NUON
DVD Interactive
IRON SOLDIER 3
TEEN
T
ESRB
DVD

DISCLAIMER

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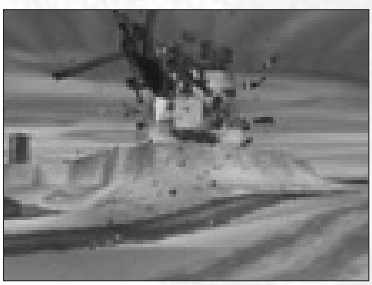
GAME OVERVIEW

Worldwide industrialization has covered much of the earth's surface with large cities and wastelands. Global corporations, such as PENTA, are using military force to take over democratic governments in order to create a worldwide military dictatorship.

As small conflicts became increasingly common, the need arose for a new type of weapon - a 42-foot-tall piloted robot, known as the Iron Soldier.

This powerful and flexible weapon system was used by the defense forces of the United Republic, one of the last independent states.

The Iron Soldier can carry a wide variety of weapons, negotiate rough, urban terrain, and engage in close combat within the confines of dense industrial complexes.



As part of the United Republic's elite defense force, your job is to pilot an Iron Soldier and use it to stop PENTA Industries' terrorist activities and protect the United Republic from military harm.

MAIN MENU

Press the **UP** and **DOWN** buttons to toggle between the different options, press the **A button** to select.

These navigation controls stay the same throughout all menus in the game. Use **UP**, **DOWN**, **LEFT** and **RIGHT** to navigate through the menus. Press the **A button** to accept an option, **B** to cancel.

NEW GAME
Starts a new game. This will transfer you to the Game Selection Menu.

LOAD GAME
Allows you to continue a game by typing in a password. The passwords are given to you when you complete a mission.

OPTIONS
Here you can change the settings for the display, controls, and sound. A detailed description follows in the Options Menu section.

STORYLINE
Displays the storyline of the game.

HIGH SCORES
Displays your high scores.

CREDITS
This option shows who has worked on this game.

DEMO
Starts the demo mode. If you do not press anything in the main menu for a while, the game will automatically enter the demo mode. Press the **A button** to exit from the demo mode.

GAME SELECTION MENU

Press the **UP** and **DOWN** buttons to toggle between the different options, and use **LEFT** and **RIGHT** to change the selected option.

Press the **A button** to select.

GAME TYPE

Select one from the four different game modes:

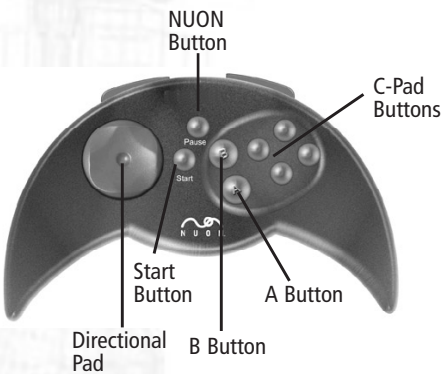
- One player missions
- One player arcade
- Two player arcade
- Two player cooperative

The game modes are described in detail after this section.

When a two-player mode is activated two robot units are displayed below. In the two-player arcade mode each player can select his/her own unit, while in the cooperative mode both players share one unit.

DIFFICULTY

Choose the difficulty of the game. It is recommended to start with this option set to normal. If you find the game too difficult you can also set the difficulty to easy. Special awards await you if you complete the game on the highest setting.



UNIT TYPE

There are three different units available to play. They are different in terms of armor, speed, special features and mountable weapons. Read more about these in the weapons section.

Iron Soldier: Armor: Medium
Speed: Medium
Mountable weapons: Medium
Special feature: Jetpack

Satyr Walker: Armor: Low
Speed: High
Mountable weapons: Low
Special feature: Invisibility Device

CE-Tech: Armor: High
Speed: Slow
Mountable weapons: High
Special feature: Force Field

Keep in mind that once you have started a game you can't change the unit type any more. You can of course always start a new game with a different type, but you are not able to continue at your saved game position.

PLAYER NAME

Enter your name here.

GAME TYPES

ONE PLAYER MISSIONS

This is the standard game mode. Your goal is to play through 25 missions, and to free the United Republic from the threat posed by PENTA. You start with a basic weapon selection, and will find advanced and improved weaponry throughout the game.

A mission is complete by fulfilling the mission objectives presented in the mission briefings. These missions are available in blocks of four which means, if you want to play mission 5, missions 1 through 4 have to be completed. Once you have done this, missions 5 through 8 are available, and so on. Only the last 5 missions have to be completed in sequential order. Read more about the way missions are played in the Mission Selection Menu.

ONE PLAYER ARCADE

In this mode your goal is to clear the levels as fast as possible and to achieve the best scores. A level is cleared when every single building in it has been destroyed. The faster a level is finished, the more points are awarded. For this game type all weapons are available from the beginning. The levels still have to be cleared in blocks of four.

TWO PLAYER ARCADE

This is the player vs. player duel mode. To win you must either destroy your opponent or outlast him, as PENTA forces will attack both players. Only the first 8 levels are available for this game mode in the beginning. More levels become available if they are completed in one of the other game modes. All weapons are available from the beginning.

TWO PLAYER COOPERATIVE

The cooperative mode is very similar to the one player mission mode, only that two players control one robot. One player controls the torso including the weapons, while the other player controls the movement, and the special feature. Both players can activate the shield if it is mounted.

MISSION SELECTION MENU

Use the **UP**, **DOWN**, **LEFT** and **RIGHT** on the D-pad to select the different missions, press the **A** button to view a mission briefing, and press the **B** button to return to the Game Selection Menu. The C Right and C Left buttons are used to switch between the different mission blocks.

NOTE: Mission briefings are only displayed in the one player mission mode and the two-player cooperative mode. In the other two modes you directly enter the Weapon Selection Menu.

In the Mission Selection Screen, you will see 4 small screens around a big screen representing the missions you have to complete. The currently selected mission is displayed on the big screen in the center.
When you have completed the first block of four missions, the next block will become selectable. You can play the available missions in any order, except missions 21 through 25, which must be played in order. Completing certain missions will give you access to new weapons, so choose the missions carefully! Completed missions will appear with a check mark (you can play completed missions again if you want, but you don't have to).

The 10 big and small LED's below the mission screen represent your progress towards the 25th and final level. Each glowing big LED represents 4 available levels. As the 5 final levels have to be played in sequential order, they are shown as five smaller LED's. The highlighted LED shows which mission block you are currently viewing.

After you have chosen a mission, you will go to the briefing screen. Read the briefing carefully, it explains what you have to do to complete the mission! You may have to do a bit of exploring before you know exactly how to finish a mission.

If you don't want to play the mission, select CANCEL to return to the Mission Selection Screen. Otherwise, select ACCEPT to go to the Weapon Selection Screen.

FINISHING A MISSION

If your Iron Soldier is destroyed, you will not complete the mission. To keep playing you can choose the continue option to return to the Mission Selection Menu. If you fail a mission, you will be informed about this and a hint will be displayed to help you. After this, you will return to the Mission Selection Menu to replay the mission, or to try another one.

If you have completed a mission you will see a debriefing message and then be given a password (be sure to write it down), which will allow you to return to the game without having to replay the mission once again.

WEAPON SELECTION MENU

In the Weapon Selection Menu, you select which weapons you want to use in a mission. There are different mounts for weapons depending on which robot unit you have chosen. A mount can only hold one weapon at a time and some weapons are restricted to certain mounts. Some mounts will even remain empty until you find the correct weapons later in the game. Make sure you try out all available positions with every new weapon so that you can fight with the best available weaponry.

Use **UP** and **DOWN** on the Joypad to choose the different options. Press the **A** button to select.

Mounting weapons:

Press **LEFT** and **RIGHT** on the Joypad to step through the available weapons. For each weapon type, important information is displayed below the image.

- Ammo: Ammunition per mount
- Range: Weapon range
- Speed: Fire frequency
- Damage: Weapon damage per shot
- Precision: Describes the hit accuracy

Press the **A** button to mount the selected weapon. If there is a free slot suitable for the active weapon type, then it will flash on this position on the robot. Most weapons can be placed on more than one place, you can press **LEFT** and **RIGHT** on the Joypad to step through these positions. Mounting the same type twice gives you twice the ammunition for this weapon type.

Press the **B** button to exit the mounting section.

Removing weapons:

Press **LEFT** and **RIGHT** on the Joypad to browse through the mounted weapons. The currently selected weapon will flash, and the name will be displayed in the description box. Press the A button to remove this weapon, or press the B button to exit the remove weapons section.

Start game / Next player:

The game will start after activating "**Start Game**". In the two-player arcade mode, the second player can also select his weaponry before the game starts.

Back:

This option returns you to the Mission Selection Menu.

WEAPONS

STANDARD MANIPULATOR (FIST)
Basically, the Standard Manipulator is your Iron Soldier unit's hands and allows you to use hand weapons like a rifle or grenades. It is a powerful weapon in its own right. Use the Standard Manipulator to pound on buildings or enemy Iron Soldier units. Make sure you're right next to the object or enemy that you want to hit. This weapon is only available to the Iron Soldier, as it requires arms.

CASSY ASSAULT RIFLE
This weapon is a 75 MM semiautomatic hand-held rifle, with a healthy supply of ammunition. The weapon is capable of firing bursts of three-rounds if you hold down the A button. It has a decent range and firepower and is a good all-purpose weapon.

BADGER HAND GRENADES
These oil-drum sized grenades explode on impact and have a large explosion area. Even if you don't hit a target directly, the explosion still may destroy it. Grenades always fly a fixed distance, so practice throwing these so you know just how far they go. You can even throw them over buildings. Be careful not to be too close to the explosion - you may damage your own robot!

PARKER CHAIN CUTTER
This chain-driven cutting device replaces your right hand and must be mounted on the arm. It is an excellent close up weapon to quickly destroy buildings or enemy Iron Soldier units. Remember, like the Manipulator, you must stand right next to your target to hit it. This weapon is only available to the Iron Soldier.

RACHELS GATLING GUN REV. 2
This weapon is a rapid firing six-barrel Gatling gun that fires 40 MM rounds at more than 600 rounds per minute. It is devastating at short range, but its power drops off rapidly at longer ranges. It carries a lot of ammunition, and can be mounted on all robot types.

WOLFPACK ROCKET LAUNCHER
This rocket launcher fires deadly rockets. The rockets are explosive but are not as powerful as the Badger Grenades, but they can be fired over much greater distances. Rockets will explode on impact or when they reach their maximum range.

SABLE CRUISE MISSILE
This weapon can literally be flown to the target. When you fire the missile, it will switch to a missile camera view. Use the Joypad to steer the missile to your target. The "ammo" bar represents how much fuel the missile has - if you run out of fuel, the missile will explode! Otherwise, it is set to explode on impact.

You can also detonate the cruise missile at any time after launch by pressing the Fire Button. The explosion is as powerful as a Hand Grenade, so if you use the missile properly, you can destroy several buildings or enemies that are close together. Unfortunately, only one or two missiles will fit on a mount at a time, so use them carefully! Also, be careful not to detonate it close to your Iron Soldier or you will take damage from the blast.

SHERRY 02 GAUGE SHOTGUN
This hand-held shotgun fires a spreading cone of slugs, and is ideal for shooting down helicopters or VTOLs. It is very short ranged (much like the Gatling gun), but twice as powerful as the Cassy Assault Rifle and with a decent area effect as well. Accuracy is not as critical with this weapon as it is with the rifle, but rate of fire is slower. It can also be used to destroy buildings quite effectively.

IGNITE S57 FLAMETHROWER
This weapon has a devastating effect on buildings and bigger enemies. Its range is very short, so be careful not to blow up oil tanks with it, as the explosions would surely damage your unit.

CARLISLE 75 MM HEAVY MACHINE GUN
This hand-held weapon combines good range with a high rate of fire. If fires as a fully automatic weapon, but at a much lower rate than the Gatling gun. It is about as powerful as the Assault Rifle, but has better range and better rate of fire.

SLATE HEAVY SHIELD
The shield is not a weapon – instead it increases your defensive abilities. When the shield is activated, you will take no damage from enemies! However, it has a limited energy supply, so use it cautiously. The shield will flash red when hit. It is activated by pressing and holding the Left shoulder button. Its energy can be restored, if you collect energy crates.

CORINNE AUTOMATIC GRENADE LAUNCHER
This device allows you to rapidly fire small grenades almost like Badger Grenades, but in a controllable arc, and at a significantly higher range. The grenades also travel a bit faster, landing and exploding sooner than hand thrown ones. The Corinne Automatic Grenade Launcher is a perfect multi-purpose weapon. You can use it to bomb enemies over a long distance, efficiently destroy buildings and even shoot down attacking helicopters. You will need some practice to make optimal use of it though. The grenade launcher requires both hip mounts on the Iron Soldier, so it cannot be carried if you have mounted any other weapon there.

CHARLOTTE RAIL CANNON
This cannon uses electromagnetic pulses to fire 120 MM armor-piercing rounds at incredible velocity. Unlike the Rifle or Gatling gun, there is no limit to how far it fires. It cannot be fired rapidly, though, because it has to auto-load the massive shells one at a time. It is an excellent sniper weapon, which can be mounted on either shoulder mount, and is the ultimate weapon against airborne units.

FERRET HOMING MISSILES
When this weapon is selected, a yellow target indicator will select the enemy target that is closest to the center of the screen. When you fire the missile, it will turn to follow the enemy, even if it is moving, and does about the same amount of damage that a rocket does. You don't have to precisely aim the missile; it will home in on its own. It may not work correctly if the enemy moves behind a mountain or building though, as it might hit the interfering object instead. If no target is available, it can be piloted like a cruise missile, although it delivers less damage than a cruise missile.

SYSTEM B TIME BOMB
This bomb is a high-explosive device. It can be placed on the ground and detonates after a fixed amount of time, causing enormous damage. The System B Time Bomb also works like a mine, detonating when someone gets too near. This makes it the perfect weapon against enemy robot units.

NOTE: Mounting more than one of any weapon will give you more ammunition for that weapon, but otherwise has no effect on weapon performance.

SPECIAL FEATURES

The special features can be activated by pressing and holding the Left shoulder button. They have a limited amount of energy, so use them with care. Each one is unique to one particular robot type.

JETPACK (IRON SOLDIER)
The Jetpack enables the Iron Soldier to glide above the ground at a high speed.

When activated, it automatically accelerates to maximum speed forward. This helps to get out of tricky situations. Use the Jetpack sparingly however, as it does consume fuel when used. You can track fuel usage by checking the fuel indicator when the Jetpack is active. You'll find the indicator on the weapons mount, below and to the left of your speed indicator.

INVISIBILITY DEVICE (SATYR WALKER)
This device creates an optical refraction field around the Satyr, which makes it invisible. Enemy forces know about this device, so they keep firing at the last known position, so it is important to keep moving. This is ideal for hit and run tactics.

FORCE FIELD (CE-TECH)
The force field generator creates a destructive circular field around the CE-Tech, destroying everything in its range. It is extremely powerful, and can destroy buildings at an unmatched rate.

BONUS ITEMS

These items can be found in crates during the game, and show up like weapons in the weapon slots. They can be activated with the fire button. It is difficult to find these devices, as they are quite rare.

NOTE: Two of the special features from the above section, Force Field and Invisibility can also be found in crates, but in this case they are handled like all other bonus items described in this section.

SPY DRONE
The spy drone launches 300 feet straight into the air and gives a birds eye perspective over the surrounding. You can still walk around while it is active, although aiming is next to impossible, as the spy drone overrides the visual interface.

Press **Fire** to deactivate the drone.

INFRAVISION
This enhancement is extremely useful at night, as enemy units glow bright green, which makes them much easier to hit.

SPEED UP
These are special fuel supplies that enable your unit to move faster for a limited amount of time.

OPTIONS

Press the NUON button during the game to enter the options menu, or select options from the main menu (as described before in the main menu section). Some options are only available during the game however.

Press **UP** and **DOWN** on the Joypad to navigate through the options. Press the **A** button to select a submenu, and press the **B** button to return to the previous menu. Use the **LEFT** and **RIGHT** on the Joypad to change a selected option.

CONTINUE MISSION
This option returns you to the game.

DISPLAY OPTIONS
In this menu you can adjust different display settings.

NORMAL PANEL / SMALL PANEL / NO PANEL
The smaller panel offers less information about your unit, but the visible screen area is larger. The same applies to the "**No panel**" option, but when you use this setting, no status information will be displayed at all.

WEAPON TEXT: ON / OFF
When this option is enabled, the name of the current weapon will be displayed when you switch weapons.

STATUS INFO: ON / OFF
Use this option to enable or disable the Status Info function.

HIT PARTICLES: ON / OFF
Turn this option off to disable the small debris flying from enemies when they are hit.

CENTER SCREEN
Using this option you can make sure the picture of the game is centered on your TV or monitor. Use the **UP / DOWN** and **LEFT / RIGHT** buttons to move the screen around. Select "**back**" when you are satisfied with the screen position.

SOUND OPTIONS
In this menu you can adjust everything concerning sound.

AUDIOTRACK
There is a default track for each level. In case you want to hear a different song, you can select it here. You can choose three more track options in addition to the single titles.

- No Music: Turns off the music.
- Random: Plays random tracks.

- Playlist: When this option is active the tracks will be played as defined in your playlist. Read below how to create your own playlist with your favorite songs.

EDIT PLAYLIST
Compile your favorite songs into a playlist.

Select "**Add Track**".

Use **LEFT / RIGHT** on the Joypad to select a song, and if you wish to add it to the list, press the **A** button. You will see the number of this song added to the list below. A maximum of 16 songs can be added, and you can add a song more than once if you wish.

Select "**Delete Track**" to remove the last song from the list.

MUSIC: Volume
Adjusts the music volume.

SFX (Sound Effects): Volume
You can adjust the volume of the different sounds in the game the way you like it best. When you first select an SFX option, ALL four will be highlighted, so that you don't have to adjust all the values separately if you want to turn down all effects.

Explosions: All explosion effects.

Weapons: All shots and firing sounds.

Engines: All enemy engine sounds.

Ambient. All atmosphere sounds such as the weather or interior background sound in the robot.

MONO / STEREO / SURROUND
Select the type of speaker system you are using. It is important to know which type you are using to get the most out of the game. Iron Soldier 3 uses a sophisticated sound engine that helps you hear the direction enemies are coming from if you use a stereo or surround system. When you use a mono TV don't select stereo or surround, or some sounds will not be audible.

NORMAL STEREO / INVERT STEREO
In case enemies coming from the right can be heard from the left speaker and vice versa, you don't have to switch the audio cables, you can simply invert the channel output with this option.

CONTROLLER OPTIONS

This menu adjusts everything concerning the controllers.

NORMAL / REVERSE UP/DOWN
This option inverts the UP/DOWN orientation of the robot in the game.

NORMAL / REVERSE CM UP/DOWN
This is the same as above, but for the control of cruise missiles.

ADVANCED CONTROLS
The advanced controls enable you to steer the torso separately from the legs, enabling you to walk in one direction while firing in a different one. Read more about this in the CONTROLS section.

MISSION OBJECTIVE
In case you want to check the mission objective, you can read it here as often as you like.

QUIT GAME
Choose "**Quit Mission**" if you want to quit your mission and return to the Mission Selection Menu, or select "**Quit Game**" to return to the main menu.

CONTROLS

Iron Soldier 3 offers two different modes to control the walking speed and direction of your robot. The classic control system is mostly for the fans of Iron Soldier 1 and 2, and is similar to the controls of these games. The direct controls are optimized for the NUON controller and set as the default mode. Many button functions can also be redefined at the controller options.

To go to the options menu or simply pause the game, press the **START** button.

To select your weapon, use the **B** button.

To fire your selected weapon, press the **A** button.

To use the shield function (if the shield is mounted), hold the **RIGHT SHOULDER** button.

To use the special feature (if available at this time), hold the **LEFT SHOULDER** button.

Direct Control Mode

TO WALK
C↓ + D-Pad Up: Walk forward.

C↓ + D-Pad Down: Walk backward. Your backward speed is slower than forward.

TO LOOK AROUND
Up / Down: Look up / down

Left / Right: Turn left / right

Holding the **C→** Button down while moving the Joypad will make you look around much faster

ADVANCED CONTROLS
When the advanced control mode is enabled (it is enabled by default), you can walk in one direction while looking in another. To do this, you must activate the **Advanced Controls** by pressing and holding the NUON button while pressing C←.

Once the controls have been activated, pressing and holding down the C← while turning the robot, will only turn the robots head, so that the body will continue to move in the same direction as before.

ENEMIES

Each enemy has strengths and weaknesses. Practice will teach you which weapons are best for use against each enemy type.

'Glaive' Helicopter
The helicopters fire bullets or rockets at you. They also like to fly over your head and get behind you, so try to destroy them before they get too close.

'Greave' V.T.O.L.
These unusual planes use turbine engines to hover or fly around. They drop deadly bombs on you from above; so don't let them get too close.

'Gantlet' Attack Plane
This fixed-wing aircraft flies quickly overhead and drops bombs. Mostly you can hear these planes before you can see them, so be alert when intelligence warns you for air strikes. When you see it pass over you on the radar be fast to get away from under it.

'Wyvern' Jetfighter
The "Wyvern" Jetfighter is a small and incredibly fast plane. It fires rockets at you from high distances, but sometimes it also flies direct attacks.

'ROC' Transport Plane
These huge planes fly over the battlefield and drop light tanks or FAVs via parachutes.

'Brassard' Light Tank
These tanks are everywhere. They fire cannon shots and occasionally fire off a 1-shot rocket (especially if you make them mad).

'Basilisk' Fast Attack Vehicle (FAV)
Small vehicles armed with rocket launchers. They like to do "hit and run" tactics.

'Tasset' Heavy Tank
Watch out for these brutes! They fire powerful shots from two mounted cannons and sometimes even homing missiles. They are so big you won't even be able to step on them. Be sure to bring lots of ammunition, because these are the real bad boys!

'Behemoth' Frigates
These massive, armed ships are frequently targets you will need to take out to complete a mission. They take several hits from grenades or other heavy weapons to be destroyed and they are usually armed with two turrets, which can fire cannon shots or rockets. They are frequently docked, but can occasionally sail out of grenade range, so keep an eye on them and destroy them as fast as possible.

'Javelin' Rocket Launcher
This device does not move, but is still dangerous. It can fire off two rockets in any direction. If you get close enough, you can step on these just like Light Tanks and Gun Turrets.

'Heaume' Gun Turret
These are also fixed gun emplacements with heavy machine guns that will fire at you if you get too close. Be careful, the Heaume has an incredibly high firing rate. Staying near to one of these is absolutely lethal!

'Satyr' War Strider
A two legged, armed walker about half the size of an Iron Soldier. These guys are speedy, and have two "shoulder" pylons on which they can mount missile launchers. Heavy machine guns and rockets are the most common armaments. Like the FAVs, walkers like to do hit and run attacks.

CE-Tech robots
These robots are slow, but massive units. They carry a wide array of weapons, but often mount two heavy machine guns! Don't get too near these huge walkers, because they can carry lethal flame-throwers!

Enemy Iron Soldier Units
They can be armed with a variety of weapons, but most of them mount Wolfpack Rocket Launchers. They are quite sturdy, so be sure you have lots of grenades or rockets. They can also be destroyed in close combat, but watch out for their punch!

'Cold Iron Gunner' (CIG)
All that is known now is that it is PENTA's new secret weapon.

CRATES

Crates can be found in the ruins of destroyed buildings and contain ammunition, repair kits, new weapons and other valuable supplies. There are five different types of crates:

Energy Crates
These black and yellow striped crates will repair some of the damage to your Iron Soldier when you pick them up.

Steel Crates
These contain extra ammo for various weapons. Pick them up if you are running low on ammo for your weapons. Sometimes bonus items or extra points can also be hidden in these crates.

Supply Crates
Some missions require you to collect supplies. Be sure you collect any supply crates you come across.

Bonus Item Crates
These crates contain bonus items like Speed Up, Force Field, Invisibility, Sprydrone or Infravision that can be used for a limited time. Such features will appear as new icons on the available weapon monitor until they are activated.

MAIN BUILDING TYPES

Buildings are a major part of urban combat. Buildings can help you by providing cover from enemies, or containing valuable crates.

Factories
These buildings often contain repair crates. They are quite sturdy.

Warehouses
There are many different warehouse types and the chance to find valuable crates inside is always good.

Fuel Tanks
Exploding fuel tanks will damage nearby buildings and enemies, and may even set off other fuel tanks in a chain reaction! You can be damaged as well, so be careful. Energy crates are often found in the wreckage of fuel tanks.

Skyscrapers
These massive buildings are where the corporate management works - they're everywhere - and they're quite sturdy. You can occasionally find crates in them.

Power Plants
These incredibly sturdy buildings are found in industrial areas. They often contain crates.

GAME SCREEN

A) Weapon Mounts
Shows you what weapons your Iron Soldier is equipped with. The vertical bars indicate your walking speed and how much ammo the currently selected weapon has.

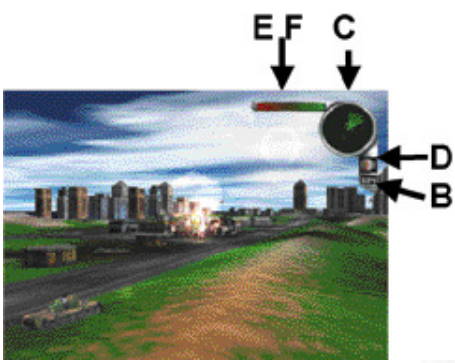
B) Ammo Counter
Shows the exact amount of ammo left.

C) Radar
Shows the position of nearby enemies. You are in the center of the radar, so it can show enemies behind you. Different colors indicate different enemy types.

D) Weapon Selected
Shows what weapon is currently selected.

E) Warning Light
Flashes if your Iron Soldier has taken damage.

F) Hits Bar
Shows how much damage your Iron Soldier can take before it is destroyed.



G) Target Monitor
Shows the target area of your weapon.

GETTING THROUGH A MISSION

- Read the briefing carefully so you know what you must do to complete a level. It may take you a few tries before you figure out exactly where and what your objectives are.
- Choose your weapons carefully. Learn which type of weapon works best against which enemies. With time you will learn to mount the right weapons just by reading the mission briefings.
- Try breaking open buildings and remember what kind of crates are in them, if any.
- If you can't solve a mission, try taking a different route. There are many ways to go, some are easier and faster than others.
- Enemies that move quickly are easier to hit if you fire just in front of them, so they move into your shots. This is called "leading" the target.
- Stick to the mission goal! Wandering around aimlessly in enemy territory is deadly, so try to study the terrain from the distance before you come rushing in.

FIGHTING TANKS

- Use buildings for cover. Don't stand out in the open, or you will be surrounded.
- You can often kill tanks by hiding from them until very close, then stepping on them!
- You can kill tanks at long range with the rocket launcher or rail cannon - aim just a little bit high when doing this.
- At long range use the close-up screen in the lower right corner to aim more accurately.

FIGHTING HELICOPTERS AND V.T.O.L.s

- Use skyscrapers as cover, and watch your radar. When they come around the corner, blast'em!
- If you catch a V.T.O.L. on the ground, don't get too close - shoot it before it takes off.
- Try to get the V.T.O.L.s to drop bombs on fuel tanks - they'll blow themselves up!
- Be sure to kill V.T.O.L.s before they get too close.

AVOIDING ROCKETS

- You can shoot down rockets with some practice, but it is safer to dodge them.
- Watch the rockets on the radar and move perpendicular to their flight path to avoid them.
- Be sure not to get too close to rocket launchers.
- Try to destroy rocket launchers at long range. Rockets do a lot of damage, so be careful!

FIGHTING SHIPS

- If the ships are close enough to shore, use hand grenades.
- Ships have good "side" armor, so rockets aren't too effective.
- The ships fire at you if you get close, but it only takes a few well placed hand grenades to destroy a ship.

FIGHTING WALKERS

- Keep moving to avoid the rockets from the satyr walkers.
- Wait till they stop to fire at you and then hit them with an all-out attack.
- Don't get near CE-Tech walkers, as their flamethrowers are lethal.

FIGHTING Iron Soldier UNITS

- Try to use cover.
- If you have rockets, try to fire them when the enemy Iron Soldier is not shooting at you.
- Throw grenades as accurately as possible, leading the target some, since the grenades are slow.
- Most Iron Soldier units stop firing if you get in close enough, but watch out for their punch!
- Use your fists or the Chain Cutter at close range, and back up a little bit when you think it's going to punch you. Then move back in again if it turns away from you.

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