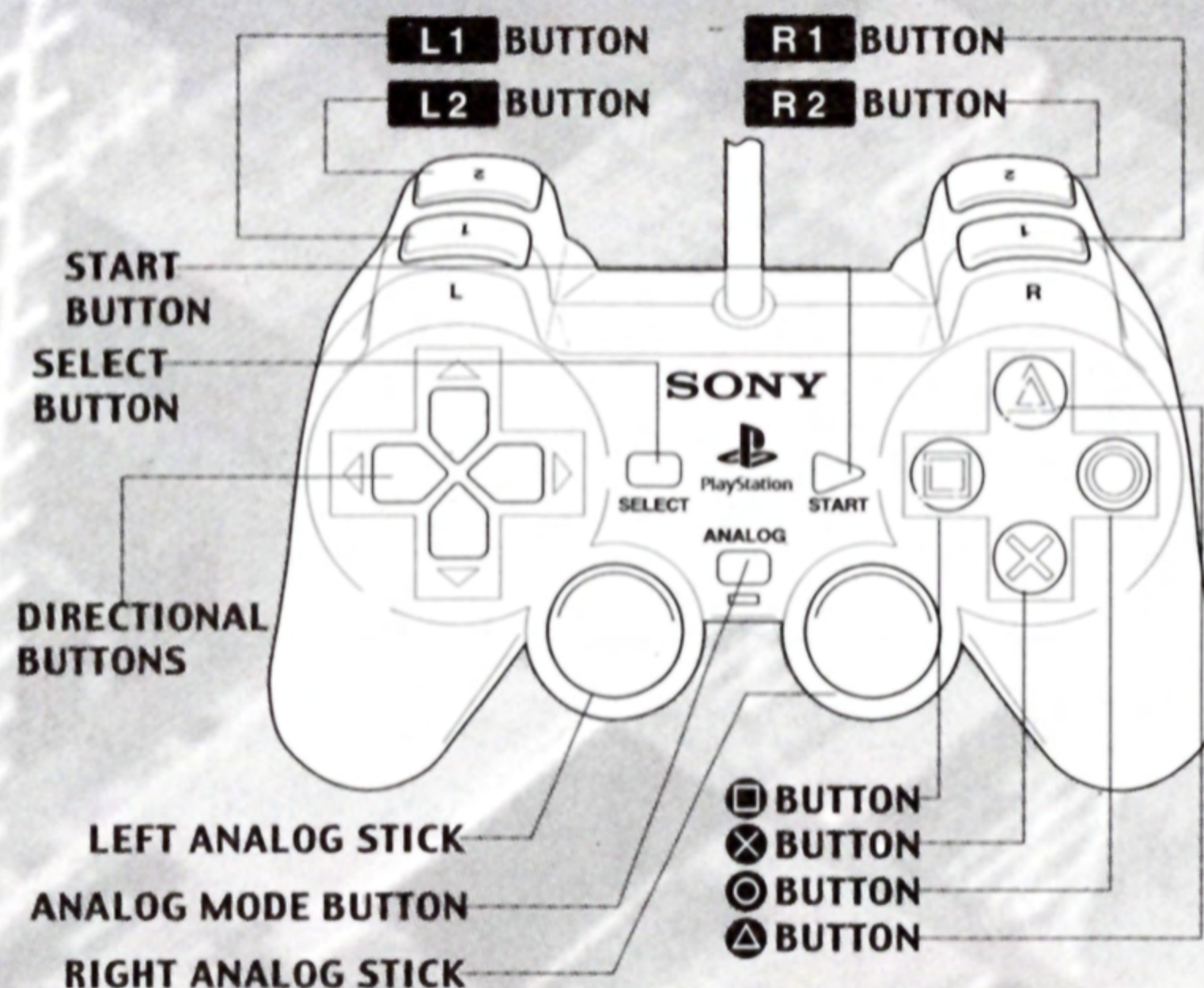
HEADS UP DISPLAY

HEADS UP DISPLAY

1-PLAYER MODES

Damage Bar

Enemy Point Meter

Objective Arrows

Player Point Meter

Objective Marker

Special Weapon Ammo Count

Radar Map

ECM Count

• Damage Bar •

This indicates the current health of the aircraft. The bar diminishes in size and eventually changes color when damage is accrued. A green bar indicates the aircraft is in good condition, a yellow bar indicates that the craft has sustained moderate damage, and a red bar indicates the craft is close to being destroyed.

• ECM (Electronic Countermeasure) Count •

At the beginning of the game you start with 6 ECMs. On screen, the number of ECMs currently on your craft is listed. When an ECM is used, one of the ECMs is subtracted from this counter.

If you have more than 9 ECMs, only 9 will be listed. The counter maxes out at 9, but more ECMs can be held.

• Radar Map •

This shows a rough outline of the arena, your current position and direction (colored arrow with a white tip), and the location of aerial enemies (green dots) and objectives (blinking dots).

• Objective Arrows and Markers •

These orange arrows point to the left or right to indicate the direction you need to turn the plane to head toward an objective. When an objective is on screen, the marker appears over the objective to help guide you to it.

• Special Weapon Ammo Count •

This indicates the number of rounds remaining for the currently selected special weapon. When you press the ▲ or ● button to cycle through the special weapon inventory, the corresponding icon for the currently selected special weapon appears here.

• Point Meters •

These bars appear for many of the play modes. As you and your opponent progress in a game, these bars begin to rise. This allows you to gauge which team is further ahead and by roughly how much.

ALL 2-PLAYER MODES

For a description of all the screen call-outs, see above and the previous page.

Player 1 Point Meter

Player 1 Damage Bar

Radar Map

Player 2 Point Meter

Player 2 Damage Bar

Player 1 Special Weapon Ammo Count

Player 1 ECM Count

Player 2 Special Weapon Ammo Count

Player 2 ECM Count
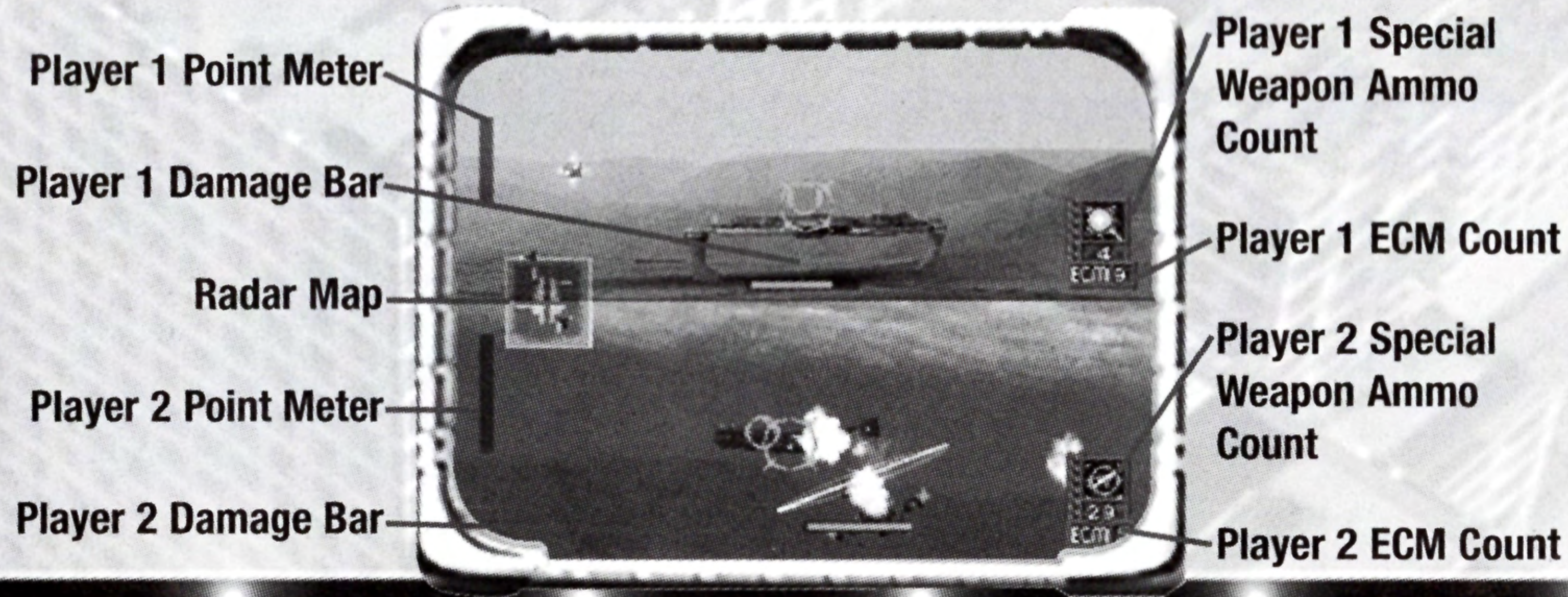
IN-GAME PAUSE SCREEN

LEVEL OBJECTIVES

The objectives for the level are displayed at the top.

OPTIONS

The In-game Pause screen offers the options listed below. Press the ↑ and ↓ directional buttons to highlight the desired option.

CONTINUE — Return to the game. Press the ⊗ button to continue.

RESTART — Restart the game level. Press the ⊗ button to restart.

QUIT — Quit out of the current territory. Press the ⊗ button.

PLAYER 1 VIBRATION — Toggle the Vibration feature for Player 1 ON or OFF. Press the ← and → directional buttons to toggle between the settings.

PLAYER 2 VIBRATION — Functions as listed above but for Player 2.

LEVEL RESULTS SCREEN

CAMPAIGN

- **Outcome** • The outcome of the battle is displayed at the top.

- **Kills** • This is the number of enemy aircraft destroyed.

- **Bux at Start** • This is how many Bux were available at the beginning of the level.
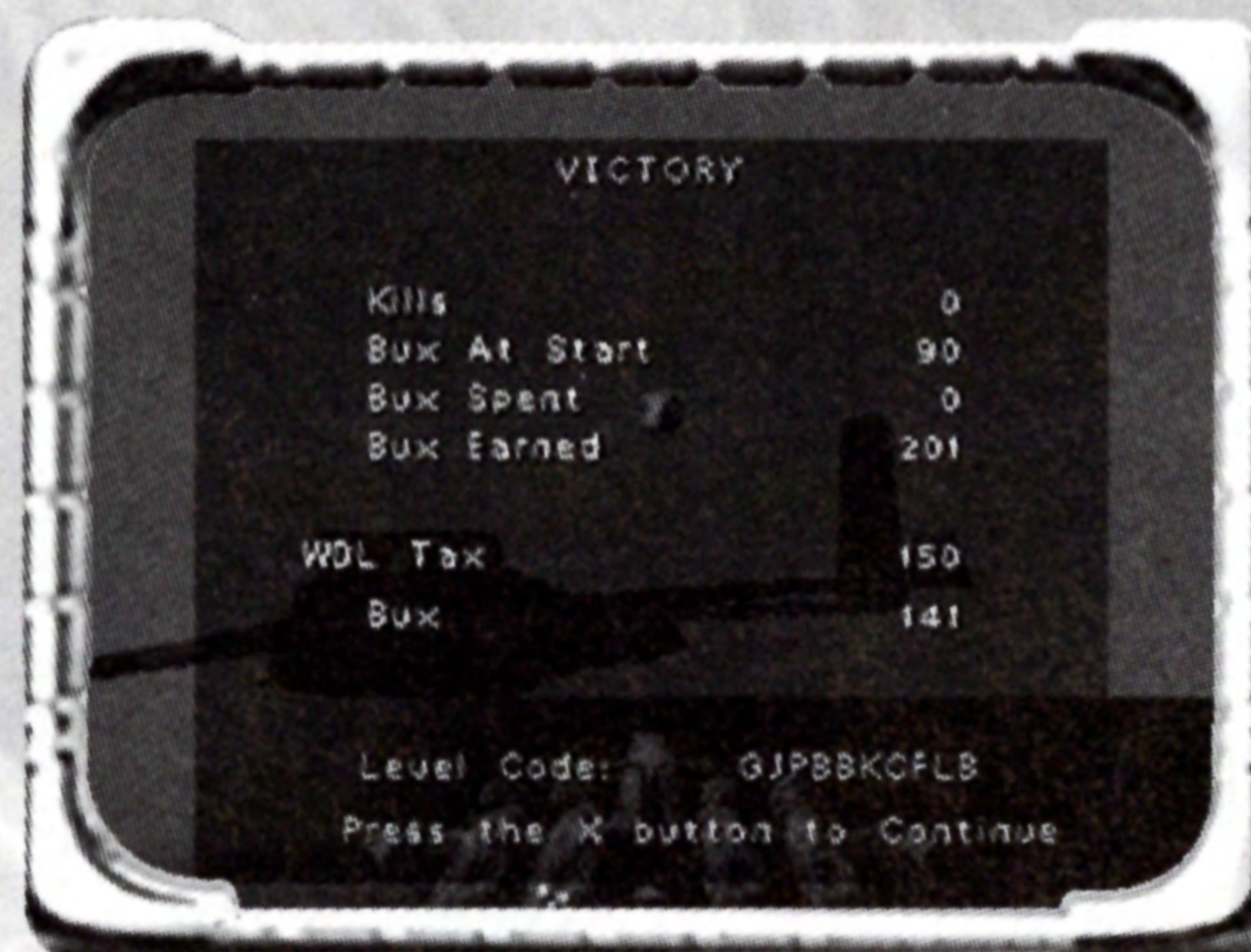
- **Bux Spent** • If any player planes were lost, their cost is deducted here.

- **Bux Earned** • This is the number of Bux collected in the arena.

- **WDL Tax** • On Cash Frenzy levels, the WDL network takes some of your winnings to pay for arena repair. Other costs might also appear in the game. You pay the price when you're a WDL star.

- **Total Bux** • This is the amount of money you currently possess.

- **Level Code** • This displays the code needed to access the level from the Input Code screen (see page 8).

ALL OTHER MODES

- **Outcome** • The outcome of the battle is displayed in the winner's box.

- **Player 1** • This displays the stats for Player 1 for the battle.

- **AI Team** • This displays the stats for the computer-controlled team(s) for the battle.

- **Player 2 (for 2-player games)** • This displays the stats for Player 2 for the battle.

CONTINUE SCREEN

Continue: To continue the game   **Replay:** To replay the level again

Quit: To quit the game   **Save:** To save the game

Press the ↑ and ↓ directional buttons to highlight and the ⊗ button to select.

Note: multiplayer games use slightly different screens. In multiplayer, the options are: Replay, World Map, Quit. Selecting World Map returns you to the Territory Select screen.

AIRCRAFT

A-12 RAIDER

Description: The Raider is the perfect example of post-apocalyptic ingenuity. Crude but powerful, the Raider is well armed and has plenty of power.

Main Weapon: Centerline-mounted 75mm Flak Cannon.

Special Note: You start the Campaign game with this aircraft as default.
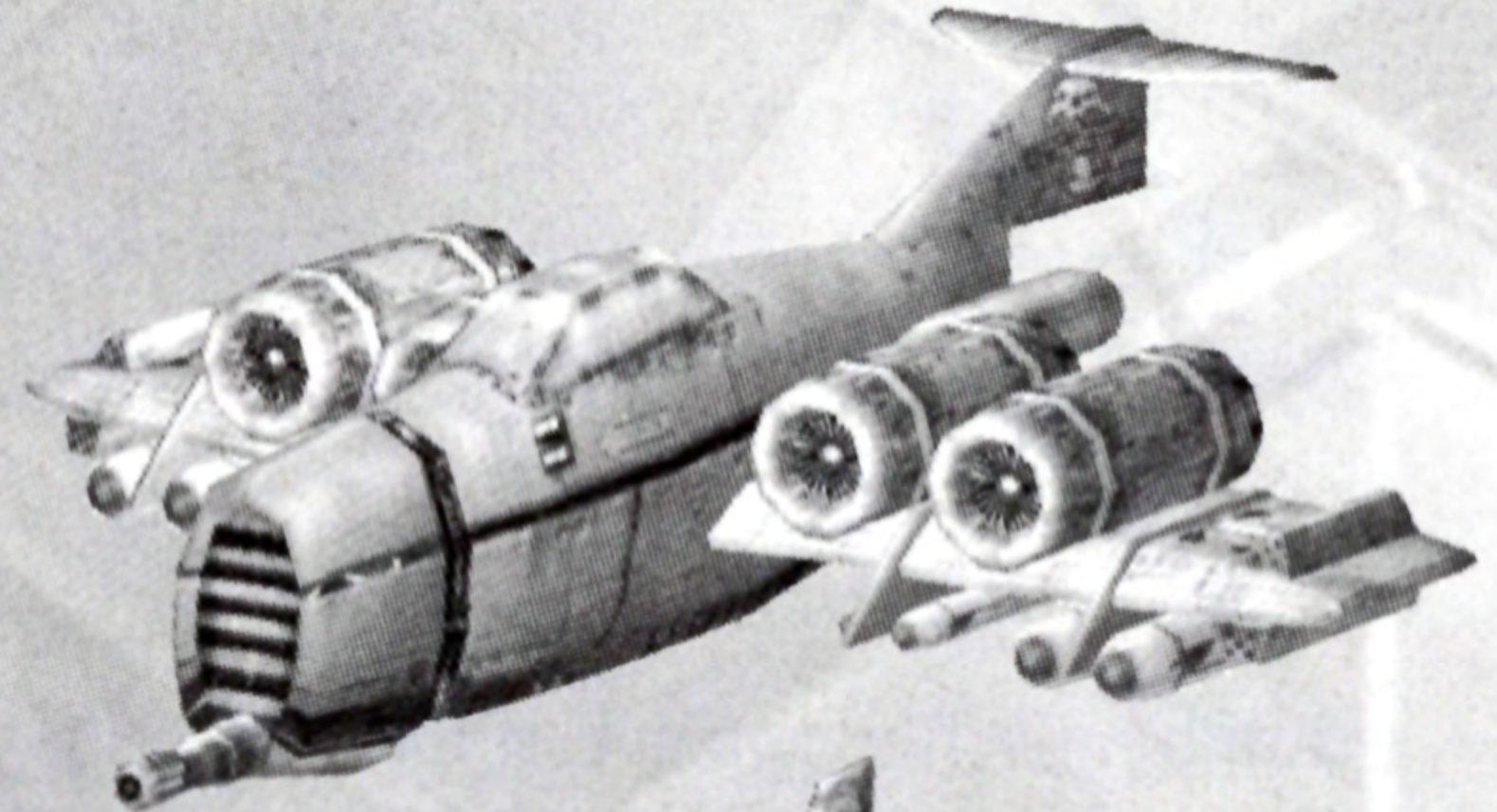
A-10 THUNDERBOLT

Description: This vehicle is heavy and slow, but what it lacks in speed it makes up for in firepower. It is also extremely maneuverable.

Main Weapon: 30mm GAU/8 Avenger Gatling Cannon.

Gang Use: The Thunder Snakes use this aircraft.
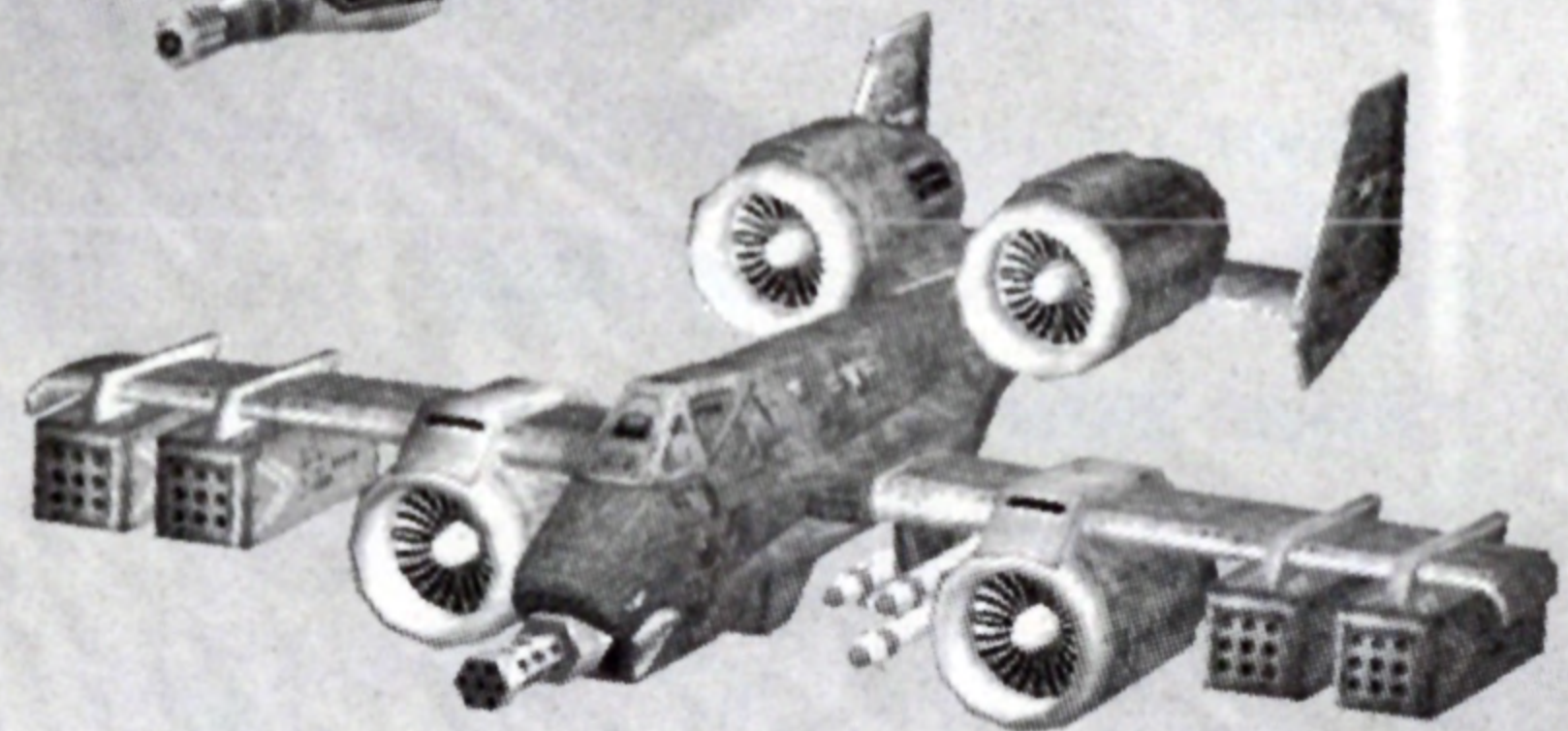
ROCKET JET

Description: This is a Ramjet with rocket boosters. This is by far the fastest craft.

Main Weapon: 75mm Flak Cannon, mounted in the nose.

Gang Use: The Jolly Rogers use this aircraft.
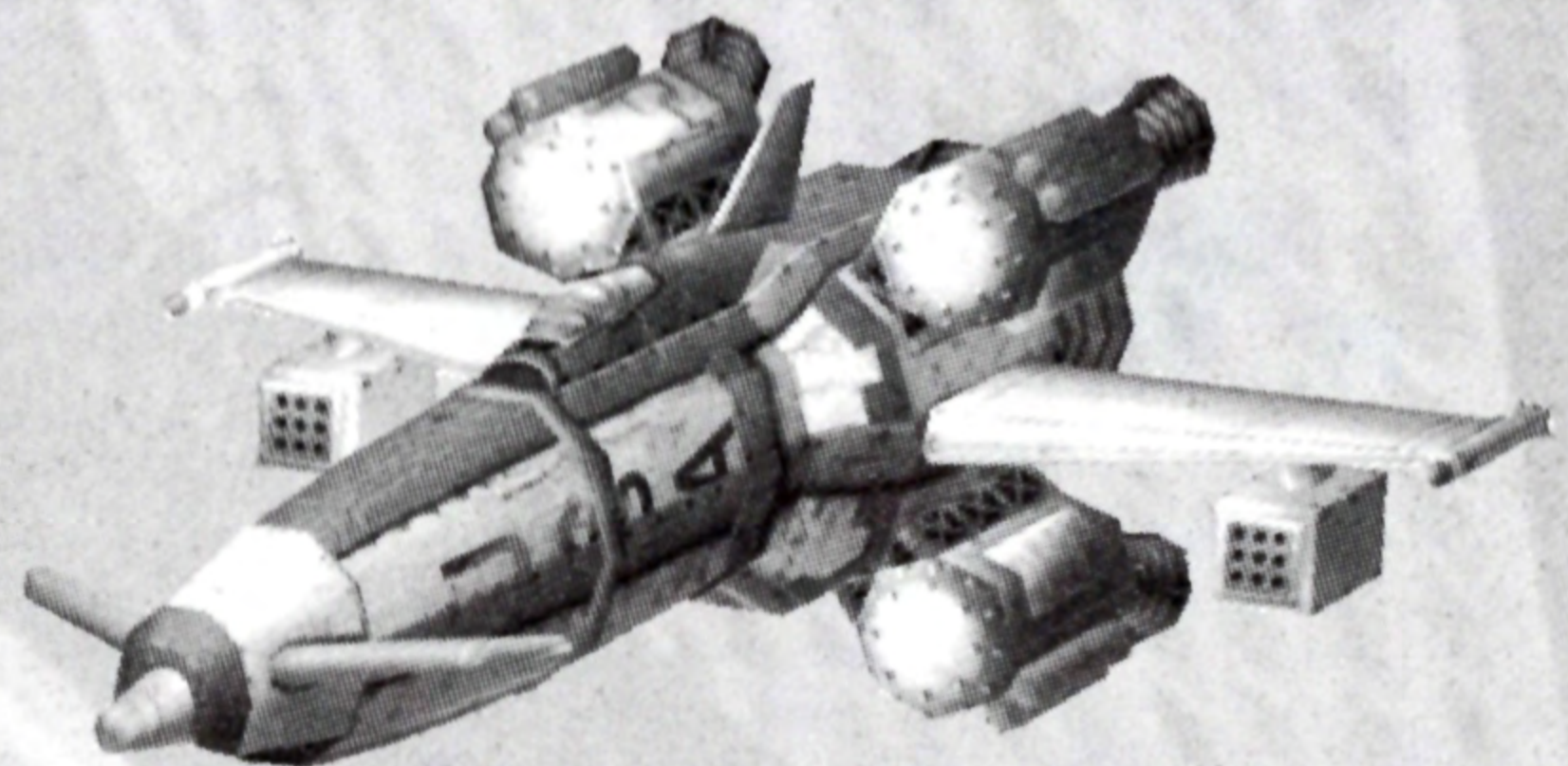
DRAGONFLY

Description: The Dragonfly is small, fast and very maneuverable. This little vehicle doesn't have much armor and relies on its ability to get out of harm's way.

Main Weapon: 25mm Chain Gun.

Gang Use: The Flying Tigers use this aircraft.
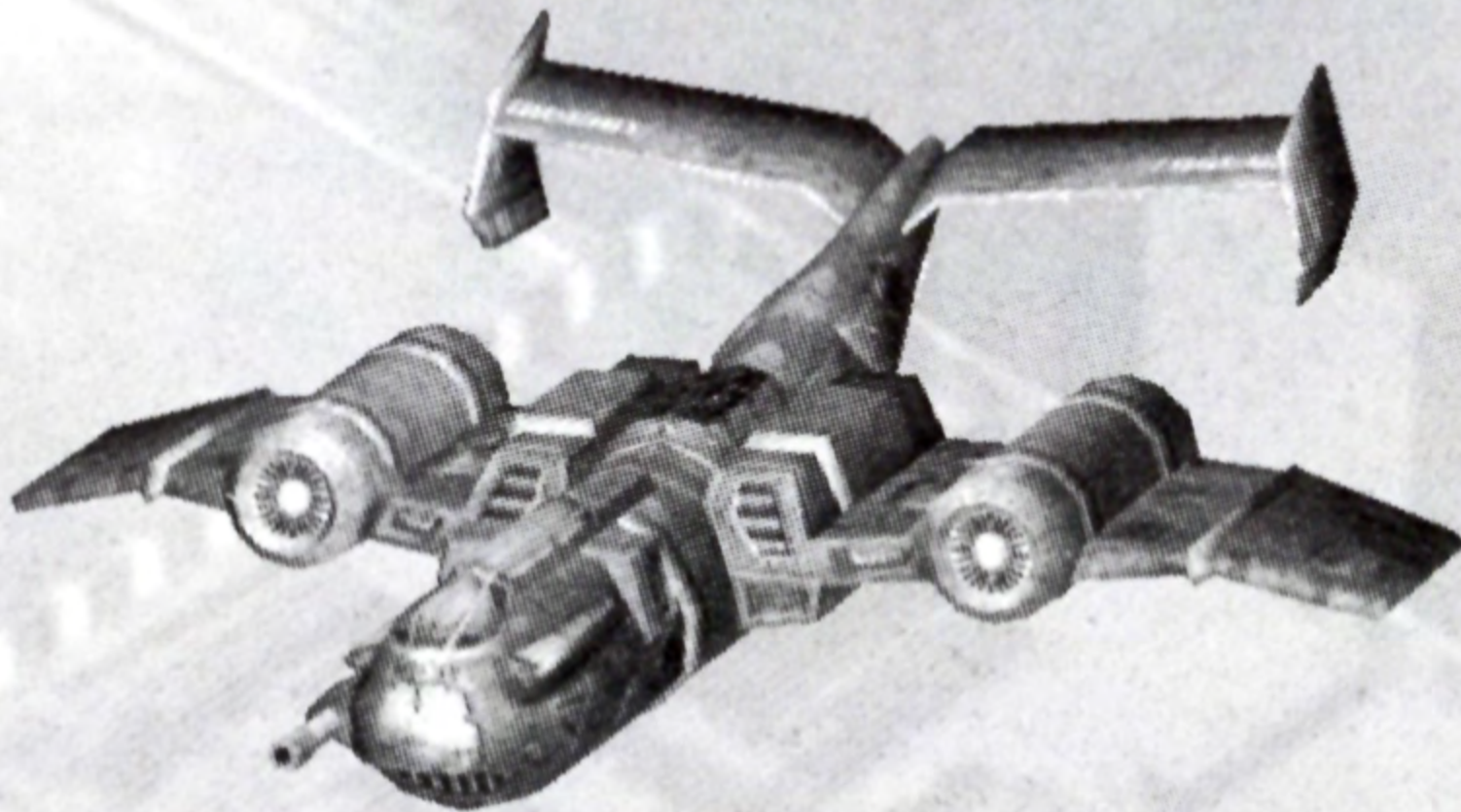
B-18 CRUSHER

Description: This is a flying weapons platform. It is a slow vehicle and not very maneuverable, but its heavy armor and ability to "carpet bomb" make up for its lack of speed.

Main Weapon: 100mm Flak Cannon.

Gang Use: The Bombardiers use this aircraft.

Special Note: The Crusher begins the game with a large number of Iron Bombs.

NIGHTHAWK

Description: The Nighthawk is a fast, maneuverable ship that sacrifices some armor in order to be an excellent dogfighting plane.

Main Weapon: Twin Wing-mounted 20mm Rapid Fire Cannons.

Gang Use: The Tomcats use this aircraft.

Special Note: This aircraft starts with more ECM than any other.

UFO

Description: Found in Antarctica by the Freaks gang, UFOs are highly maneuverable and unusual craft.

Main Weapon: 5-gigawatt Pulse Laser.

Gang Use: The Freaks use this aircraft.

Special Note: The UFO's "Shield" Special ECM is a force-field that protects the UFO from damage while it is activated.
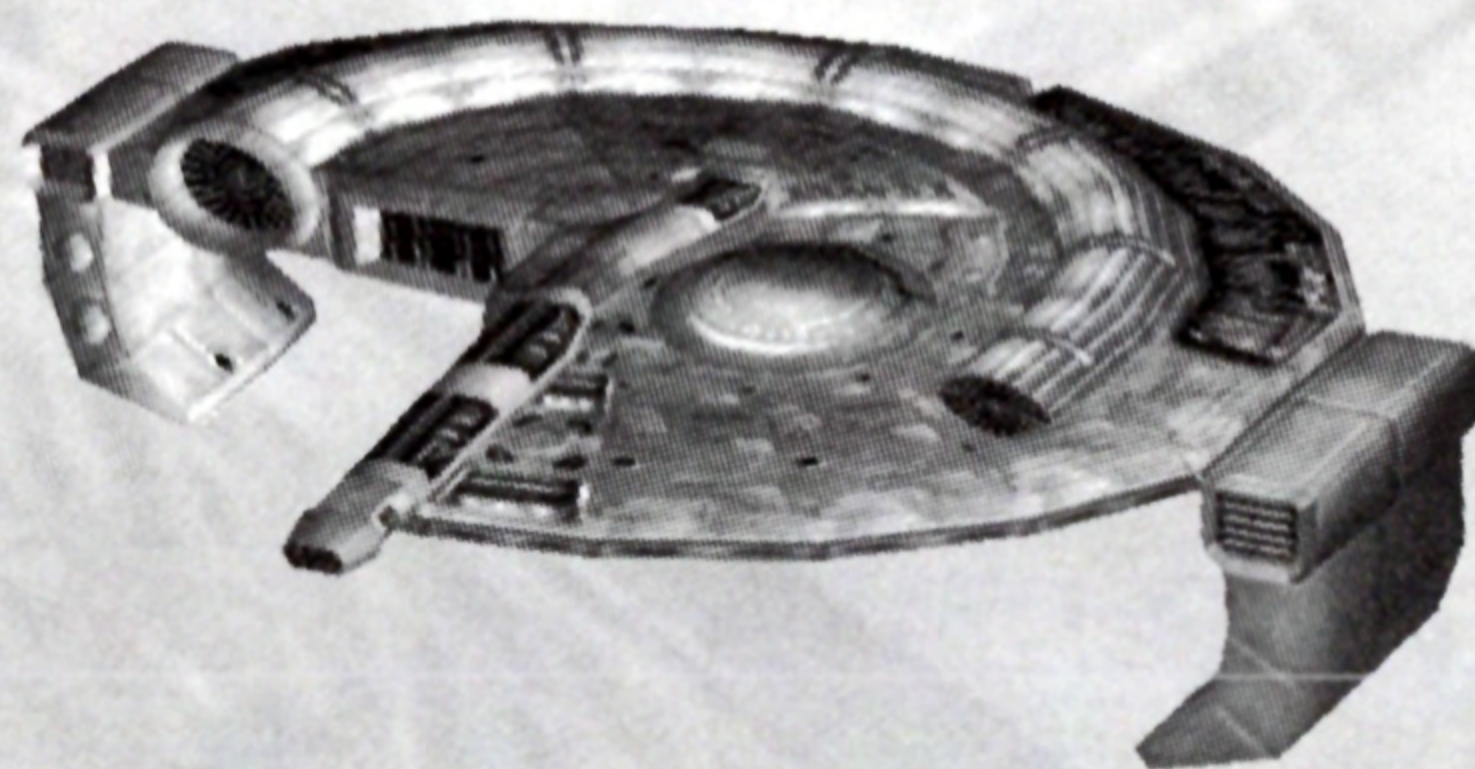
MARAUDER II

Description: The "Marauder II" is a flying fortress. This is the largest sky craft available. It has massive guns, a bomb bay and numerous missile-launching hard points. It is slow, and not very maneuverable, but well armored.

Main Weapons: 2 Dorsal 150mm Heavy Flak Cannons, 1 Forward, 1 Rear (computer-controlled planes only).

Gang Use: The Overlords use this aircraft.

Special Note: The Marauder II begins the game with a great number of Iron Bombs.
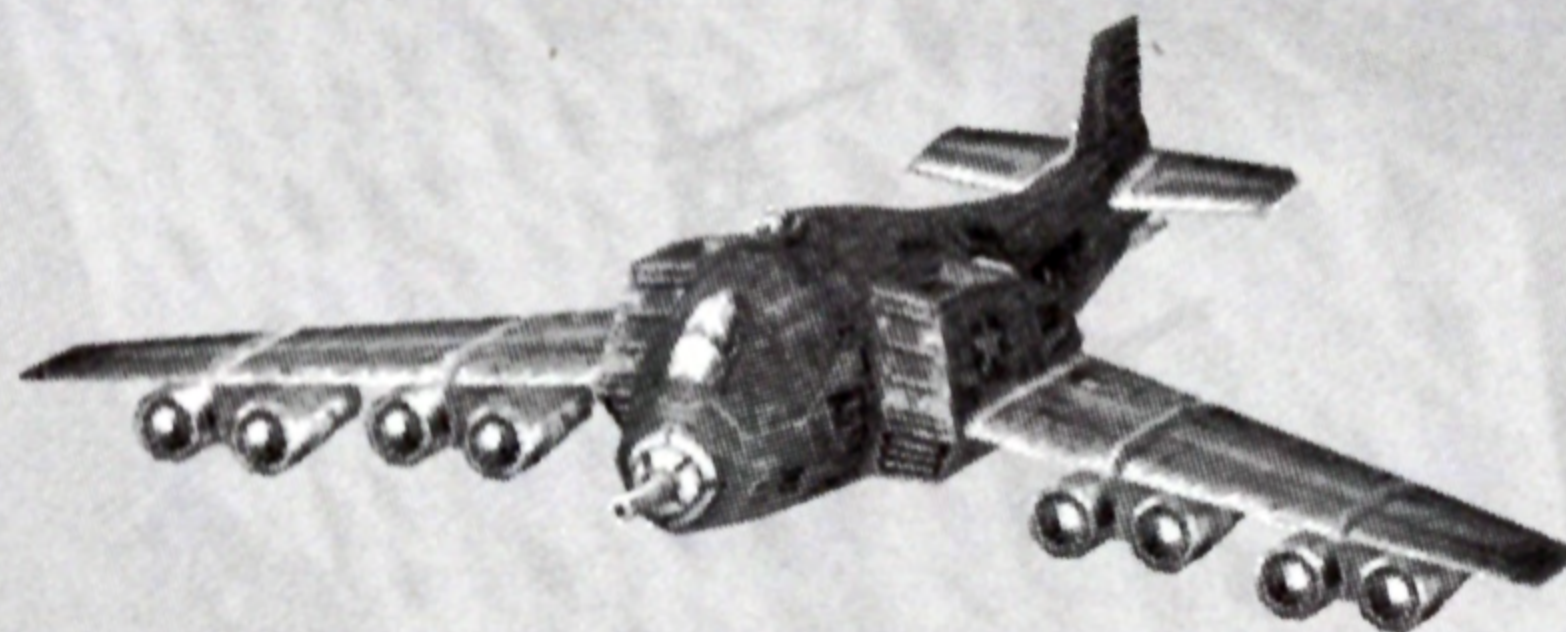
GANGS

In the World Destruction League: WarJetz game, each gang controls a specific territory in the world and flies a unique aircraft. Once you join a gang, you will always start with their preferred power-up, regardless of what plane you fly.

NAME: BOMBARDIERS

Aircraft: B-18 Crusher

Combat Style: Heavy-hitting, long range attacks

Preferred Power-up: Cluster Bombs

History: Hailing from the Old World countries, the Bombardiers take a pragmatic, military approach to the competitions. Their heavy-handed approach has enabled them to win several tournaments and ensures they have a well-supported military-industrial base for their citizens to serve in.

NAME: FLYING TIGERS

Aircraft: Dragonfly

Combat Style: Quick, evasive

Preferred Power-up: Swarmers

History: The Flying Tigers are a relatively new gang on the circuit, and haven't built up their arsenal as much as some other gangs. However, they have mastered the art of maneuver and ambush, taking advantage of the speed, size and maneuverability of their craft to make up for their lack of raw power and mass.

NAME: FREAKS

Aircraft: UFO

Combat Style: Unpredictable

Preferred Power-up: Chaos Ray

History: The Freaks are an odd collection of paranoid types, computer nerds, and militant anti-establishment types. Their fears were realized one-by-one as plague, apocalypse, and global ruin tore the world apart. They retreated to Antarctica, and have built a closed society there, only venturing out to maintain a presence in the competitions.

NAME: JOLLY ROGERS

Aircraft: Rocket Jet

Combat Style: Reckless, uncoordinated

Preferred Power-up: Mines

History: The Jolly Rogers are an informal band of cutthroats, eager to take their share of the booty as they move from one arena to the next. They are crazy pilots, and love to take risks in combat. They are not very well coordinated, though, and have even been known to attack each other if they think they can profit from it.

NAME: THUNDER SNAKES

Aircraft: A-10 Thunderbolt

Combat Style: Bold, direct

Preferred Power-up: Afterburner

History: Unlike many other territories, Central America has done a good job of avoiding the ravages of war during the apocalyptic age. As a result, the Thunder Snakes are reasonably well equipped. A very proud people, they have yet to refine their tactics to the same level as some of the more rough and tumble gangs.

NAME: TOMCATS

Aircraft: Nighthawk

Combat Style: Well coordinated

Preferred Power-up: Homing Missiles

History: This group of ex-military officers is one of the deadliest gangs in the post-apocalyptic world. Although they are very sophisticated and cultured, they have little morality and have become cold-blooded killers when in the air. These pilots care a lot about their image, and are somewhat snobbish, but they will not hesitate to "defend their honor."

NAME: OVERLORDS

Aircraft: Marauder II

Combat Style: Ruthless

Preferred Power-up: Napalm Bombs

History: The Overlords are a secretive conglomerate of social elitists, amoral scientists and devoted minions. They have been developing arcane technologies in secret for many years, and are the current reigning champions of the WDL as a result. Their soulless, machine-like mentality shapes everything they do and make. They believe they are destined to remake the world to their liking, and may soon have the power to do just that.

POWER-UPS

The power-ups in World Destruction League: WarJetz offer to you a great opportunity to blast your opponent with even more firepower!

HEALTH

This power-up comes in two varieties, Health and Superhealth. Superhealth restores the armor health bar to its full starting value and Health restores some of the armor bar. The Health power-up is stored as a special weapon if the plane is undamaged.

AMMO
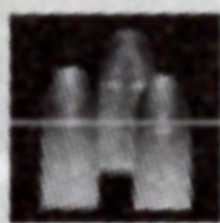
Each Ammo power-up adds 1 shot to any special weapons you have. In addition, each Ammo power-up gives you one ECM and 30% of your starting Iron Bombs.

MAGNUM

The Magnum power-up doubles the damage of the main weapon for a short period of time.

STAR

This power-up adds some Iron Bombs and health (assuming damage has been taken). When aircraft are destroyed or hit by a Chaos Ray, they often leave Stars behind.

ECM

Each ECM power-up gives you 5 additional ECMs.

MINE

Drop a Mine to discourage would-be tailgaters from following too closely. You can also place Mines strategically and watch your hapless enemy run into them. Each mine power-up adds 20 mines to the craft's supply. If you join the Jolly Rogers, you start with 20 mines.
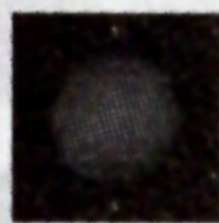
SWARMER

Swarmers are rockets that are fired in salvos of three and do medium damage. Each power-up supplies you with 5 Swarmer salvos. Until you join a gang, or if you join the Flying Tigers, you will always start with 5 Swarmers.

HOMING MISSILE

When you have Homing Missiles selected as your special weapon, any time an enemy appears on screen a red lock-on bracket appears around the enemy craft. Just fire away and the missile seeks the enemy. Each power-up supplies you with 5 Homing Missiles. If you join the Tomcats, you will always start with 5 Homing Missiles.

NAPALM BOMB

The Napalm Bomb is an area-effect bomb that explodes in a line and leaves a fiery trail. If you join the Overlords, you will always start with 10 Napalm Bombs. Each Napalm Bomb power-up adds 10 Napalm Bombs to the craft's supply.

CLUSTER BOMB

Cluster Bombs burst in the air into smaller bomblets that rain down on their targets. Each Cluster Bomb power-up adds 10 Cluster Bombs to the aircraft supply. If you join the Bombardiers, you will always start with 10 Cluster Bombs.

NUKE

The Nuke is a small tactical nuclear warhead. Objects at the point of impact suffer extreme damage, but damage inflicted decreases the further an object is from the point of impact.

AFTERBURNER

The Afterburner power-up gives your craft a burst of speed for a short time. This is useful when you need to get away from someone or go somewhere quickly. Each power-up supplies the aircraft with 3 Afterburners. If you join the Thunder Snakes, you will always start with 3 Afterburners.

CHAOS RAY

When used, the ray tracks the targeted enemy aircraft, causing the craft to drop power-ups it is carrying. A Chaos Ray power-up adds 3 Chaos Ray shots. If you join the Freaks, you will always start with 3 Chaos Ray shots.

SHIELD

The Shield allows your plane to deflect weapon fire without sustaining damage. An active shield takes a limited beating before it is destroyed.

BUX

Use Bux to buy a new aircraft when you lose one during the game. Many of the levels have less traveled areas that house a treasure of Bux, so a little searching is well worth the effort.

OTHER WEAPONS

MEGANUKE

At the start of appropriate missions, your aircraft is automatically outfitted with one of these weapons. Once you are in the target area, you are able to deploy the Meganuke. One word of advice: after dropping the bomb, fly away very fast from the explosion.
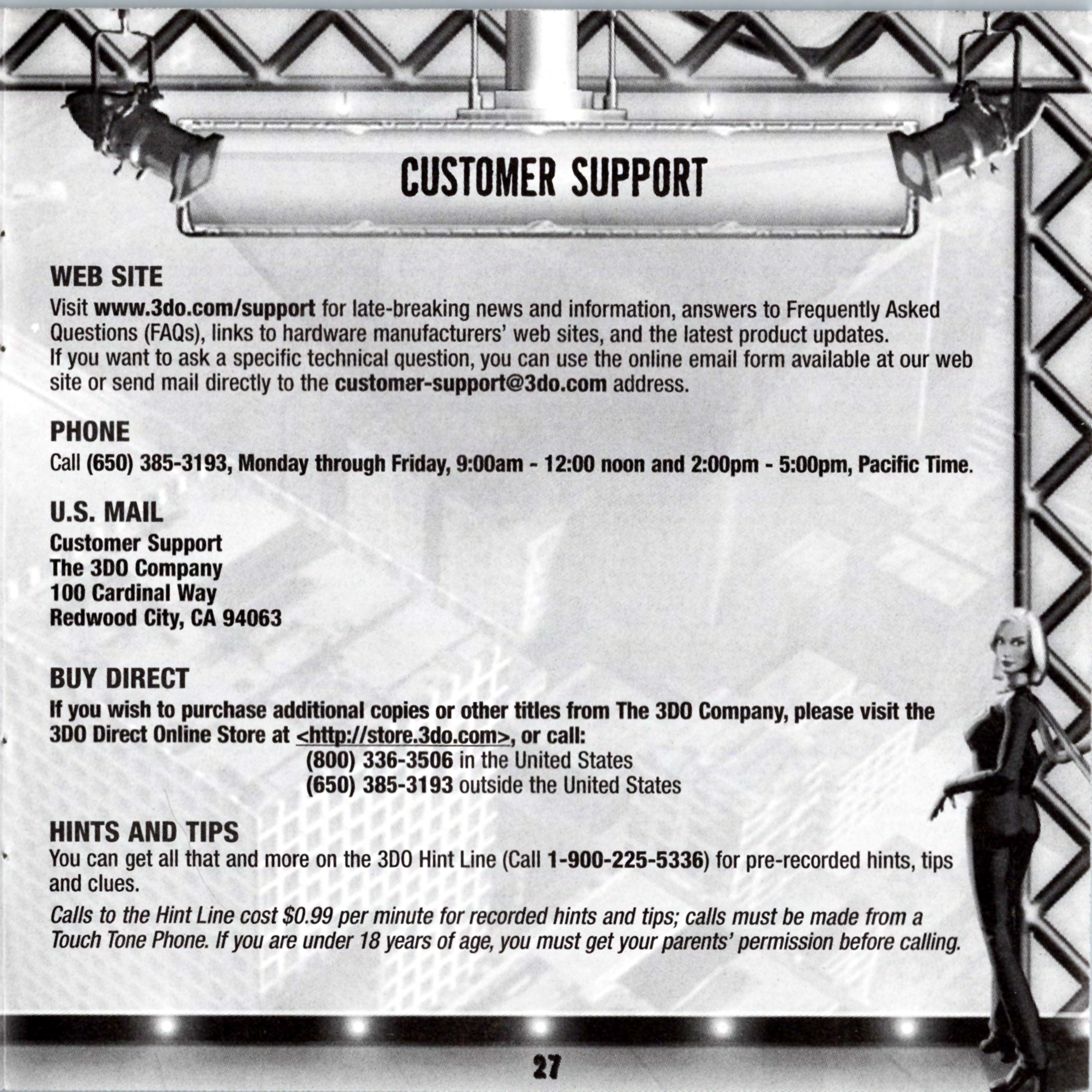
IRON BOMB

This bomb is the standard bomb armament for all aircraft. Iron Bombs do a moderate amount of damage to ground objects.

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