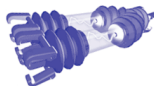
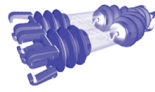
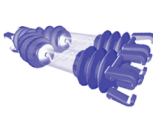


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MEGACORP

PRESS RELEASE

February 25, 2016

For Immediate Release

MEGA CORP INTRODUCES ROBOWARRIOR 3000--THE SOLDIER OF THE FUTURE

MEGA CITY--Dominic Vendouris, CEO of Mega Corp Industries recently unveiled the newest in the company's successful line of robotic products--THE ROBOWARRIOR 3000--a fully mechanized, fully computerized, anthropomorphic robot warrior. Unprecedented technology has allowed Mega Corp engineers to create this robotic soldier capable of firing high-tech weaponry on targets recognized through artificial intelligence coding.

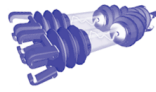
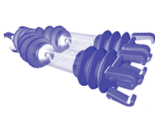
"World leaders have spoken of the bloodless wars of the future," said Vendouris. "We believe the Robowarrior 3000 will make this prediction of war without human bloodshed a reality."

The Robowarrior 3000 is currently undergoing testing in an undisclosed desert location. Response from the United States Congress Committee on Robotic Warfare has been overwhelmingly positive.

"Machines have become an integral part of our lives, from the government-issued PCs now bringing the world into each American's home through the Internet, to our tools of war," said Committee Chair, Congressman Robert Weiler of Mississippi. "Our country can only benefit from such great strides in technology."

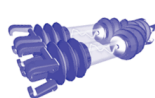
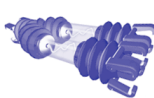
Mega Corp is a leader in the field of war technology. Recent government projects have included military tracked vehicles, remote-controlled munitions and robotic bomb disarmament technology.

Making Better Living through Technology a Reality



Mega Corp Wins Anti-Trust Suit

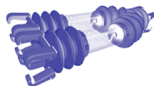
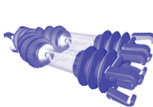
Washington, D.C.—Despite disagreement in the court of public opinion, the Federal Court has handed down a decision in favor of Mega Corp, awarding the manufacturing giant a victory in the most significant anti-trust suit of the 21st century. As a result of the ruling, Mega Corp will now be able to maintain its domination of the war industry. Sources say the decision comes after weeks of testimony, including complaints by the second largest competitor, Pomme Industries. The final ruling called into play the



MEGA CORP THOUGHT FOR THE DAY -
November 12, 2017

Welcome to today-yet another
opportunity to enjoy the technology
that has made our lives so com-
plete. Let us take a moment to
count the blessings brought to
us by the machines that serve us.
An attitude of gratitude makes
every day a Mega Day.





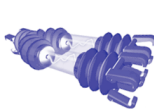
**INTERNET TRANSMISSION - Time Stamp May 6,
2019.....08:11**

**Server Connecting...Receiving
Transmission...555@99984jd99**

**1945285///a secure location has been reached99d-d-///we
will take this time to identify ourselves940328471Dr. Raines
is our leader958193basically a Ph.D. in hacking
8148930178he has lead the revolt against the technologi-
cal74903198takeover since its beginnings in your
time923804829maybe the Unibomber had the right
idea90483179Raines says93094893///I am Simmons8392-
1a woman, but don't let that fool you39028///I make up for
my lack of testosterone with a wicked attitude391-
388328and special ops training your Seals would drool
at398029894Wayne is our hacker prodigy1309871his
paranoia is one of his best features837103724///enough
chit-chat381-0jdnjkaf///we will be contacting you with your
objectives via this connection314327984objectives will be
given on a need-to-know3i24u//1basis7777information on
your weapons and enemy technology will be downloaded in
a brief to follow///you will be operating a tank from your
current remote position3///7032...there's not much time
left998before we're all dead meat37190we don't know who
you are3p132but you're all we've got 3712873.....**

..... TRANSMISSION interrupted.

**DOWNLOADING COMPLETE. Refer to following brief for
objectives and enemy intelligence information.**



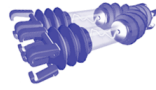
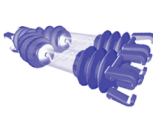
A BRIEF HISTORY OF THE FUTURE

By Dr. Raines, Ph.D.

Tanks patrol desolate city streets. Turrets and missile sites threaten the skies. Robot warriors carrying pulse rifles surround military installations. What's become of Earth? Machines have taken over. Corporate greed and rapid technological advancements have made humans pawns of their own creations. As a resident of the past, this may all seem shocking to you. Perhaps a bit of background would soften the blow.

During the first fifteen years of the 21st century, Mega Corp began to dominate computer technology in both peace-keeping and war-fighting applications. As this giant churned out better and better technology for manufacturing and warfare, humans were relegated to service industries or to working as drones on PC terminals. The Internet grew in popularity to the point that the Government issued PCs for every home in America, from welfare-bound families, to high society. Telecommuting became the norm. Mega Corp became the largest employer in the United

States. By 2010, every computer in America used Mega Corp software and was Internet-connected and monitored through the Mega Corp Network-anti-trust suits be damned. Each day, Mega Corp would issue government-endorsed messages through their Network that would broadcast pro-machine propaganda. As it became more apparent that humans were the weak link in a technological takeover, the population suffered what your psychologists might call a massive case of low self-esteem. The downtrodden population gave in even more to Mega Corp's browbeating messages. The country was becoming brainwashed. A land of Internet zombie drones on the payroll of Mega Corp, whose only connection with "reality" was through the Network and their Mega Corp-produced modems. So disdainful of the part humans played in their world domination, Mega Corp even began developing clone technology in order to replicate drone workers. The second part of their plan was to eliminate the human race altogether.



In 2018, the wonders of artificial intelligence turned ugly in the hands of a few disillusioned Mega Corp programmers. Frustrated at being a part of such an ethically challenged corporation, these hacks altered coding in various Mega Corp products—turning certain robot and tank machinery into self-directed, man-killing machines. The irony is, these programmers were among the first to die at the hands of the machines during a melee at the corporate headquarters of Mega Corp in December of 2018. Even more ironic, these iconoclastic workers had actually furthered Mega Corp's plans of human eradication. Unfortunately, when they died, so died the killer code and any hope of reprogramming the metal monsters.

Today, May of 2019, in a war-torn, machine-ravaged world, only a few free-thinkers remain. Only a few outsiders have escaped the spell of the Network. We call ourselves the Alliance of Dissidents--A.D. I am Dr. Raines, leader of the Alliance, a former professor at an ivy-league university, banned from teaching for my criticism of the technological movement. I have formed an underground resistance. We operate out

of abandoned buildings and travel at night to avoid detection by the machines. We have survived this long, but we cannot defeat the Network by ourselves. Our Alliance of Dissidents needs help from an outsider.

Thanks to some creative hacking; Simmons, Wayne and I have developed a computer program that gives us remote control over an experimental enemy tank. We have also tapped into a way to send the control program through a time loop to the recent past--the late 20th Century. Through pirate channels, our operative in the past--whomever is reading this--will be able to bypass viruses and other Network computer defenses to gain complete control of a Battle Force Tank--the most powerful and versatile war machine of this century. Now we must wait in hopes that the right person will intercept our message, someone who is not afraid to join our threatened cause and help to liberate the future from computer control. I cannot emphasize the gravity of our situation enough. This stands to be known as the last battle of man.



MISSION OBJECTIVES

Survival is not enough. You must hunt down and crush enemies with superior skill and advanced weaponry. In the single-player campaign game, you are one against many, going up against endless waves of computer-controlled tanks, turrets and clones. Your goal is to make your way through six enemy-infested campaign theaters and to obliterate all computer-controlled operations. The Alliance of Dissidents will help you from their remote location, giving you mission goals and information as you go.

In multiplayer combat, you will face off with up to seven other BFT pilots in one of seven custom multiplayer worlds. Your goal is to accumulate weapons and ammo, dig in and take on all challengers. The warrior with the most kills will stand alone as the leader of the pack.

In both combat situations, you will collect increasingly powerful weapons and advanced technologies that will allow for your BFT to hover over hazardous terrain, skim over the water and dive under the surface.

MENU SCREENS

Menu screens allow for quick access to various control features. The Main Menu is accessible at the beginning of your campaign session. A slightly modified In-Game Menu is available whenever you press the Esc Key during gameplay. The menu options are as follows:

Resume

This selection allows you to resume gameplay.

New Game

This selection launches you into a new campaign game, beginning with the first of six campaigns. Your success will put an end to the Network-controlled nightmare that threatens the near future.

Save Game

This option is available only in the In-Game Menu. It allows for you to save your current progress through the campaign game.

Load Game

This option allows for you to rejoin a previously saved campaign game.



Options

This selection allows you to adjust several features relating to graphics and sound.

The Resolution entry allows you to adjust the screen resolution. By clicking on the accompanying numbers, you can see an example in the differences of various resolutions. Sharper resolutions may affect game performance, depending on the processing speed of your computer.

The Music and Sound options allow you to turn on and off music and sound effects, change their volume and change the quality of the sound effects. Higher quality sound effects require more memory.

The Graphics option buttons allow you to toggle on and off lighting and transparency, and to change the allocation of texture memory.

Controls

The Controls option allows for you to activate the various control devices. You can also assign new keys to game functions using the Commands selection.

Credits

By selecting this option, you can see the names of the people involved in creating Recoil.

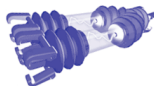
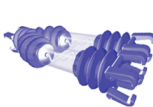
Quit

This selection allows for you to exit the game.

MULTIPLAYER SET-UP

With multiplayer Recoil, you can face off against several other BFT pilots in a fight to the finish. When you select the multiplayer game, you must first enter your player name (this name will appear above your tank in the game) and choose the type of connection that you are using.

After you have selected the connection type, the computer will search for Recoil sessions. If there are available sessions, you can select one that you want to join from the list and press the Play button on the menu. You can also set up your own session by pressing the New Game button.



When setting up a new game, you have several choices. First, enter a name for the game at the top of the set-up screen. Then, select one of the multiplayer worlds from the list. All of the worlds feature a death match style of game, with the exception of Beach Rally, which is a race on an island track.

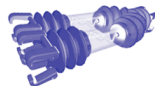
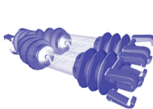
Next, choose the time and kill limits, and the maximum number of players that you want to allow. You can also choose to allow all players in the session to detect each other with the map function (M key). The map offers radar blips, which allow for you to see the relative position of your opponents.

When you're all set, you can press the Play button and begin your multiplayer session.

Local Area Network Game

Recoil supports up to eight players per game on a local area network (LAN) using the IPX protocol (via DirectPlay 5.0). You must have an IPX compatible network protocol bound to your network adapter card. This setting can be found in the Window 95 "Network" control panel. If you are in any doubt, ask your network administrator to install the correct drivers on your workstation. You must also have DirectPlay 5.0 installed (which is part of DirectX 6.0 that is included on the Recoil disc).

To play a Multiplayer game choose "Multiplayer Start" from the Recoil title screen. A window will display that will ask you what your player name, connections and game settings are. Choose the appropriate settings, which you would like to play on. If you are hosting press the "New Game" button and the in-game settings for Recoil will be displayed. Here you can choose your favorite map, game name, max players, name tags, kill limit and time limit. After you have chosen press Start and Recoil will begin.



If you are not hosting but are joining a multiplayer game, choose the appropriate connection and press "Play" to join an existing game.

NOTE: For LAN play the host machine should always be the fastest in the game.

Modem Game

If you would like to host a 2 player modem game choose "Modem Connection for DirectPlay" in the Connections menu and click on "Dial." To dial a number click on "Dial" and input the number which corresponds to your opponent. Your opponent will select "Answer" and then the game will start. You will need to decide with your opponent which one will initiate the call (Dial) and which one will Answer the call.

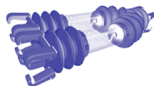
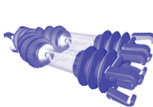
Internet Game

In order to play against another player over the Internet , you'll need the following:

1. 28.8 (minimum) modem, ISDN or better connection to the Internet supporting the TCP/IP set of Internet Protocols.
2. Winsock 2.0 compliant TCP/IP stack (included in Windows 95)
3. A valid account with an Internet Service Provider (ISP) and a valid Internet e-mail address. (Note: we have included software to sign-up for an Internet account on the Recoil disc. From the Autoplay screen, click on "Internet Services" to see the sign-up software and associated readme file.

You can play an Internet game if you have an Internet connection and provider. To set up your own internet game you must choose "Internet TCP/IP for DirectPlay" in the Connections menu. You must input your correct Internet Provider (IP) address.

You can also use the internet to play Recoil on Westwood Studio's Westwood Online, a free internet match-up service. Simply connect to the internet, start Recoil and, and select



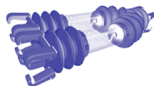
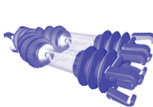
Westwood Online from the game drop-down menu. To host a game you make a new channel name and select "New." You must choose Max Players when you are making the channel. Here you can choose your favorite map, game name, name tags, kill limit and time limit. You can also type in messages through the chat box to other players. You can Page players that are not in the same channel (type the message in the chat box and then select the player you would like to page). If you want to Chat with a specific player click on the player you would like to chat with and type your message in the Message Chat box. Then press send.

Registering for a Westwood Online Account

If you do not have a Westwood Online account, you will be prompted to register for one the first time you play an Internet game. The registration process first asks for name and address information, plus a valid e-mail address. Next, you'll be prompted to pick a user name. The registration program will tell you if the name you picked has already been taken, and offer you the chance to select a different name. Once you have picked a suitable name, your password will be e-mailed to you at the e-mail address you gave during the registration process - for this reason it is important that your e-mail address information is valid and accurate.

You can also run the registration program manually from the Windows 95 Start menu under "Programs/Westwood/Shared Internet Components/Internet Registration" or by clicking on the "Internet Registration" button on the Recoil Autoplay screen.

If you already have a Westwood Online user name and password, you do not have to sign up for a new account. If you already have an account but have forgotten your password, you can have your password information e-mailed to you at the e-mail address we have on file for you by going to the <http://www.westwood.com/westwoodonline/memberservices/> web page. You'll find other related information here too.



PLAYING THE GAME

CONTROL FUNCTIONS

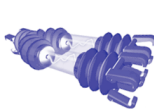
In order to be successful in the war-torn future of Recoil, you must perfect basic BFT controls, weapon use and weapon selection. Following are all of the available control functions and their default configurations.

BFT CONTROL

Function	Keyboard	Mouse	Joystick
Move Forward	Up Arrow		
Move Backward	Down Arrow		
Turn Left	Left Arrow		
Turn Right	Right Arrow		
Switch to Track Mode	F1		
Switch to Amphib Mode (when available)	F2		
Switch to Hover Mode (when available)	F3		
Switch to Sub Mode (when available)	F4		
Bring Sub Toward the Surface	A		
Dive Deep with the Sub	Z		
Pitch Sub Up and Down		Roll Mouse Forward and Back	
Center the BFT Turret to the Direction of the Chassis	C		
Center the Chassis to the Direction of the Turret	\		
Lock/Unlock Turret Movement Restrictions	B		

WEAPON CONTROL AND TARGETING

Function	Keyboard	Mouse	Joystick
Move Targeting Reticle		Roll Mouse	Move Joystick
Fire Pulse Gun (RFPG and ERFPG)		Left Click	Button 1
Fire Advanced Weapon		Right Click	Button 2
Toggle Between RFPG and ERFPG	1		
Select Advanced Weapons	2 through 9		
Detonate Remote Mines	Spacebar		
Steer Guided Missiles and Guided Nukes		Roll Mouse	Move Joystick



DIRECTIONAL CONTROLS

Function	Keyboard	Mouse	Joystick
Toggle between missile view and BFT view when firing Guided Missiles and Guided Nukes		Right Click	Button 2

DISPLAY CONTROLS

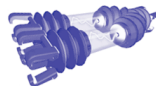
Function	Keyboard	Mouse	Joystick
Toggle Between First and Third-Person Perspective Views	V		
Toggle On/Off HUD Display	F5		
Toggle On/Off Cockpit Framing	F6		

CAMPAIGN GAME SPECIFIC CONTROLS

Function	Keyboard	Mouse	Joystick
Bring Up the Area Map	M		
Open the Most Recent Mission Review Date	R		
Open the Current Mission Objective Message	O		

OTHER CONTROLS

Function	Keyboard	Mouse	Joystick
Call the In-Game Menu	Esc		
Save Current Progress	F8		
Load Saved Game	F9		
Call Up the Cheat Code Entry Interface	Ctrl + X		
Bring Up the Message Writing Interface for Multiplayer Game Taunts	T		
Shows Current Weapon Info	W		
Reduces Visual Map Lines Enlarges Map size	< >		
Variable/Sustained Throttle	S		



CONTROL SPECIFICS

Piloting the BFT

The BFT is a fast, responsive and powerful vehicle. You can use the arrow keys on the keyboard or a joystick control.

By pressing the B Key, you can unlock the movement of the turret from the chassis of the BFT, allowing for the turret to turn 360 degrees. Another tap of the B Key locks the turret to a forward-firing position.

When you collect advanced technologies, you can pilot the BFT over dangerous terrain, like lava, in Hover mode, skim over water in Amphib mode and dive under the surface using Sub mode.

If the BFT is equipped with the right advanced technologies, it will automatically switch from the default Track mode to Hover mode when it hits a dangerous surface. It will also automatically switch from Track mode to Amphib mode when it hits water. You control the switch from Hover Mode to Amphib Mode by pressing the F2 Key. The F1 Key switches the BFT to Track mode. The F2 Key transforms it to Amphib mode. The F3 Key switches the BFT to Hover mode. The F4 Key switches it to Sub mode.

In Sub mode, you can press the A Key to rise to the surface and the Z Key to dive. You can also pitch up and down by moving the Targeting Reticle toward the top or bottom of the screen. For navigation, you can bring up a wireframe map of the current area by pressing the M Key.



Using Weapons

The mouse and joystick are used to move the targeting reticle and fire BFT weapons. The left mouse button and the primary firing button on the joystick trigger the currently selected Pulse Guns. The right mouse button and the secondary firing button on the joystick trigger the currently selected advanced weapon.

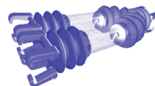
You can select weapons by pressing the 1 through 9 Keys. The 1 Key toggles between Rapid Fire Pulse Guns and Enhanced Rapid Fire Pulse Guns (when equipped and loaded with ammo). The 2 through 9 keys select advanced weapons, such as Mortar

Cannons, Mines and Missiles. Two weapons are assigned to each key. Press the 2 Key once and you will select the High Explosive Mortar Cannon. Press it again and you will select the Molecular Distortion Mortar Cannon. The standard Rapid Fire Pulse Gun is equipped with unlimited ammunition. All other weapons have expendable ammunition.

GAME SCREEN AND HUD

The game screen and Heads-Up Display (HUD) give you all the information you need in order to guide the BFT to victory. The various elements are as shown in the sample screen below.





Score

This number shows your current score. You earn points for enemy kills.

Game Clock

This feature shows the amount of time that you have been playing the game.

Targeting Reticle

The Reticle is used for aiming all weapons. It has three states. A circle with crossbars alone shows that the reticle is not currently pointing at an object within range. When four red triangles appear on the inside edge of the circle, the Reticle weapons will hit an object if fired. When the triangles become green, the indication is that the current target can be damaged.

Message Tab

Mission reviews, mission objectives, weapon descriptions and messages being sent to other players appear in a bar that grows out from this tab. Information about pick-ups and messages from other players appear at the top of the screen.

Target Window

This window shows a close-up view of the area around the Targeting Reticle.

Enemy Health Meter

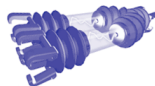
If the Targeting Reticle is currently trained on an enemy, this meter indicates the selected enemy's current level of health.

Weapon Icons

This array of icons shows the currently available weapons, along with a number that indicates each weapon's ammunition supply. The arrangement of icons coincides with the numbers on the keyboard that are used to select them. For example, you would press the 4 Key in order to select the weapon that is shown as fourth on the list. A green border around an icon shows that the weapon coinciding with that icon is currently selected. When a small icon is shown near the lower-right corner of the larger icons, another weapon is associated with the larger icon's selection key. You can switch to this weapon by pressing the appropriate weapon selection key once.

BFT Health Meter

This meter and the number above it show the BFT's current level of health, or shield strength. The number is a percentage of the BFT's maximum health. If the BFT is equipped with Nano-Canisters, the Nano-Canister icons appear to the left of this meter.



BFT Vehicle Modes

The icons in this display light up to show the currently available vehicle modes. When the BFT picks up new technology, new vehicle modes become available.

VEHICLES

Overview - The Evolution of 21st Century Vehicles of War

Since before World War I, military leaders and engineers have been fascinated with the tank as an instrument of war. While, at that time, there was room for improvement in maneuverability and munitions power, the tank was considered by many to be the ultimate weapon.

The early 21st century marked a quantum leap in tank lethality. As the move was made to eliminate human-to-human contact in battle, tanks became the vehicle of choice. Tanks were also exploited for their all-terrain maneuverability. As mechanized chaos became the rule, roads and highways fell into disrepair—a factor that made tanks invaluable to the military.

During the Programmer Revolt of 2018, employees of Mega Corp, the key manu-

facturer of military hardware and software, sabotaged artificial intelligence programs for tanks and robotic soldiers. The virus created by these new programs turned the machines into self-directing, man-killers that drew power from the Mega Corp Network. Chaos reigned as these machines ravaged humanity.

About this time, in a top secret location, Mega Corp engineers were completing testing on the newest installment in their corporation's proud lineage of tank technology. The working name was Battle Force Tank and the prototype promised to outperform any vehicle of its kind. For security, the project had relied on its own sequestered programmers who worked unbeknownst to the saboteurs. The BFT escaped the virus, while remaining a state-of-the-art force of destruction.

In present day, 2019, computer-hacking rebels fighting against these Network machines have secured remote control of this vehicle and are attempting to use it to overcome the Network forces and restore balance to the human/machine equation. The fate of mankind awaits our success...or failure.



Amphib Mode



Sub Mode



Hover Mode



BATTLE FORCE TANK

Vehicle Name

Battle Force Tank

Maximum Speed

60 K.P.H.

Maximum Health Rating

100

Weapons

All Available Weapons

Tracked Mode

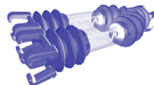
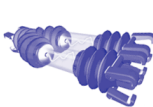


Description

Its light, but sturdy frame, makes the BFT very fast and able to withstand a lot of damage. The BFT also can carry a large collection of weapons, including Dual Pulse Guns, Cannons, Mine Launchers, Missiles and various other high-tech firearms. With the acquisition of advanced technologies, the BFT can transform to a water-skimming amphib vehicle, a hover-tank and a submarine.

Background

To answer the government's ever-growing demand for improved tank technology, a special team of experts was assembled by Mega Corp to develop the ultimate tank vehicle. After years of research and development, the experts had their answer: the Battle Force Tank. It was the first of its kind to combine so many high-tech weapons with such high-speed maneuverability. The masterstroke of the BFT, however, was in its ability to adapt from amphibian to submarine modes, along with its unprecedented hovering capabilities. Never in the history of mankind had such a paragon of military expertise been created. It would take just such a machine to overcome the enemy tanks and robots that were driving the planet into the ground. It was the right machine at the right time.



ENEMY VEHICLES

The Network's minions travel in large numbers. You must have keen fighting skills and all of the hardware that you can find in order to extinguish this army. Following are descriptions and data for each of the enemy tanks that you will encounter.

Scout



Vehicle Name

Scout

Maximum Speed

40 K.P.H.

Maximum Health Rating

4

Weapons

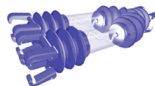
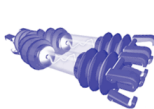
Rapid Fire
Pulse Guns

Description

Scouts generally travel in pairs, attempting to flank their enemies on either side. If you see two Scouts within close proximity of each other, you can eliminate both of them with a single High Explosive Mortar Cannon shot or a High Explosive Mine.

Background

Scouts were developed for espionage activities in perimeter areas of battle. Due to their small scale, Scouts are able to better camouflage their presence in order to gather data on enemy activities. While armed with rapid pulse fire guns, the Scout is more an intelligence-gathering device than a threatening weapon of war.



Raider



Vehicle Name Raider

Maximum Speed 45 K.P.H.

Maximum Health Rating 11

Weapons Enhanced Rapid Fire Pulse Guns

Description

These speedy vehicles have more firepower and can withstand more damage than Scouts. With a gunner-clone in the back, Raiders can quickly get a bead on their enemies from all angles and pelt away at them with Enhanced Rapid Fire Pulse Guns.

Background

Nicknamed "mosquitoes," Raiders were designed to keep the enemy distracted in battle while other artillery moved into position. The vehicle's quick movements and peppering spray of ammunition make it a menace on the battlefield. Light tanks such as the Raider and Scout were developed by the government for use in rapid deployment operations on the front lines of battle.

Armored Tank Killer ATK-77/88



Vehicle Name Armored Tank Killer ATK-77 / 88

Maximum Speed 12 K.P.H.

Maximum Health Rating 36/50

Weapons High Explosive Mortar Cannons /Molecular Distortion Mortar Cannons

Description

Slow, but powerful, the ATK-77 and the more heavily armored ATK-88, rain down Mortar Shells on their enemies and can withstand a good deal of direct damage in return. When one of these huge vehicles appears from around the corner, you must go evasive immediately and direct as much punishment on it as quickly as you can.

Background

The muscle of the military, ATK-77 were designed for brawn, not brains, and it shows. Though the size and armor of this tank made it one of the least cost-efficient tanks for the military, nothing could match its brute strength. The main goal in the development of the ATK-77 was to create a vehicle that could carry larger guns, however, larger guns required larger recoil systems and larger ammunition storage compartments, both of which led to greater weight. Development was halted after Desert Storm II, but existing units continue to pack a punch in battle.

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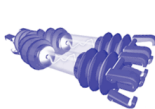
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Fire Starter



Vehicle Name Fire Starter

Maximum Speed 30 K.P.H.

Maximum Health Rating 21

Weapons Napalm Guns

Description

When this two-tanked terror hits your vehicle with burning Napalm, the fire spreads and the damage burns into your armor for several seconds. If you don't deal with the Fire Starter right away, it will wear you down quickly.

Background

Flamethrowing tanks have been part of the military's arsenal since the 1930s, and while terrifying on the battlefield, these vehicles get the job done. The military found the flamethrowers' range and destruction useful in reaching inaccessible areas. While the device and its execution are simple in concept, the damage wreaked is devastating.

Robot Defense Unit X-1000



Vehicle Name Robot Defense Unit X-1000

Maximum Speed 30 K.P.H.

Maximum Health Rating 11

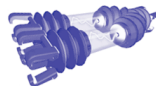
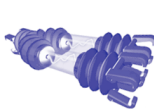
Weapons Enhanced Rapid Fire Pulse Guns

Description

These hovering robots can be found in military installations, often directing the forces of more powerful machines. You should be able to eliminate them quickly. But, watch your back. Where you see one RDU, there are usually several others waiting to hit you from different angles.

Background

Part of Mega Corp's first line of robotic warfare machinery, the Robot Defense Unit X-1000 has found what may be a permanent place in 21st century warfare. The small size of the RDU allows it to move without detection. RDUs have been designed to travel in squads, programmed to operate with modern battlefield tactics.



Lock-On Launcher



Vehicle Name

Lock-On Launcher

Maximum Speed

30 K.P.H.

Maximum Health Rating

31

Weapons

Lock-On Missiles

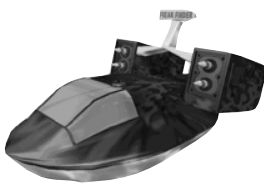
Description

By the time you detect most Lock-On Launchers, they have you in their sights and have already released a pair of deadly missiles. If you can withstand the damage, you're better off planning a quick counter-attack than trying to avoid this vehicle's first set of missiles.

Background

Developed as a means of engaging the enemy with fire from well behind the front lines, Lock-On Launchers were found to be invaluable in desert warfare. The Lock-On Launcher's long-range positioning allowed it to be out of range of smaller tank or artillery fire, which translated to less of a need for armor and, in turn, a lighter weight, more fuel-efficient tank.

Water Launcher



Vehicle Name

Water Launcher

Maximum Speed

35 K.P.H.

Maximum Health Rating

16

Weapons

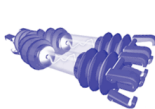
Lock-On Missiles

Description

The water-bound equivalent of the Lock-On Launcher is faster than its low-riding counterpart, but not as powerful. You should be able to destroy this machine with a burst of well-aimed ERFPG shots.

Background

The threat of a civil war in Japan in the summer of 2005 led the U.S. government to intensify its development of water-based vehicles of war. Several experimental models met with failure, but the Water Launcher by Mega Corp became a familiar part of the military's arsenal.



Laser Eliminator



Vehicle Name

Laser Eliminator

Maximum Speed

30 K.P.H.

Maximum Health Rating

32

Weapons

Laser Sabre

Description

If you allow this vehicle to get a clear shot, it will quickly burn a hole into your armor. Take the time between laser shots to line up your own powerful blast and let it go before the Eliminator can hit you again.

Background

As vehicle armor became more sophisticated through the use of new materials, weaponry was forced to keep in stride. Laser technology became the weapon of choice. The Laser Eliminator won kudos in battle for its penetrating offense in Desert Storm II.

Frozen Rover



Vehicle Name

Frozen Rover

Maximum Speed

30 K.P.H.

Maximum Health Rating

21

Weapons

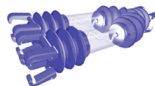
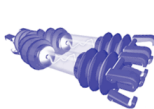
Freon Burst

Description

This Freon-firing Rover usually pairs with the Fire Starter, offering a dual attack of fire and ice. The Frozen Rover fires iridescent blue discs that cause enemy tanks to become brittle. Vehicle mobility is also frozen for five seconds, but turret and gun movement maintain limited function.

Background

The use of chemicals in warfare grew during Desert Storm II. Iraqi forces developed a unique method of using Freon to temporarily freeze certain mechanisms of enemy tanks. Mega Corp was soon able to mimic this weapon through the design of the Frozen Rover.



Floating Phantom



Vehicle Name Floating Phantom

Maximum Speed 40 K.P.H.

Maximum Health Rating 36

Weapons Lock-On Missiles

Description

This massive and powerful machine can hover over lava and other dangerous surfaces. It is the most heavily armored missile-launching vehicle that you will encounter.

Background

After numerous prototypes, air-cushioned hovering vehicles were successfully used in Vietnam. With the advance of technology, sophisticated weaponry was added to hovering crafts. No longer just for patrolling or for serving as personnel carriers, hover vehicles turn normally inaccessible areas into hotbeds of battle.

Power Planter



Vehicle Name Power Planter

Maximum Speed 24 K.P.H.

Maximum Health Rating 61

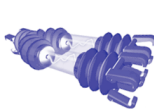
Weapons High Explosive Mines

Description

Built tough to withstand the blast of several High Explosive Mines, this vehicle can quickly fill your path with dangerous devices.

Background

Throughout the history of modern warfare, mines have been utilized as part of a general defense plan. The Power Planter was developed with unprecedented armor to absorb enormous mine explosions without sustaining significant damage. Due to the hundreds of thousands of mines used in both Desert Storm I and II, the Power Planter became a common site on the battlefield.



Electric Executioner



Vehicle Name **Electric Executioner**

Maximum Speed **25 K.P.H.**

Maximum Health Rating **43**

Weapons **Arc Sabre**

Description

When the Executioner releases an Arc Sabre blast, it is virtually impossible to avoid. The only chance you have is to counter quickly before it can fry your vehicle again.

Background

Mega Corp engineers were especially proud of the Electric Executioner. Its effectiveness in battle is due to its capability of striking multiple vehicles simultaneously. A powerful arc of purple-white electricity strikes the target vehicle and then branches to make contact with all vehicles in range. Its appearance on the battlefield strikes fear even in the most toughened war veterans.

Boom Blaster Z-360



Vehicle Name **Boom Blaster Z-360**

Maximum Speed **25 K.P.H.**

Maximum Health Rating **47**

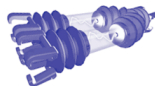
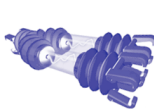
Weapons **Sonic Burst Cannon**

Description

The incredibly deadly blasts of this Sonic Burst-distributing machine can end your mission in a hurry. You'll benefit best by avoiding the blasts first, then doing all that you can to stop the tank from firing again.

Background

Experiments with sonic energy had temporarily fallen to the wayside during budgetary cutbacks during the Gore administration. However, when the economy rebounded, research began again into the damage caused by sound waves. While technology could not overcome the short range abilities of sonic devices, the heavy damage incurred by such equipment guaranteed them a place in future warfare.



Deep Water Launcher



Vehicle Name

Deep Water Launcher

Maximum Speed

25 K.P.H.

Maximum Health Rating

23

Weapons

Lock-On Missiles

Description

This killing machine lurks in the dark corners of deep pools and lakes. It's not fast or particularly powerful, but it is capable of catching you by surprise.

Background

Always fascinated by new methods of warfare, the Mega Corp board of directors were not afraid of sinking money into unusual modes of warfare. The Deep Water Launcher borrowed from sub technology to become one of the best kept secrets of the military's arsenal.

Designator



Vehicle Name

Designator

Maximum Speed

35 K.P.H.

Maximum Health Rating

47

Weapons

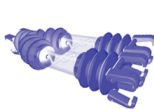
Laser Designator

Description

When the Designator gets a bead on your vehicle and holds it for a few seconds, it can call down a shot that will instantly fry your armor. Move quickly or die.

Background

Advances in lethality in weapons took two routes in the early 21st century: chemical/biological warfare and laser technology. Since chemical and biological weapons could have unpleasant residual effects, lasers became the gentlemen's weapon of choice. The Designator was fitted with the most advanced laser technology of the time.



WEAPONS

You'll begin the campaign game with Rapid Fire Pulse Guns and High Explosive Mortar Cannons, uncovering an impressive arsenal along the way. If you can master the use of these powerful devices, you will go far in your battle against the machines.

Rapid Fire Pulse Gun



Weapon Name

Rapid Fire Pulse Gun

Firing Rate

9 per second

Damage Rating

0.8

Maximum Ammunition

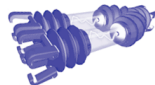
Unlimited Supply

Description

The BFT is equipped with an unlimited supply of Rapid Fire Pulse Gun ammunition. When you are low on ammunition from other weapons, you can switch to this one and blast away.

Background

Despite the progress in weapons technology, nothing could take the place of a blistering shower of ammunition. The Rapid Fire Pulse Gun was not the most sophisticated tool of war, but it was one of the most reliable.



Enhanced Rapid Fire Pulse Gun



Weapon Name Enhanced Rapid Fire Pulse Gun

Firing Rate 10 per second

Damage Rating 1

Maximum Ammunition 999

Description

With a slightly higher firing rate and a considerably stronger damage rating than the standard Rapid Fire Pulse Gun, this weapon is your Pulse Gun of choice. Ammunition is expendable. You can find more by defeating enemies that are Pulse Gun-equipped.

Background

While the Rapid Fire Pulse Gun was the old standby of tank warfare, progress was made in improving the firing rate and the damage inflicted. Mega Corp engineers were obsessed with artillery enhancements and were always striving to make bigger and better devices of destruction. Needless to say, they were good at what they did.

High Explosive Mortar Cannon



Weapon Name High Explosive Mortar Cannon

Firing Rate 1 per second

Damage Rating 12

Maximum Ammunition 30

Description

The shells of this weapon create craters in most surfaces, spreading a wide radius of damage on impact. You don't always have to be on target with the Mortar Cannon; just close enough to cause some damage. In heavy battle situations, you can use the Mortar Cannon to make craters, then hide in them for a short respite from enemy fire.

Background

Popular weapons ever since World War II, mortars had been enhanced to deliver more punch per launch. The dual effect of machine and terrain damage made the mortar cannon a significant tool in tank warfare.



Molecular Distortion Mortar Cannon



Weapon Name

Molecular Distortion Mortar Cannon

Firing Rate

1 per 2 seconds

Damage Rating

17

Maximum Ammunition

15

Description

The shells of this weapon have a considerably higher damage rating than the shells of the High Explosive Mortar Cannon. They also liquefy the ground on impact, creating a crater full of molecularly distorted muck. When enemies drive through this stuff, they'll slow down to a crawl.

Background

A significant breakthrough in mortar weaponry came with Mega Corp's introduction of molecular distortion technology. Scientists had discovered a way to alter the molecular make-up of certain soils, causing the soil to liquefy. This device proved to be invaluable in enemy territory. Feeling familiar with the terrain, an enemy tank could be taken off-guard by an "instant swamp."

Napalm Cannon



Weapon Name

Napalm Cannon

Firing Rate

4 per second

Damage Rating

9

Maximum Ammunition

99

Description

This flame-thrower shoots bursts of burning material that will continue to eat away at their target after impact. With a few Napalm shots on the ground in front of a charging enemy, you can create a wall of fire, ensuring that the enemy will sustain damage on its approach.

Background

Napalm first came into use in World War II and it has played a role in every major war to follow. The initial damage of the flames and the residual damage caused by chemical residue gave Napalm the one-two punch that made it as terrifying as it was effective.

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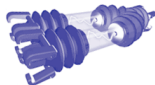
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Freon Cannon



Weapon Name

Freon Cannon

Firing Rate

4 per second

Damage Rating

9

Maximum Ammunition

99

Description

The freezing bursts of the Freon Cannon cause enemy targets to stop in their tracks; permeating cold working through to the core of their machinery. If you use this weapon simultaneously with Pulse Guns, you can quickly freeze, then shatter your opponents.

Background

While many of the weapons of war used in the 21st century had been introduced decades earlier, other ancillary technological developments had been taking place. Iraqi forces developed a unique method of using Freon to temporarily freeze certain mechanisms of enemy tanks, which was used to their advantage in Desert Storm II. Mega Corp was soon able to mimic this weapon.

Proximity High Explosive Mine Launcher



Weapon Name

Proximity High Explosive Mine Launcher

Firing Rate

2 per 3 seconds

Damage Rating

17

Maximum Ammunition

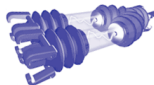
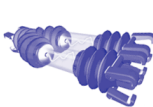
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Description

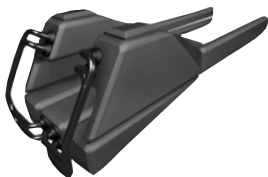
This device lobbs proximity-detonated mines into the battlefield. The launcher allows for you to toss mines over walls or bounce them from around corners. It's the most effective way to eliminate enemies without exposing the BFT to damage from line-of-sight weapons.

Background

Battle in urban environments had always posed challenges, as well as advantages. While maneuvering around structures could be difficult, urban areas offered man-made hiding places. The mine launcher was a perfect addition to urban warfare, taking full advantages of the hide-and-destroy method of battle.



Proximity Molecular Distortion Mine Launcher



Weapon Name

Proximity Molecular Distortion Mine Launcher

Firing Rate

2 per 3 seconds

Damage Rating

20

Maximum Ammunition

15

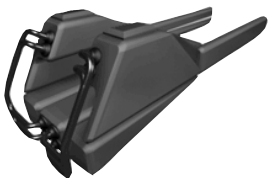
Description

Molecular Distortion Mines cause slightly more damage than High Explosive Mines, and they create craters of liquefied ground that work as effective enemy traps.

Background

Molecular Distortion Mines were developed to provide the damage of the Molecular Distortion Mortars without the requirement of heavy cannons and extra ammunition storage area. Compact, yet effective, these mines proved to be an effective way to keep enemy tanks on unsure footing--literally.

Remote High Explosive Mine Launcher



Weapon Name

Remote High Explosive Mine Launcher

Firing Rate

2 per 3 seconds

Damage Rating

26

Maximum Ammunition

30

Description

Remote Mines can be used in the same way as proximity mines. The only difference is that they will not detonate until you trigger them. This way, you can launch several Mines and wait for a group of enemies to reach close proximity. Then, press the detonation key (Spacebar) and surround your enemies with explosive power.

Background

In what has been called the first of the modern wars, the American Civil War, both sides used mines for field fortification. Two hundred years later, mines were still being used in battle. The effectiveness of the remote mines outperformed traditional mines in that the enemy did not have to come into direct physical contact with the device to be damaged by it.

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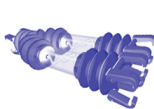
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Remote Molecular Distortion Mine Launcher



Weapon Name

Remote Molecular Distortion Mine Launcher

Firing Rate

2 per 3 seconds

Damage Rating

28

Maximum Ammunition

15

Description

Remote Molecular Distortion Mines are the most advanced Mines available. They cause more damage than High Explosive Mines and you can trigger them when the enemies are set up for maximum damage.

Background

It was only a matter of time until technological advances began "cross-breeding"-combining the advantages of different weapons for an even more deadly device. Molecular distortion mines were enhanced with a remote control feature that would allow a tank to lay out a path of destruction and then detonate it from a comfortable distance, leaving the enemy tanks "knee-deep" in debris.

Laser Sabre



Weapon Name

Laser Sabre

Firing Rate

N/A

Damage Rating

16 per second

Maximum Ammunition

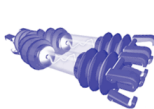
50 seconds

Description

This intensely powerful beam generator can quickly cut through the armor of your most heavily equipped enemies. The beam bounces off of some surfaces, allowing you to hit enemies that you cannot see.

Background

As vehicle armor became more sophisticated through the use of new materials, weaponry was forced to keep in stride. Laser technology became the weapon of choice. The elegance of laser technology was second only to its destructive capabilities.



Laser Designator



Weapon Name Laser Designator

Firing Rate N/A

Damage Rating 100 after 3 seconds

Maximum Ammunition 40 seconds

Description

The Laser Designator calls in a powerful blast from remote sources. Your challenge is to hold the beam of the Designator on your target for several seconds. After the time has elapsed, an electric charge will hit the enemy and destroy it instantaneously.

Background

The limitation of laser technology has always been in providing an efficient power source. Mega Corp was able to develop remote access technology that allowed a tank to tap into power from a remote source, then fire a laser more powerful than any internal power source could have generated.

Sonic Burst Cannon



Weapon Name Sonic Burst Cannon

Firing Rate 1 per 2 seconds

Damage Rating 47

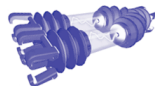
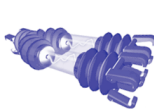
Maximum Ammunition 10

Description

Using concentrated sound waves that can twist metal, this weapon can destroy most enemies in a single shot.

Background

Although technology could not overcome the short range abilities of sonic devices, the heavy damage incurred by such weapons made them invaluable in modern warfare.



Arc Sabre



Weapon Name

Arc Sabre

Firing Rate

N/A

Damage Rating

47 per second

Maximum Ammunition

40 seconds

Description

The electric blasts of the Arc Sabre split and hit all enemies within a close proximity of your aim.

Background

The enhancement in the effectiveness of any weapon was, of course, always welcomed by the military. Mega Corp discovered a means of splitting a laser beam to hit more than one target simultaneously, marking a significant step forward in the evolution of weapons. The already effective laser had become even more efficient in its destructive capabilities.

Lock-On Missile Launcher



Weapon Name

Lock-On Missile Launcher

Firing Rate

1 per 2 seconds

Damage Rating

31

Maximum Ammunition

99

Description

When you select this weapon, enemies that cross your targeting range will be surrounded by Lock-On brackets. Launch your Missile and watch it hone in on the bracketed enemy.

Background

Perhaps the greatest tool of modern warfare was the technology that virtually guaranteed a target would be hit. Homing missiles of the 21st century had a hit-and-kill capacity that outranked any that had come before.

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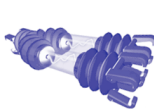
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Tether-Guided Missile Launcher



Weapon Name

Tether-Guided Missile Launcher

Firing Rate

1 at a time

Damage Rating

47

Maximum Ammunition

30

Description

After you launch a Tether-Guided Missile, you must guide to its target, steering it up, down, left and right. A remote camera allows for you to see from the point of view of the missile. Press the launch-key again to return your camera view to the BFT.

Background

Experimental tether-guided missiles had a high failure rate when first introduced, but a special team of designers finally worked out the flaws and introduced a missile-attached remote camera that was able to focus on upcoming images in its path while traveling at the missile's incredible rate of speed, refining the operator's control.

Lock-On Nuke Launcher



Weapon Name

Lock-On Nuke Launcher

Firing Rate

1 per 2 seconds

Damage Rating

100

Maximum Ammunition

10

Description

This 50-megaton missile obliterates all enemies in a 250-meter radius. You must launch it from a safe distance or risk elimination.

Background

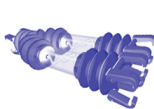
The mother of all missiles, the 50-megaton model was the bully of the battlefield in Desert Storm II and continued to wipe-out everything in its path in a way no other weapon could.



Weapon Name	Tether-Guided Nuke Launcher
Firing Rate	1 at a time
Damage Rating	100
Maximum Ammunition	10

The Tether-Guided Nuke Launcher allows for you to deliver a huge payload with great accuracy from a remote location.

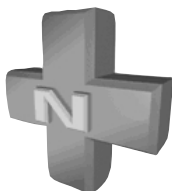
The fear induced by nuclear warheads became an ever-real threat to the world population in the years approaching the millennium. Despite technological revolutions in weaponry, nothing else had even come close to the devastation caused by nuclear arms.



PICK-UPS

In addition to weapons and ammunition, there are several items that you can collect that will help you advance through the game worlds and claim victory over the clones.

Nanite



Pick-Up Name

Nanite

When you defeat most enemies they leave ammunition or these shield-repairing items. Pick them up to bring the BFT health closer to 100 percent.

Nanite 100



Pick-Up Name

Nanite 100

These gold Nanite pick-ups bring the BFT health meter to the top.

Nano-Canister



Pick-Up Name

Nano-Canister

When you have a Nano-Canister onboard, it's like having a BFT shield in reserve. If the BFT health meter is depleted, the Nano-Cannister automatically dissolves and regenerates your shield to 100 percent. You can hold as many as 3 Nano-Canisters at once.

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Amphib Technology



Pick-Up Name

Amphib Technology

When you collect this item, you can skim above the surface of lakes, rivers and oceans without taking in water.

Hover Technology



Pick-Up Name

Hover Technology

This pick-up allows for you to float over lava and other dangerous surfaces.

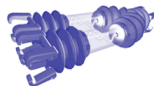
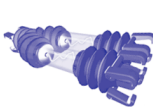
Sub Technology



Pick-Up Name

Sub Technology

When you have Sub Technology, you can dive below the surface of the water by pressing the F4 Key.



SINGLE PLAYER CAMPAIGN

It's you against the Network and the Network's growing forces of deadly machines in a six-campaign battle that takes you from one brutal warzone to the next. As you fight your way through the campaign, the dissidents give you advice and mission goals from their remote location. Along the way, you will earn new weapons for more effective enemy elimination and technologies that allow for you to conquer the terrain.

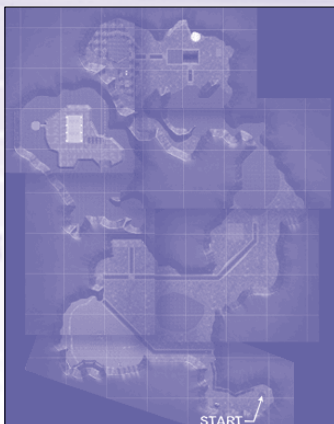
As soon as the Vertical Take-Off and Landing (VTOL) carrier takes you to a new area, the dissidents send you a message that lays out the goals of your first mission. Press the M Key to take a look at a map of the campaign area and see if any enemies are lurking nearby. You can press the M Key to minimize the Map, or drive through the terrain with the Map onscreen.

As you enter new areas and achieve mission goals, the dissidents will send you more information about advanced missions and the moves of the Network machines.



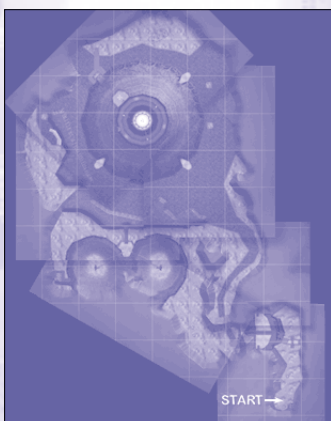
CAMPAIGN ONE

This first exercise takes place on an island that has been set up to train Network forces. The dissidents will guide you to the training base, where you must destroy the Command Post Core, then to a beach where Rocket Silos are trained on civilian targets. You must destroy them before they launch.



CAMPAIGN TWO

The Network machines are creating weapons in a canyon. Several operations are spread throughout the area. Your first mission is to steal technology that allows for the BFT to ride over water. Then, you can cross over to the Network Power Plant, Mining Operation and Foundry. Destroy them all.



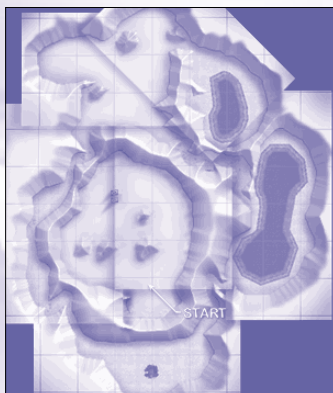
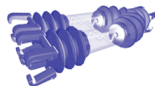
CAMPAIGN THREE

A new threat has emerged. The Network has developed a deadly beam that uses the power of a volcano. You must navigate the lava fields around the volcano, then take out the beam. On your way to the volcano, you will discover technology that allows for the BFT to hover over lava and other dangerous surfaces.



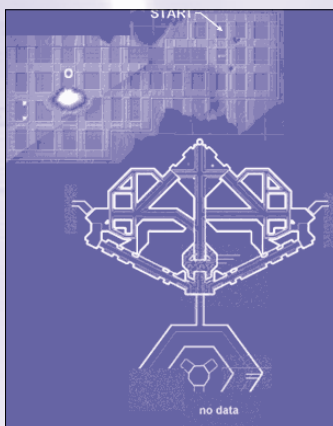
CAMPAIGN FOUR

Chemical weapons have been developed and mass produced near the devastated shell of a city. You must destroy all chemical production facilities and the deadly chemical supply before Network forces can spread them to unsuspecting civilian targets.



CAMPAIGN FIVE

After the Network destroys all humans, it plans to populate the world with its own human clone drones. The cloning operation is located in a base to the North, surrounded by ice and snow. You must take out the cloning machines before the clone forces grow to unstoppable numbers. In this campaign, you will uncover technology that allows for you to transform the BFT into a submarine. Then, you can dive down and take out Network operations under the ice.

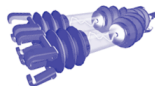


CAMPAIGN SIX

The heart of Network operations is an underground city, under construction. You must work your way below the surface and unplug the Network's central processor.

3.4.3.17 Weapon 3.4 Lock-on
EXPLOSIVE Missile

3.4.3.36 Weapon 20.0 High
EXPLOSIVE Mortar



MULTIPLAYER WORLDS

Below are descriptions of the seven multiplayer worlds and the weapons and technology that you will discover while playing.



RIVERWORKS

This area is based on elements from Campaign Two. It features crater-able land, ditches, shallow water, bridges, industrial structures and natural rock walls. An Amphib pickup allows for you to cross the water freely and explore the areas on the other side.



CRATER CHAOS

Based on the Campaign Three area, this level features uneven ground, lava pools and large open craters. You'll find the hover pickup here, allowing for you to cross lava pools and reach new areas.



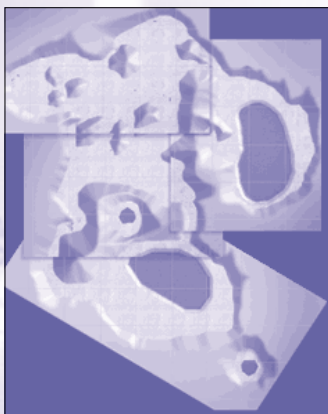
BEACH RALLY

The race track is based on elements from the first campaign. It features a road, sand, jumps, tunnels, water hazards, beaches and the types of structures that can be found in the Campaign One Training Command Post area.



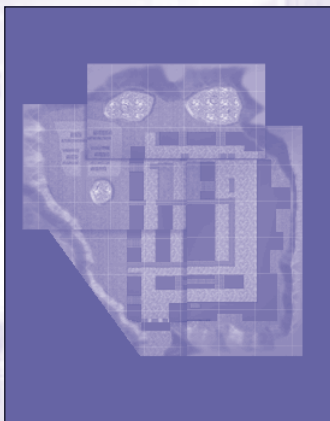
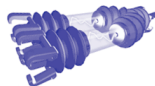
CITY OF CRANIUM

This city resembles the first section of Campaign Six-buildings arranged in city blocks, jumps that allow for tanks to reach the tops of short buildings and open structures that provide for a lot of sniper opportunities.



FROZEN TUNDRA

Based on the Campaign Five area, this level features ice, surface water and underwater ice caves. You start with Amphib technology. Sub technology is available.



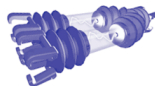
WICKED WATERWAYS

The Campaign Four area is inspiration for this level. It features a green valley with the types of destroyable buildings found in the train yard, as well as industrial structures, train tracks, tunnels, bridges and water. You start with Amphib technology. Hover technology is available.



TRANSPORTER TRAUMA

This area features architecture from the second section of Campaign Six, including transporters. Another transporter takes players to the Campaign One sandpit. The Clone City area features large corridors, open interiors, and some water-filled tunnels that can be used for shortcuts.



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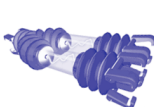
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