NUS-NZDE-USA

BATTLE ZONE

RISE OF THE BLACK DOGS

INSTRUCTION BOOKLET

EVERYONE

E

CONTENT RATED BY
ESRB

CRAVE
ENTERTAINMENT

NINTENDO 64

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STORY: YOU'RE IN THE NATIONAL SPACE DEFENSE FORCE, SOLDIER!

Listen up, new recruit.

We're going to the moon. Yeah, I said the moon. Nobody told you that, right? Well, our forces have set up a base on the Dark Side to research some alien artifacts recently discovered. Little green-eyed men don't freak you out, do they?

The Soviets have also set up a base somewhere on the moon and I don't think they're just waiting to join us for vodka and borscht.

You'll be in command of a stock NSDF Tank, along with a standard issue Armstrong Space Suit, plasma and sniper rifle. Don't lose 'em or else you'll have to pay the taxpayers back. You'll be stationed on our moon base and that's where you'll learn how to maneuver the tank, use the planet's resources and command other units in the NSDF to aid you.

You'll quickly learn that if you screw up, you blow it for the rest of us. And I hate it when you screw up.

SETTING UP

Make sure the power is off before inserting or removing a Game Pak from the Nintendo 64.

Insert the Game Pak, make sure a Controller is plugged in and turn on the Nintendo 64. Follow the on-screen instructions to start a game.

> **Controller Paks** - To save game settings and continue playing previously saved games, insert a Controller Pak into the Controller before you begin turn on the Nintendo 64 or at the specified times the game prompts you to insert a Controller Pak.

> **Rumble Paks** - To feel the shimmy and shake of the Rumble Pak, insert a Rumble Pak into the Controller before you turn on your Nintendo 64 or at the specified times the game tells you to insert a Rumble Pak.

CONTROLS

Thrust - C Up Button
Reverse - C Down Button
Turn Left/Right - Control Stick Left/Right
Pitch Reticule Up/Down - Control Stick Up/Down
Strafe Left/Right - C Left/C Right Buttons
Shoot - Z Button
Switch Weapons - B Button
Jump - R Button
Hop Out of Vehicle - L Button
Sniper Zoom In/Out - C Up/C Down Buttons
Pause/View Objectives - Start

Commander Mode Only
Turn on Menu - Control Pad or A Button
Menu controls up/down/forward/back - Control Pad
"Smart Reticule" - A Button
Select All Units - Hold Down A Button and Press Right on Control Pad Over a Category
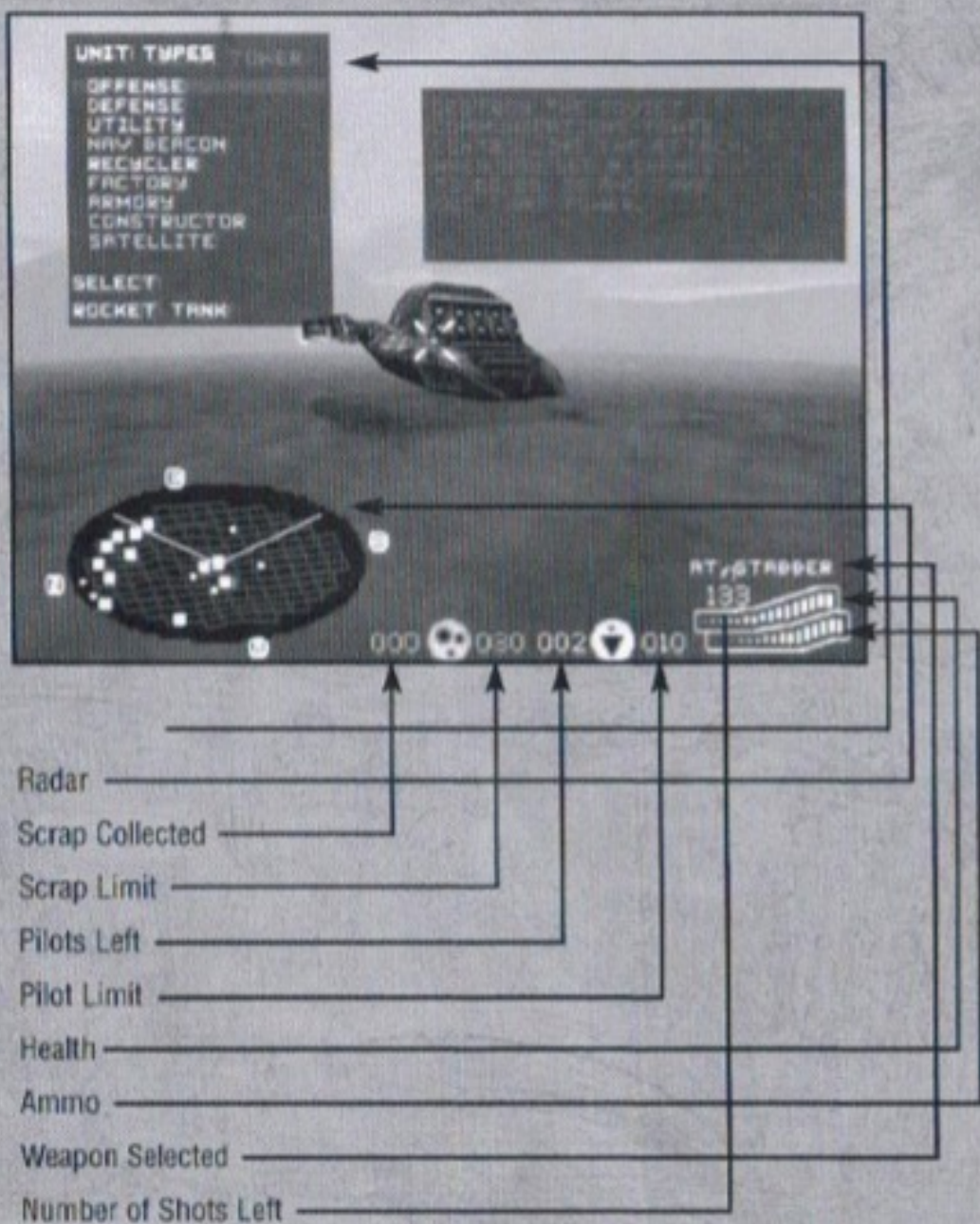
UNIT TYPES

OFFENSE
DEFENSE
UTILITY
NAV BEACON
RECYCLER
FACTORY
ARMORY
CONSTRUCTOR
SATELLITE

SELECT
ROCKET TANK

Radar
Scrap Collected
Scrap Limit
Pilots Left
Pilot Limit
Health
Ammo
Weapon Selected
Number of Shots Left
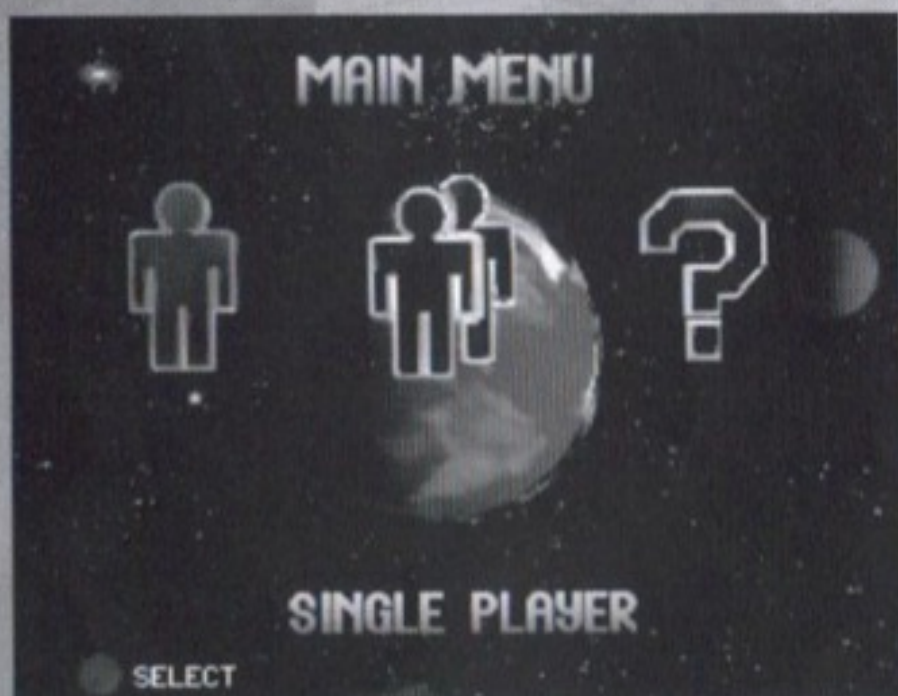
MAIN MENU

TIP: Quickstart

Turn on N64.
Press the Start button to get to the Main Menu.
Press A Button on Main Menu for Single Player.
Press A Button on the next menu for Arcade mode.
Press A Button again to select the American tank.
Start shooting at everything you see.

Single Player

For both Arcade mode and the single-player campaigns, choose this option.

Multi-Player

For fun with friends, choose this option. This option will not be selectable unless more than 1 controller is plugged into your system. Up to 4 players can play in this mode.

Important! Multi-player games can only be played with a controller inserted in socket 1 at all times.

OPTIONS

Press left and right on the Control Pad to select an option. Either press up and down to change values after having selected an option. Press the A Button to save all options and the B Button to cancel.

Controller Options
Use this menu to change the controller configuration. Choose the controller by pressing the A Button. Up and Down on the Control Pad toggle the inversion of the Control Stick. Press left or right on the Control Pad to switch the configuration.

Game Options
Select Display Cockpit to turn the view of the cockpit to on or off. Select Language to change the language the game is played in.

Audio Options
Raise and lower the sound volume in this menu.

Controller Pak Menu
Use this option to delete unnecessary saved games.

SINGLE PLAYER MENU

Press A Button to continue and B Button to cancel a menu.

ARCADE MODE

In this mode, the game is simple - destroy everything while staying alive as long as possible.

Game Objectives

Watch out of enemy craft because they will come right for you. If you see a ship coming towards you, shoot at it. Every kill scores you points and the more difficult the enemy craft, the more points you score.

Wave after wave of enemies will come your way. Each wave will be a little harder than the last. After destroying a certain number of enemies on one planet, you will be taken to the next planet.

The tank you are in will change from mission to mission. Each tank will also have different types of weapons, so you will be required to learn how to handle all of them.

> Tip: Begin with the American arcade mode. It is the easiest and you begin with the basic tank. Try each different weapon on this tank. Each weapon has its advantages and disadvantages.

Power-Ups

There will be weapon, health and ammo power-ups scattered among the hills. Look for them as yellow dots on your radar. They will be crucial to your survival.

Auto-Ejection

When your ship is destroyed, the game is not over. You will be ejected from your craft to either continue the attack on foot or use your sniper rifle to get another vehicle.

> For tips on how to maneuver your vehicle more effectively and use your sniper rifle, read the *Battlezone Basics!* Section.

HIGH SCORE

If you have the skills to get one of the top 10 scores, you can enter your name in the high score list. Use the Control Stick or Control Pad to move the letters up and down. Press A Button to enter a letter or B Button to move to the next letter.

High scores automatically save to the Controller Pak if it is in the Controller.

PILOT MODE

In Pilot mode, you have been recruited to be a part of a special team of soldiers, each pilot picked for their combat skills. A commander will be assigned to your missions to handle the difficult task of creating other squad members, managing resources and defending the bases.

Game Objectives

It is your job to follow your commander's orders exactly. If you do, your team-mates will work with you to win missions. If you do not follow orders, you may find yourself out behind enemy lines with only your own hands to protect you.

> *Tip: If you are running low on health or ammo, return back to your base. Your friendly Commander will have instructed the recycler to build extra ammo or repairs if there are enough resources to do so.*

Feature Overview

While in Pilot mode, you can:
Jump in and out of vehicles by pressing the L Button.
Collect power-ups by running your vehicle over them.
Use your sniper rifle to commandeer enemy units.
See the section entitled *Battlezone Basics!*, Part II For more info on all of these features.
See the section below, Completing Mission for more information about specific objectives.

COMMANDER MODE

In Commander mode, the game is much more difficult. There is no commander to tell you how missions should be won, nobody to defend your base and nobody to manage your resources. You must build up your forces when necessary and command these forces into action.

Game Objectives

Commander mode adds three strategy components to the Pilot mode: resource management, commanding units and the building of bases and attack squads. Resource management requires you to plan how to collect scrap and how to use it. Commanding units can be done individually or in numbers. And finally, building your bases defenses, attack squads and leading assaults will bring you to the rank of a real commander.

The mission is entirely up to you. Command your forces into a quick assault or take your time to decide. Losses are acceptable - as long as you're still alive to win the mission.

Feature Overview

Everything in Pilot mode **PLUS**

- Command other units — offensive, defensive and utility.
- Build units.
- Build structures.
- Manage resources.

For complete instructions on how to become a commander, read the *Battlezone Basics!*, Part III section of this manual.

TRAINING MODE

In training mode, you can learn all the important moves in Battlezone in a non-hostile environment. The first two lessons, Combat Driving and Sniper, are good for all players to learn. The next 3 missions will be more useful to players ready for Commander mode.

All training missions will be available at any time, so go back to them if you need help.

DO OR DIE - COMPLETING THE MISSION ALIVE

Select a Campaign

Choose between 3 different campaigns, each one with unique missions and story line.

Begin with the American missions. The American have landed on the moon and are scouting out bio-metal. At the moment, the Americans have restricted their search to the moon, but are preparing to investigate father into the solar system.

For a greater challenge, there are the Soviet missions, where you begin in a Soviet tank. The Soviets have great plans to take down the American forces, that is until a strange rebellious band known as the Black Dogs come intend on revenge. The Soviet missions require some strategic planning to win them.

For the hardest missions, the Black Dog campaign will require both strategic thinking and excellent combat skills. The Black Dogs are the best of the best, the most elite international force. However, a variety of circumstances makes them also somewhat unstable. Knowing this, the American Generals send them on suicide missions, never expecting the Black Dogs to survive.

MISSION BRIEFING

MISSION SELECT

DESTROY THE ENTIRE SOVIET
BASE AND CLOSE DOWN ANY
POSSIBLE ESCAPE HATCHES OR
SUPPLY LINES TO THEIR OTHER
FORCES.

MISSION OBJECTIVES
DEFEND YOUR RECYCLER
DESTROY THE CCA BASE.

SELECT   BACK

Each mission will start with the basic information. Read this carefully, but keep in mind that the objectives will be stated in the mission, as well.

When you are comfortable with your orders, proceed by pressing the A Button to launch.

The Missions

Mission objectives will appear in a text box in the upper right of the screen. Mission objectives listed in white need to be fulfilled. Green objectives have been successfully completed and red missions have been failed.

Mission Success

When you have successfully fulfilled all objectives for the mission, you will be automatically removed and the commander will inform you about the next mission. Press A Button to go on to the next mission or select Replay Mission to try it again. Select exit to go back to the Main Menu.

Your mission success will automatically be saved when you press A Button to go to the next mission.

Mission Failure

When you have failed, the mission can be replayed by pressing the A Button. Select exit to go back to the main menu.

THE BATTLEZONE BASICS, PART I: Unit Movement and Control

Jump into a ship before you get killed!

In Battlezone, you can jump in and out of different vehicles. Vehicles are faster than being on foot, but more importantly, they take damage much better than your spacesuit does. Always try to get into a vehicle!

Some missions will start you out on foot and some missions will start out inside a vehicle.

> Tip: If your spacesuit does take damage, the only way to repair yourself is to jump into a ship. Jump out again and your spacesuit will be back to full health.

Behind the controls of the cockpit

All vehicle have the same basic movement, begin able to move forward, reverse, left and right. Except for the Walkers, all vehicles are effected by the slope of terrain. Heavy vehicles will have more trouble climbing steep hills than light vehicles. And some slopes are just too steep for any vehicle.

Jumping

You can get some vertical thrust to get you over some steep terrain and cliffs. Press the R Button and hold it down to get some thrust. Your ship will float a few feet higher off the ground.

Strafing

Very useful in dodging enemy fire, side swiping is when your ship travels to the left or right at a 90 degree angle from where the ship is facing. The player can remain facing the enemy and remain a moving target.

Switching weapons

Most vehicles have multiple weapons, as well as the pilot when on foot. When switching weapons, the name of the new weapon will appear in the HUD. Each weapon consumes ammo differently. Just above the ammo counter will be a number. This represents the exact number of shots left using a particular weapon and it will change as the player cycles through different weapons.

Getting in and out of ships (whether you want to or not!)

To get into an empty ship, simply run up into it. Just as you are about to collide into the vehicle, you will climb in and the vehicle's weapons systems will take over. Now if you fire, instead of the standard plasma rifle, you will shoot the vehicle's weapons.

Ships may already have a pilot in them. If a ship is motionless on the ground, it does not have a pilot. If it is hovering off of the ground, it does have a pilot. If you try and climb into a ship that has a pilot, you will bump into it just like any other object.

To get out of a ship, simply press the L Button and you will hop out. Now, back on foot you still have many options. The standard weapon is the plasma rifle. If you want to climb into another empty ship or back into your own ship, run into it.

Battlezone - Rise of the Black Dogs

When Out of a Ship and On Foot

Using your Sniper Rifle

You can also climb into enemy units, but make sure to take out their pilot first. The only way to take out an enemy pilot and still leave their ship intact is to shoot the pilot with your sniper rifle. The sniper rifle is only available when you are on foot, outside the safety of your vehicle.

Press the B Button to switch weapons to the sniper rifle. This will cause you to crouch and raise the rifle to your shoulder, activating the thermal sniper scope. When crouched, movement is very difficult, so if you need to run, switch back to the plasma rifle.

The Sniper Rifle will show an enemy pilot as a bright white dot when the enemy is in visual range. Hit the white dot directly and it will pierce the enemy vehicle's armor and take out the pilot. Once the pilot has been killed, the ship is now up for grabs as an empty vehicle.

Tip: You are only given 3 sniper shots before you run out of ammo. To reload your sniper rifle, jump in and out of a vehicle.

Calling for a friendly unit to pick you up

In Commander mode, you can also call for friendly units to give up their vehicle and hand it over to you.

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From the Commander menu, go to the offensive or defensive unit list. Choose a vehicle and choose the option: Pick Me Up. The pilot of that vehicle will fly within a close distance to you, hop out of their vehicle and run back to base. Once your teammate hops out, the vehicle is empty and ready for you to board.

You must be out of your ship and on foot in order to tell a unit to pick you up.

Radar is your friend
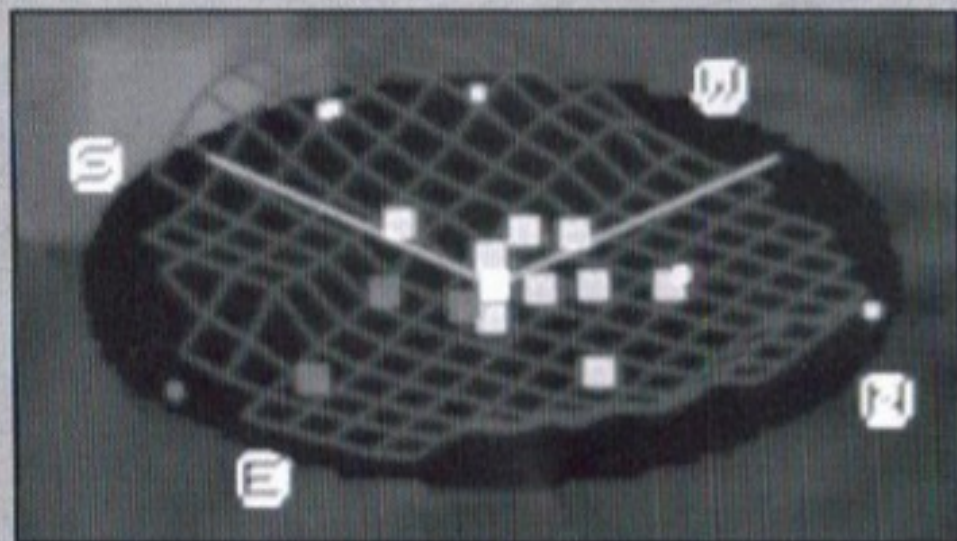
At the bottom left is a topographical radar map. It displays the hills, valleys and craters of the planets as well as buildings and vehicles. Friendly units will appear in green and enemy units will appear in red. Power-ups will appear in yellow.

Power-ups

Collecting power-ups will often make the different between success and failure. Power-ups float on the terrain. Simply run over a power-up and your ship will automatically use it. Power-ups come in 3 different varieties.

Health
These power-ups will repair some armor on your ship.

Ammo
These power-ups will reload some ammo.

Weapon
These power-ups will replace a weapon in your ship with another weapon. The new weapon collected may not necessarily be a more powerful weapon, so be careful to check the power-up before running it over.

THE BATTLEZONE BASICS, PART II: Understanding Mission Objectives

These tips are all very important to Pilot and Commander modes.

As a pilot, your first mission may not be to take out all the enemy. Very often, it may be more important to defend other units, buildings or pathways in order for the rest of the forces to succeed. Listen to your commander or General. Messages and objectives will appear in the middle right of the screen. They are always the most important part of your mission.

Scrap is more precious than Gold

All units, buildings and power-ups can be fashioned out of scrap, an amazing techno-logical discovery. Bio-metal scrap appears naturally on the moons and planets, and when ships explode, their debris is made out of bio-metal. Because bio-metal is so pliable, it is extremely valuable. By collecting scrap, you insure there will be plenty of resources available to create other units to help you fight the enemy.

Protect your Scavengers!

Scavengers are like trash collectors on the moon. They roam around looking for scrap. When they find some, they collect it and return it to the recycler so it can be converted to other items. Because scavengers bring bio-metal scrap back from the battlefield, it is extremely important you protect them when they are out in the open.

Recycler builds all other units

Once bio-metal is back at the recycler, the recycler can build other units. The recycler is the core building unit. All other units can be built using the recycler. Without a recycler, the bio-metal can not be processed.

The amount of scrap collected by the recycler is displayed at the bottom middle of the screen. As scrap is used, it will deplete. As scavengers return the scrap to the recycler, this count will increase.

> Tip: Recyclers are defenseless with no weaponry of their own. However, once a recycler takes damage, as long as it is deployed on a geyser, it will automatically repair itself, although at a very slow rate.

Geyser = Power

Recyclers can't do anything without power. Steam vents, called Geysers, provide power to the mobile Recyclers. When recyclers are deployed on a Geyser, they are fully functional. Recyclers can pack up and move to another Geyser. While mobile, they cannot build anything or accept scrap from scavengers.

UNIT TYPES
OFFENSE
DEFENSE
UTILITY
NAV BEACON
RECYCLER
FACTORY
ARMORY

SELECT
RECYCLER

Taking out the enemy Scavengers and Recyclers

Because scavengers and recyclers are so important to your forces, imagine how useful it would be to target enemy recyclers. Taking out an enemy recycler will often stop the wave after wave of on-coming enemy units because the enemy can no longer produce units. However, only attempt this when command informs you the enemy recycler is not heavily guarded.

BATTLEZONE BASICS, PART III: Strategy

These moves can only be used in Commander Mode.

Beyond piloting your ship, you can use specific commands to command your fleet, build ships and fortify bases. In order to make your choices for all of these decisions, there are two different ways to broadcast orders. There is a Smart Reticule and a Command Menu.

The Command Menu

In order to use the Command Menu, press the Control Pad to toggle back and forth between the command menu. With the Command Menu activated, move up and down between the choices. Move right along the menu to continue down the menu tree and when you have made an actual command, there will be an audio confirmation of your choice. Move back or cancel your choices by pressing left on the Control Pad.

> TIP: You can tell the health and ammo of a unit even if it is miles away. Each unit in the Command Menu has a green and blue bar beside its name. The green bar is the amount of health a unit has and the blue bar is the amount of ammo. When a friendly unit has very little of either, send them in for repairs.

Offensive Units - This menu will allow you to select and control all offensive units, which are all units best used for proactively attacking the enemy.

Defensive units - This menu will allow you to select and control all defensive units. All defensive units require special placement in order for them to be effective. Turrets and howitzers need to be deployed to be most effective, and simply by ordering them to a spot they will move to the new area and then deploy. When deployed, they will automatically attack anything that comes within range. When undeployed, they are vulnerable to attack.

Utility units - The menu lists scavengers, tugs and convoys that have no direct attack capability, but may be crucial to collecting resources or completing a mission.

NAV beacons - This menu displays a list of all active Nav beacons, which are extremely useful in leading you to a specific target, enemy base or strategic position. When lost, always use Nav beacons to help you find your way back.

> TIP: You can also place your own NAV beacons by using the Armory. Not only is this useful to keep track of where you have been, but you can command other units to NAV points. Place NAV points by repair facilities such as the supply depot and hangar and it is even easier to command you fleet to quickly repair.

Recycler - Selecting this menu will display all of the units that are currently available to build. The number next to each unit or power-up in the Command Menu is the amount of scrap required to built the item. If you cannot select some units, that is because you do not have enough scrap collected to create them, the recycler is still deploying over a geyser, or the recycler is in the process of building. To move a recycler from a geyser, you must tell it to 'pack up' first before it will move.

Factory - Very similar to the recycler, except it builds much more advanced attack units. Also like the recycler, the Factory must be undeployed from a geyser and then told to move to another place or geyser.

Armory - The armory can build and launch supplied to anywhere on the battlefield, even if you are miles away from it. First, select the power-up you wish the armory to build. Again, if you do not have enough scrap, the power-up will not be available for selection. Second, by pointing at the ground, select the place you wish the power-up to land. When you have selected the place, the armory will slingshot the power-up. It will gently sail through the air and come to a landing where you have selected. The farther away you are from the Armory, the more time it will take to fly through the air.

Construction Rig - The only way to build up your base is with the construction Rig. First select the building you wish to construct. The buildings which require more scrap than you have will not be available. Second, select the site for the construction of the building. If there is not enough room to build, the selection cursor will be red. If you have enough space, it will be green. If the square is yellow, the building will be created, but you must create a power source next to it for it to go online. A list of all the buildings and their properties can be found in the Buildings section of the manual.

Satellite View - In order to see the satellite view, you must have a Comm Tower built. This is extremely useful to see the entire battlefield from an overhead perspective. Use the Control Pad to move around and see well beyond your base.

The "Build Structure"

The recycler builds the basic units and power-ups. However, it can also build more advanced "producing" units. These advanced units include the Factory, Armory and Construction Rig. When deployed, the Factory can build more advanced fighting units. The Armory, with its giant slingshot, can launch repairs, ammo and weapon power-ups great distances. The Construction Rig can create buildings and base defenses. For a complete description of these units, read the Unit and Building Information section.
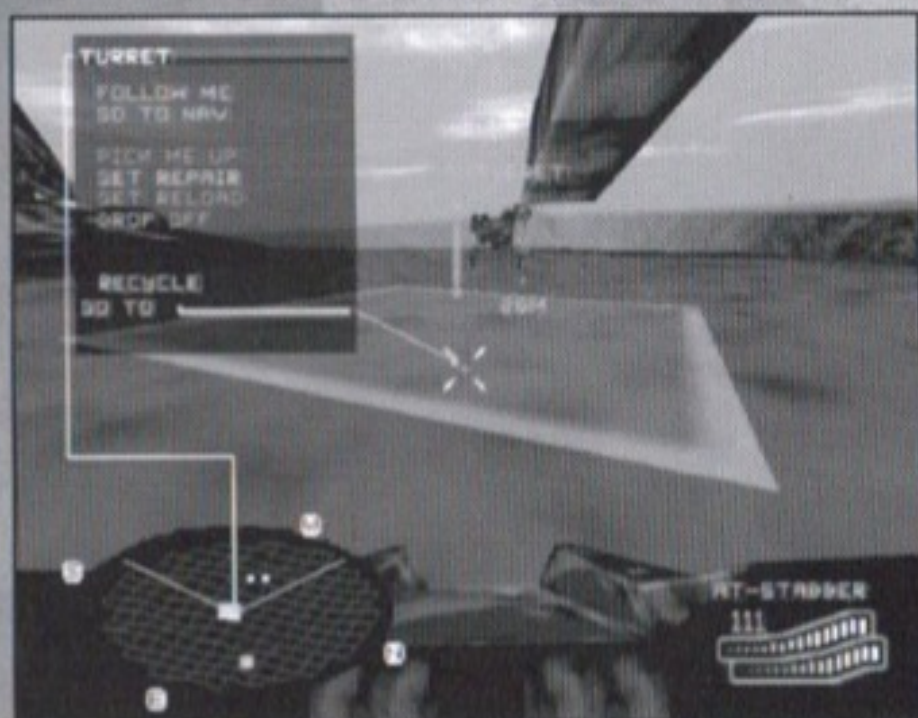
Smart Reticule

Point at a ship, buildings or power-up with your reticule and you will notice your ship will automatically recognize it. By pointing at a unit, you can select it by pressing the A Button. This will bring up the menu for the specific unit you are pointing at.

Building Units

Command your recycler to build a unit, either from the Command Menu or by using the Smart Reticule. The recycler will fill with steam and begin construction. Construction takes time, and the more complex a unit is, the longer it will take to build. Recyclers can not be commanded to do any other function while they are building.

Out of Pilots

Every vehicle requires a pilot in order for you to command it (ships don't drive themselves!). The recycler carries 10 pilots in it. When you have built 10 vehicles, offensive, defensive or utility, each one will have taken up a pilot and no pilots will be left. Once you are out of pilots, you cannot continue building ships.

> Tip: You can add to the number of pilots you have. Build a Factory, Armory or Barracks to increase the number of pilots you can have.

The number of pilots is listed just before the number of scrap you have. When pilots are ejected from their ships, they will run back to the recycler. Once back at the recycler, they will climb in so that they can be placed into another ship.

MULTI-PLAYER

Deathmatch

Fight against up to 4 friends cooperatively or competitively. First, select the options you want. Select time limit and kill limit if you want. Select the number of Drone tanks if you want to play cooperatively against the computer. Only the first Controller can make changes to the options.

On the vehicle selection screen, each player must press the Start button to join. Each player must pick a vehicle using the Control Pad or Control Stick and press the A Button.

When all vehicles are chosen, the first player picks the planet and the game will begin.

The player with the most kills win the Deathmatch.

Battlezone Racing

The object of this game is to be the first person to complete the course. Race from Nav beacon to Nav beacon, as shown on your screen. Either follow the valley or try and find a shorter route through the hills. Players can attack each other. If you die, you return to the last Nav beacon you passed.

You can select the number of laps by pressing the Control Pad up and down.

Strategy

Pick your ship and 3 teammates and go head to head with another player. After selecting you teammates in the menu, they will follow you throughout the mission. They will automatically attack an enemy if the enemy gets close to them.

The last player alive wins this game.

UNIT INFORMATION

Each unit has an American, Soviet and Black Dog version.

Action

Razor - scout vehicle

Light Tank - fast armored vehicle

Tank - medium armored vehicle

Bomber - slow but heavily armored vehicle

Walker - armored walking unit

Rocket Tank - vehicle outfitted with long range rockets

Strategy

Scavenger - collects scrap for building

APC - deploys 5 armed soldiers

Artillery - strike from long distances and behind mountains with mortar shells

Minelayer - lays minefields on command

Recycler - builds units

Factory - builds advanced units

Armory - builds power-ups

Turret - once deployed will defend bases

Tug - use to move heavy objects

Construction Rig - constructs base buildings

WEAPONS

Ships can switch weapons in and out when they run over different weapon power-ups. Not all ships can acquire all weapons. For example, most tanks cannot have rockets - only Rocket Tanks, Bombers and Light Tanks can. Below is a list of all of the weapons and some of their unique properties.

> *Tip: Ammo is the same for all weapons, but weapons do use ammo in different amounts. A powerful weapon will usually cost more ammo than a weak weapon.*

Cannons - basic weapon, fires straight from barrel.
    AT-Stabber - standard cannon
    Super Stabber - heavy cannon
    Blast Cannon - laser cannon
    Flash Cannon - hold down trigger for laser beam
    Mag Cannon - to charge the Mag cannon, hold down the trigger and release
    Mini Gun - machine gun
    Tag Cannon - the tag cannon fires a marker, then when the marker hits its target, the tag cannon will unleash 6 rockets that are locked onto the target
    Rave Gun - alien technology

Rockets - Hold down trigger over target to "lock on". Only after lock on is achieved can you fire a rocket
    Comet Cruise - Slow but deadly
    Hornet - Fast rocket, attracted to heat
    Shadower - Targets shadows
    Rocket Bomb - Heavy rocket, but does not lock on
    Sandbag - Slows down other units

Mortars - lob these over enemies hiding behind hills
    Regular mortar - fires in an arc
    MDM Mortar - press trigger once to fire and again to detonate
    Pop gun - Fires directly up and locks on nearest target
    Splinter - Launches in an arc, but when it hits the ground gives off splinter fire

Mines - Players cannot detonate their own mines by running over them, but will take damage if the enemy detonates the mine while player is in the area
    Proximity mine - Blows up all in area
    Bolt mine - Mine sends out lightning charge
    Solar Flare mine - Fire shoots up from flare mine, doing damage
    M-Curtain mine - Mine that reflects enemy weapons
    Mits mine - Mine that attracts vehicles to it

Special
    Thumper - Sends an earthquake, doing significant damage to all surrounding buildings
    Site cam - Turns the terrain into wireframe so that you can see through hills and mountains
    Redfield Generator - Makes unit invisible to enemy radar
    Phantom VIR - Cloaks unit but you are still visible on enemy radar

Hand-Held Weapons
    Plasma rifle - Basic soldier weapon, mostly useless
    Sniper rifle - Takes out pilots of other vehicles

BUILDINGS

Barracks - build barracks to increase your supply of pilots

Communication Tower* - build this to gain a satellite view of the battlefield

Scrap Silo - a scrap silo increases the maximum amount of scrap you can collect

Solar Power - provides power to other buildings

Wind Power - provides power to other buildings

Lightning Power - provides power to other buildings

Gun Tower* - stationary turret with massive firepower

Hangar - repairs units when in proximity

Supply Depot - rearms units with ammo when in proximity

building requires power from Solar, Wind or Lighting Power structures to become operational

GLOSSARY OF COMMAND MENU TERMS

Attack - choosing this command and a menu of enemy units will appear. Select an enemy unit or building and your unit will attack it.

Cannons - choose this menu in the Armory and a list of cannons will appear. Select a cannon type and a place and the armory will slingshot the appropriate power-up to the place you designated.

Drop Bomb - choose this item in the Armory and a place and the Armory will slingshot a bomb to the place you designated.

Drop Off - tell this to a tug or APC and it will release its cargo or infantry.

Follow Me - tell this to another unit and it will follow behind you at a small distance.

Get Ammo - tell this to another unit and it will either go to the closest ammo or wait for the Armory to send one out.

Get Repair - tell this to another unit and it will either go to the closest repair power-up or wait for the Armory to send one out.

Get Weapon - tell this to another unit and it will either go to the closest weapon power-up or wait for the Armory to send one out.

Go To - tell this to a unit and specify a place and the unit will go directly to the spot you specified.

Go To Geyser - tell this to either the Recycler, Factory or Armory and it will either go to the nearest geyser, or if you are pointing to a specific geyser, it will go to the specified geyser.

Go To Nav - tell this to a unit and a list of NAV beacons will come up. Tell the unit which NAV beacon to go to and it will go their directly.

Hunt - Tell this to a unit with weapons and it will scout out the terrain looking for enemy. When it encounters an enemy on radar, it will hunt it down. It will not stop it has either been issued a new command or destroyed.

Lay Mines - Tell this to the minelayer and point to an area. The minelayer will begin laying mines. The minelayer will not stop laying mines until out of ammo or issued another order.

> *Tip: Friendly mines will not hurt you or your teammates. Only enemy ships will set them off. They will also appear as green on your radar.*

Mortars - this menu in the Armory will list mortar types. Select one and a place and the Armory will send a weapon power-up to the specified place.

Pack Up - tell this to the Recycler, Factory or Armory if you want to move it. It will lift off the geyser and be ready to move to another geyser. A new menu will appear offering you movement commands.

Pick Me Up - tell this to another teammate if you want to use his vehicle. Where ever the teammate is, he will come to you directly and jump out of his ship, offering it to you. This command can only be used when you are out of your ship.

Pick Up - direct a tug to do this and point to an object and the tug will pick it up.

Recycle - command a unit or a build to recycle and the recycler will reuse its scrap. This is useful when you have built a unit or building that you no longer need, but would find its materials useful. The pilot of a recycled ship would also return to the recycler to be available for another ship.

Rockets - this menu on the armory lists a number of rockets. Choose one and a place and the armory will slingshot a weapon power-up of that weapon.

Scavenge - command a recycler to scavenge and it will search for the nearest scrap and begin collecting it. This is useful if you had directed a scavenger to remain at a location while you and you dispatch of enemies in a scrap field.

Specials - this menu on the armory lists a number of rockets. Choose one and a place and the armory will slingshot a weapon power-up of that weapon.