

TOP GUN

★ COMBAT ZONES



INSTRUCTION BOOKLET

TOP GUN

FIRESTORM ADVANCE
www.topgun-combatzones.com



Getting Start for the
 Game Boy Advance system

Top Gun - Firestorm Advance

ONLY THE BEST COME HOME AT SUNSET!



EVERYONE
 @
E
 CONTENT RATED BY
 ESRB
 Violence



GAME BOY ADVANCE

EmuMovies

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WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory Card
Uses 3 Blocks

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE
Violence

LICENSED BY



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SETTING UP

Set up your **Nintendo GameCube™** according to the instructions in its instruction manual. It is advised that you do not insert or remove accessories once the power is turned on. Press the OPEN Button to lift the Disc Cover and place the **Top Gun - Combat Zones** Game Disc in the machine with the label side facing up. Close the Disc Cover and press the POWER Button to turn the console on.

MEMORY CARDS

To save game settings and progress, insert a Nintendo GameCube™ Memory Card into MEMORY CARD slot A of your **Nintendo GameCube™**. You can load saved game data from the same Memory Card, or any Memory Card containing previously saved **Top Gun - Combat Zones** data. Make sure there is enough free space on your Memory Card before commencing play.

INTRODUCTION...

During the Korean War, the US Navy kill ratio was **twelve to one**. They shot down twelve enemies for every one US jet. During Vietnam that ratio fell to **three to one**; their pilots had become dependent upon missiles... they had lost some of their dog-fighting skills.

TOP GUN was created to teach **ACM**, Air Combat Maneuvering... dog-fighting...

...By the end of Vietnam that ratio was back up to **twelve to one**... This is the story of the Top Gun Academy... This is **Top Gun - Combat Zones**.

You have the chance to take part in the history and potential future of TOP GUN... from reliving past battles from the tail end of the Vietnam conflict and the desert battles of the Gulf War, to a future conflict set within the Arctic Circle. This is your opportunity to prove that you too are worthy of the title... TOP GUN.

OVERVIEW...

Over its 30-year history the **TOP GUN** academy has trained and supplied pilots for conflicts all over the world. In **TOP GUN - Combat Zones** you will begin your own chapter in this illustrious history. **TOP GUN - Combat Zones** is composed of 36 academy and war-zones missions set over three periods in history or in the near future.

Upon starting the game, you will be located at **Miramar**, home of the **Naval Fighter Weapons School**. Your first five missions will be based at this location, though the combat will be as live as anything you will face in the rest of the game.



Upon completing five **Academy Missions**, you will be eligible for live combat, which, in the first Era of the game, will take you to **South East Asia** and the end of the Vietnam War. Upon completion of this conflict, we will move forward through the history of Top Gun to our second Era.

As each new **Era** begins, a new plane is received, and a new set of **Academy** and live combat missions will be presented to you. During the second Era, your live War-zone will be the **Gulf States**, taking place in the late 80's and early 90's. With the **Arctic Circle**, your third and final destination, we have conceptualized a future conflict based around disputed borders and a global fuel crisis.

IN-GAME CONTROLS

There are two configurations for the Nintendo GameCube™ Controller, by default this is set up for the beginner. Via the in-game option menu you can select whether to use the **SIMPLE** or **EXPERT** controller setup.

While there are three difficulty settings for the general game, the controller configurations have also been divided into two groups, **Simple** and **Expert**. Both Simple and Expert have two variations to give the player more choices about how they want to fly the plane.

The **Simple** modes allow the player to steer the plane left and right by simply pressing the Control Stick either left or right. The game uses the simplified flight model to combine roll, rudder and pitch change, to allow the plane to simply turn left or right. While this gives the inexperienced player an easy introduction to controlling a plane, it does limit what the plane can actually do. In simple mode, you will not be able to loop-the-loop, or roll the plane onto its back. While this is a limitation of the Simple controller set-ups, it should prevent the player from getting disoriented too easily.

The **Expert** modes use left and right on the Control Stick, to roll the plane clockwise or counter-clockwise. The player has the option of using the L Button and the R Button as either rudders or throttle settings.

When used as rudders, the L Button will slowly steer the plane left, while the R Button will slowly steer the plane right. The C Stick then controls the throttle. Pressing UP on the C Stick controls acceleration, and pressing DOWN on the C Stick controls braking.

When used as throttle control, the L Button will apply the airbrake, while the R Button will accelerate. The C Stick controls the rudders: pressing left slowly steers you left and pressing right slowly steers you right.

Expert mode allows you much more freedom to fly skillfully both at high altitude and through the canyons and cityscapes at ground level.

Take your time to master the controls.



In both Expert modes:

Z Button is used for firing the primary weapon, the cannons.

A Button is used for launching the secondary weapon.

B Button is for cycling through the available secondary weapons.

Y Button is for cycling through the targets.

X Button is used for switching the C Stick between either game* or camera control.

* Game control refers to the C Stick being used as either throttle or rudder depending on which of the two expert controller configurations has been chosen

On the +Control Pad:

Use the left direction to change between third and first person views

Use the up direction to zoom in and out of the map

Use the right direction to activate / deactivate padlock view mode. (With a target locked, this causes the camera to track the locked target). Press again to cancel this camera mode.

On the C Stick:

Game control - Expert Configuration 1

Up is used to accelerate

Down is used to apply air brakes

Game control - Expert Configuration 2

Left is used to steer left with rudders

Right is used to steer right with rudders

Camera control - All Configurations

Up is used to look down

Down is used to look behind the player

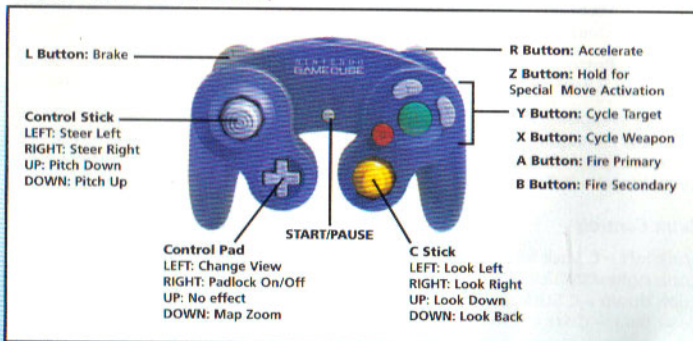
Left is used to look left

Right is used to look right

CONTROLLER CONFIGURATION

In the options menu, you may select one of the following controller configurations.

CONFIGURATION 1 (SIMPLE)



Basic Controls

Pitch Up – Control Stick down

Pitch Down – Control Stick up

Rudder +Roll (Steer) left – Control Stick left

Rudder +Roll (Steer) right – Control Stick right

Brake – L Button

Throttle – R Button

Primary weapon – A Button

Secondary weapon – B Button

Cycle weapon – X Button

Cycle target C – Y Button

Extra Controls

Look Left – C Stick left

Look Right – C Stick right

Look Down – C Stick up

Look Back – C Stick down

Activate Special moves Control mode – Hold Z Button and perform 'Special move sequence.' (see below)

Jink – Hold and release Z Button

Fly on side (counter clockwise turn) – Hold Control Stick left

Fly on side (clockwise turn) – Hold Control Stick right

Barrel roll (counter clockwise turn) – Tap Control Stick right, and then hold left

Barrel roll (clockwise turn) – Tap Control Stick left, and then hold right

Airbrake Manoeuvre – Tap Control Stick up, and then hold down



CONFIGURATION 2 (SIMPLE)

Basic Controls

Basic Controls

Pitch up – Control Stick down
Pitch down – Control Stick up
Rudder + Steer left – Control Stick left
Rudder + Steer right – Control Stick right

Brake – L Button
Throttle – R Button

Primary weapon – A Button
Secondary weapon – B Button
Cycle weapon – Y Button
Cycle target – X Button

Extra Controls

Look left – C Stick left
Look right – C Stick right
Look down – C Stick up
Look back – C Stick down

Change view – +Control left
Padlock on/off – +Control right
Map zoom – +Control down

Activate Special moves Control mode – Hold Z Button and perform 'Special move sequence.' (see below)

Jink – Hold and release Z Button

Fly on side (counter clockwise turn) – Hold Control Stick left

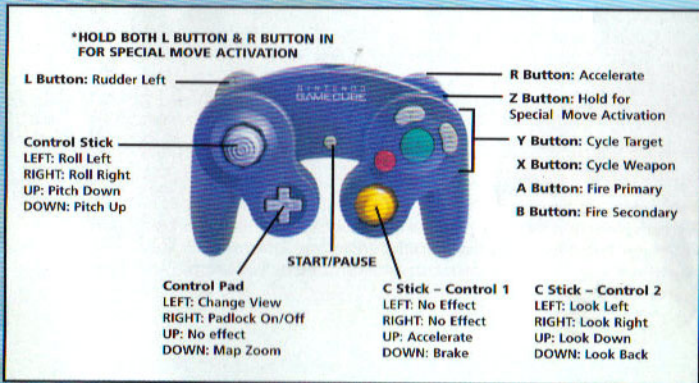
Fly on side (clockwise turn) – Hold Control Stick right

Barrel roll (counter clockwise turn) – Tap Control Stick right, and then hold left

Barrel roll (clockwise turn) – Tap Control Stick left, and then hold right

Airbrake Manoeuvre – Tap Control Stick up, and then hold down

CONFIGURATION 3 (EXPERT)



Basic Controls

Pitch up – Control Stick down
Pitch down – Control Stick up
Roll left – Control Stick left
Roll right – Control Stick right
Rudder left – L Button
Rudder right – R Button

Brake – C Stick down
Throttle – C Stick up

Primary weapon – Z Button
Secondary weapon – A Button
Cycle weapon – B Button
Cycle target – X Button

Extra Controls

Swap C Stick Control – Y Button

The C Stick Control can switch between GAME and FREELook modes via the Y Button

C-Stick Control 1 - GAME
Accelerate – C Stick up

Brake – C Stick down

C Stick Control 2 - FREELook
Look Left – C Stick left
Look right – C Stick right
Look down – C Stick up
Look back – C Stick back

Change view – +Control left
Padlock On/Off – +Control right
Map zoom – +Control down

Activate Special moves Control mode – Hold L and R Buttons completely in and perform 'Special move sequence.' (see below)

Jink – Hold and release L and R Buttons

Fly on side (counter clockwise turn) – Hold Control Stick left

Fly on side (clockwise turn) – Hold Control Stick right

Barrel roll (counter clockwise turn) – Tap Control Stick right, and then hold left

Barrel roll (clockwise turn) – Tap Control Stick left, and then hold right

Airbrake Manoeuvre – Tap Control Stick up, and then hold down

CONFIGURATION 4 (EXPERT)

Basic Controls

Pitch up – Control Stick down
Pitch down – Control Stick up
Roll left – Control Stick left
Roll right – Control Stick right
Rudder left – C Stick left
Rudder right – C Stick up

Brake – L Button
Throttle – R Button

Primary weapon – Z Button
Secondary weapon – A Button
Cycle weapon – B Button
Cycle target – X Button

Swap C Stick Control – Y Button
The C Stick control can switch between GAME and FREELook modes via the Y Button

C Stick Control 1 - GAME

Rudder Left – C Stick left

Rudder Right – C Stick right

Brake – C Stick down

C Stick Control 2 - FREELook

Look Left – C Stick left

Look right – C Stick right

Look down – C Stick up

Look back – C Stick back

Change view – +Control left

Padlock On/Off – +Control right

Map zoom – +Control down

Activate Special moves Control mode – Hold L and R Buttons completely in and perform 'Special move sequence' (see below)

Jink – Hold and release L and R Buttons

Fly on side (counter clockwise turn) – Hold Control Stick left

Fly on side (clockwise turn) – Hold Control Stick right

Barrel roll (counter clockwise turn) – Tap Control Stick left, and then hold left

Barrel roll (clockwise turn) – Tap Control Stick left, and then hold right

Airbrake Manoeuvre – Tap Control Stick up, and then hold down

GAME = C Stick controls the throttle setting

FREELook = C Stick enables the player to change the camera direction

PADLOCK = The camera will focus on the currently targeted enemy

During a mission, press START to pause the game and bring up the in-game menu options. Only the NINTENDO GAMECUBE™ Controller can be used for this game and should be inserted into Controller port 1.

GETTING STARTED

• Menu Screen Operation

Press the +Control Pad to highlight an option, then press the A Button to confirm. To return to the previous screen, press the B Button. From the Top Gun-Combat Zones title screen, press START.

THE MAIN MENU

Choose to create a new game, continue a game or view the credits from this menu. You can choose from New, Load or Credits.

• Saving and Loading Games.

Create New Pilot

In order to save your progress through Top Gun: Combat Zones, you'll need to create a Pilot file on your Memory Card.

At the Title Screen press START or A Button to access the Main Menu. Then select NEW. The Difficulty screen lets you decide on the difficulty level of this game. Use the up and down +Control Pad and then press the A Button to confirm the selection. The Create New Pilot Screen will now be displayed.

Enter your Pilot's callsign by pressing the +Control Pad and then press the A Button to confirm the selection. You must now select YES to confirm that you wish to create the new pilot file on your Memory Card. The file will now be saved.

NB: You can select No, but if you do, you will need to use the SAVE option in the Game Mode Select menu, to save your current game and mission scores.

Load Pilot from Memory Card

To load a game that you've previously saved to Memory Card, press START or A Button to access the Main Menu from the Title Screen, select LOAD.

Choose the saved game you want to load by using the left and right +Control Pad and press A Button to select and then choose YES to confirm.

• Game Mode Select Menu

Choose the type of game you want to play from this menu. You can choose from SAVE, GAME, QUICKSTART, Options or Quit. To return to the Title Screen, choose the Quit option.



Options

You may adjust the MUSIC VOLUME

You may adjust the EFFECTS VOLUME

You may adjust the VOICE VOLUME

Controller You may select one of the four possible controller configurations You may turn the vibration function of the NINTENDO GAMECUBE™ Controller Off or On

Save

This save option can be used to save the current game status to the Memory Card.

NB: This save option only needs to be used to save a previously unsaved game, or when you have been playing a previously saved game without the Memory Card present.

GAME

To start the game you will have to select the Era, the Mission and the plane that you want to fly. The further you get into the game the more options will be open to you. You can always return to missions that you have already flown to improve your score. Certain bonus planes will only be unlocked if you have high scores in all missions.

The Era Selection Menu

Use the up and down +Control Pad to highlight your chosen Era and the A Button to confirm, and then choose either to fly **ACADEMY** or **WARZONE** missions, by pressing the left and right +Control Pad. Press the A Button to confirm your selection.

The Mission Selection Menu

Use the +Control Pad to select your mission. Press the A Button to confirm your selection.

The Plane Selection Menu

Use the left and right +Control Pad to select your plane.

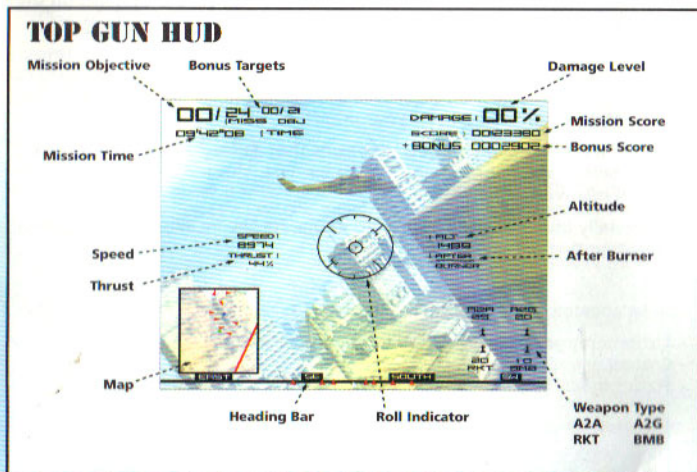
Press the A Button to confirm your selection. You will notice that the extra planes are covered at this time. Some of the planes will be unlocked on the successful completion of sections of the game. The bonus planes are unlocked by achieving high scores on all missions.

Firepower	Indicates how fast the plane can fire cannon rounds.
Weight	Affects handling and inertia of plane. High thrust will offset extra weight in some cases.
Thrust	Affects handling and responsiveness of plane.
Top Speed	Fastest achievable speed at full throttle.
Pitch Rate	Affects handling and maneuverability, when changing pitch. (Plane nose up and down)
Roll Rate	Affects handling and maneuverability, when changing roll. (Plane rolls left and right)

Briefing Screen

The Briefing screen describes the type of terrain and the type of encounters you are likely to experience during your mission. Your mission orders are revealed here, highlighting the key objectives and rules that must be achieved/followed for successful mission completion. You can move back from this menu if you wish to choose another of the missions that are available to you at that time. Press the B Button to go back... Once you're happy that you know what's required of you, press the A Button to go flying.

GAME SCREEN



• Damage Level

Percentage indicator revealing plane damage after cannon or missile hits, or object collisions

• Mission Score

Scores are not just attained by enemy kills in Top Gun - Combat Zones. The main score is constantly ticking up the whole time you are active in a mission. The rate at which this score increases is affected by your speed and altitude. The faster you fly, and the lower you are prepared to go, the greater your score at the end of a mission.

The numbers that appear beneath the main score is for bonuses. Adding up skillful or risky flying scores, sequential cannon hits or accurate rocket fire. This will keep ticking up independently of the main score, but will be added to it when that particular sequence of moves or hits by the player comes to an end...

• Weapon Type

A2A	Air to Air fire and forget missiles
A2G	Air to Ground fire and forget missiles
RKT	Unguided rapid-fire rockets
BMB	High damage bomb

Use the Cycle Weapon Button to change current secondary weapon. Air to Air missiles will lock Helicopters and Planes. Air to Ground missiles will lock all ground-based enemies, whether stationary or moving. Rockets fly in a straight line, and as they do not lock. They are best used against static targets, but with skill they can be used against any type of enemy. Bombs are used for heavily armored buildings or tightly grouped ground targets.

• Heading Bar

Enemy and allied units/targets are visible on this bar before they are on the map or on-screen. Use this to choose the direction you wish to fly in.

Any indicators that are bright red are mission objectives. Dull red indicators are there to mark threats to the player that are non-mission specific targets. These may become mission objectives as new mission orders come in to the player. Make bright red targets your priority!

To aid in tracking enemy targets, the icons that appear on the heading can appear below, above or on the heading bar line. This indicates their vertical position relative to the player.

Occasionally blue icons will appear to designate the locations of allied units or building that may need to be protected.

• Map

Can be zoomed in or out. Enemies appear red, allies blue and neutrals yellow.

- Airborne targets are indicated by arrowheads.
- Ground enemies by circles.
- Static objects by squares.

• Mission Objective

Primary objectives for mission completion.

• Bonus Targets

Bonus targets for extra score.

• Mission Time

Mission failure if this reaches 00:00. Different time limits for different missions.

• Altitude

Height above sea level. Some missions have limits on maximum or minimum height. Warnings will be given when these limits are approached, with mission failure resulting when these limits are ignored.

• After Burner

After burner can only be used for a set period of time. This gauge shows how much time is left for full after burner usage. The gauge will tick back to its maximum when the after burner is not in use.

• Speed

Indicates Jet speed in km/h.

• Thrust

Percentage indicator showing engine use.

• Roll Indicator

Gives the planes orientation when in first person view mode.



PAUSE

During a mission, you can put the game on hold at any time by pressing START. The Pause menu, allows you to Resume, to Restart the current mission, to modify the mission options or to Quit the current mission. If you quit, you will return to the Mission Selection Menu.

QUICKSTART

Quickstart missions are a way for the player to get flying with the minimum of fuss. Default settings allow the player to immediately go to the first ACADEMY terrain.

Quickstart options are progressively unlocked as the player moves through the main game. The following options are available:

- Plane: As soon as standard or bonus planes are unlocked, they will become available for selection.
- Map: As you succeed in a particular mission, the terrain and its lighting condition will become available in the Map option.
- Threat: Combat game modes can be made easier or harder by adjusting the threat setting. There are five settings to choose from: very low, low, medium, hard and very hard.
- Game mode: Initially, only AIR TO AIR will be available, but this will be followed by AIR TO GROUND upon completion of the first set of Academy Missions.

Upon completion of the subsequent Academy Missions for Eras 2 and 3, the player will gain, AIR TO AIR and AIR TO GROUND and FREE FLIGHT modes for use in Quickstart missions.

NB: On entering the Quickstart Set-up Screen, START is highlighted ready for selection. This enables quick and easy access to the Quickstart Game using the default Quickstart set-up.

• Quickstart Plane Select

Press the left and right +Control Pad to cycle available aircraft. Only aircraft unlocked in the Main Game are available for selection in Quickstart.

• Quickstart Map Select

Press the left and right +Control Pad to cycle available Landscapes. As landscapes are flown in the Main Game, they become available for selection in Quickstart.

• Quickstart Threat Select

Press the left and right +Control Pad to adjust mission difficulty. The higher the difficulty is set, the more enemies are in the mission.



• Quickstart Game-Mode Select

Press the left and right +Control Pad to cycle available Quickstart Game-Modes. New Quickstart Game-Modes become available when the Academy section of each ERA is successfully completed in the Main Game. The different Quickstart Game-Modes are described in the previous page.

• Start

Once you've finished configuring Quickstart, use the up and down directional Buttons to highlight the Start option. Press the A Button to launch your Quickstart mission.

SCORING

Scoring plays a major part in Top Gun - Combat Zones. Of the five bonus planes available, four can only be unlocked through achieving a certain level of ability in all missions.

Each mission has three scoring levels, with the player being able to complete a mission without necessarily reaching even the lowest of the scoring targets.

These targets are rewarded with BRONZE, SILVER or GOLD STARS. For a player to unlock one of the secret planes, all missions must be completed to at least BRONZE STAR status. A RED STAR indicates that the player has completed the mission successfully without doing well enough to be awarded a BRONZE. Completion at SILVER or GOLD STAR level will unlock the other planes. The final bonus plane requires a little more effort...

Hints: COMPLETING A MISSION

Pay attention during the briefing, this will tell you what to expect and what you've got to do.

Hints: INCREASING YOUR SCORE

Beyond the confines of your mission targets and objectives, there are numerous ways to multiply your score. Skillful flying can increase the rate that your basic score ticks up, as can accurate cannon fire, fast mission times, hits with an unguided weapon, multiple hits within a single burst of fire...

More specifically, the player can fly around and through some tight gaps around the terrain... this kind of flying, although not approved by TOP GUN instructors, does give you a chance to earn big scores.

You also have access to some special moves that can be used to get away from enemies in pursuit, or to evade enemy heat seeking missiles that are closing in. (See SPECIAL MOVES section). Performing some of these moves while skirting the terrain and flying between the legs of an oil rig, can multiply your score even further.



SPECIAL MOVES

The player can activate special moves to avoid missile locks or score bonus points.

The choice of Easy or Advanced control method determines how the player can activate Special Moves.

On EASY Mode, pressing and holding the Z Button, will allow the player to use the Control Stick to perform the following moves.

• Jink

Press and release Z Button.

• Barrel Roll

On the Control Stick, tap left and then hold right, or tap right and then hold left.

• Half Roll

On the Control Stick, hold left or hold right.

• Airbrake Manoeuvre

On the Control Stick, tap up and then hold down.

FLYING TIPS

This game uses the NINTENDO GAMECUBE™ Controller's analog Buttons feature. Use this ability to your advantage when piloting your jet. A gentle pressure on throttles and or rudders can be used for very fine maneuvering, while full pressure has a much more dramatic impact.

An immediate full press of the throttle Button will result in full Afterburner, giving the player a chance to catch up with or get away from the enemy easily. Using this feature at low altitude or in tight spaces is at the pilots' own risk.

Use the C Stick to look around you to help identify targets.

If you want to get used to handling the plane without being shot at, try an early Quickstart mission and spend some time flying as fast as you can around the canyons. Learn to use the roll and rudders at the same time. Isolate features in the terrain and try to target them.



CREDITS

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TECHNICAL SUPPORT

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This information is only valid in North America.

TECHNICAL SUPPORT TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Platform (PS2, Xbox, GBA, etc.)

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 9:00AM-5:45PM and Friday 9:00AM-4:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. Interplay offers a HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 \$1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is \$0.95 per minute. Please keep in mind not all game will have hints and tips on our hint line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support

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HOW TO REACH US ONLINE:

INTERNET E-MAIL: support@interplay.com

WORLD WIDE WEB: www.interplay.com

FTP: [ftp.interplay.com](ftp://ftp.interplay.com)



