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Carrier! I hardly know her! =p

MISSION BRIEFING - CARRIER WARS: | STINGER-class Fighter:

A new threat, enemy carriers, has appeared in four quadrants. These large ships launch swarms of deadly fighters. Seek and destroy these carriers!		Weight	10000
		Length	25 meters
		Wingspan	15 meters
		Armor	Light
		Armament	2 x Photon

You should be a seasoned vet by now if you've played through the last two, and this level is only a bigger step forward in that there is now four quadrants in which to rub out the sixty-three enemies. A larger amount of enemies are now the faster-type that comes in silver, black, red, and green, so you might be healing back at the base a little more than usual. Don't think of it as cowardly, though -- if you've been taking out a good-sized amount, you can ship upgrades for you trouble, like the STRIKER-class fighter (Weight 15000, Length 30 meters, Wingspan 20 meters, Medium Armor, 2 x Blaster, 4 x Wasp Missile) or the third upgrade, a STALKER-class fighter (Weight 25000, Length 35 meters, Wingspan 25 meters, Heavy Armor, 2 x Neutron, 4 x Wasp Missile and 4 x Hawk Missile).

This level also marks two new types of enemy ships. The first is odd and elongated, with wings shaped like boomerangs...these suckers are fast, so use your missile upgrades to take 'em out when they fly right in front of you (they dodge if you shoot at 'em too far out). The second is enemy carriers, which appear as red slow-moving rectangles in the distance and never physically attack you. They release enemies every so often, so they aren't to be taken lightly. If you fire a steady stream from your cannons, you can often blast them while you're fighting other enemies. They have a tendency to fly in square-shaped patterns and take 90-degree angles, so they don't have very noticable evasion maneuvers. You'll have to take them out from afar.

After clearing a quadrant and then some, Admiral Sharpe will contact you and tell you to destroy an enemy carrier before it gets to the base. Clearing this nets you 2000 bonus points, and since it's not exactly out of your way, you should consider doing it.

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As the name implies, your "havens" -- the bases -- are being turned into space dust by enemy attacks. Defend them at all costs, and maybe Dr. Hunter will reward you with some...hehe. Just kidding...she's not into pilots. =(

MISSION BRIEFING - NO HAVEN: | STINGER-class Fighter:

The enemy has destroyed all but		Weight	10000
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two of our bases in these six	Length	25 meters
quadrants. Save the remaining	Wingspan	15 meters
bases and destroy the enemy in all	Armor	Light
of these quadrants!	Armament	2 x Photon

You heard the man: six quadrants. This'll be tedious and lengthy due to having to beat all enemies individually (of which there are 77), but don't despair. Basically, the enemies have been overhauled a bit to be more tougher, but the best advice is just to stick with it and use the base when you think you're getting into a mean firefight.

All that differentiates this level from the rest are the inclusion of a new type of battlefield (mine field), which is like an asteroid belt but filled with mines. You get a bonus for clearing it, by the way (and Dr. Hunter sends you there to clear it as a mission). The last two bases are in ALPHA and DELTA quadrants, so make sure you know their locations because the black holes may confuse you a bit (there are quite a few now).

Professor Quark, a character you haven't heard from yet, will task you to find a mysterious "object of power" in some sector as a type of fetch quest, and I HIGHLY RECOMMEND YOU DO THIS. It's optional, but this thing you pick up turns out to be a weapon and Quark'll install it on your ship and your regular blasters will get a nice pick-me-up.

Besides that, there is a new type of enemy (that only appears once) that is cuts across space like a jet and fires powerful cannons that look like purple swirls (!?). To counteract this threat, use Quark's upgrade or kill enough enemies to upgrade to the (new) SLASHER-class fighter (Weight 30000, Length 40 meters, Wingspan 35 meters, Heavy Armor, 2 x Shock Cannons, 4 x Wasp Missile, 4 x Hawk Missile, 4 x Nova Missile). You should easily be able to reach Admiral rank by clearing out all these people. Turns out the enemy had no haven instead of you, eh? ;p

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V. Skirmish
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Get, set, annoyed!

MISSION BRIEFING - SKIRMISH:	STINGER-class Fighter:	
A heavy solar storm has destroyed	Weight	10000
your sensors in the local	Length	25 meters
quadrants. You must find the enemy	Wingspan	15 meters
without the aid of your Long-Range	Armor	Light
scanner and eliminate the threat.	Armament	2 x Photon

The briefing downplayed it: with the exception of bases and wormholes, NOTHING shows up on your map. Technical difficulty, much? To find the enemies, you need to move within one sector of them (horizontally or diagonally, it doesn't matter). They'll show up for that brief time and you can ambush them then; move out of sight, and they'll disappear from your vision. There is one rule you need to remember on this:

don't waste time backtracking!

MISSION BRIEFING - I: FIRST STRIKE | STRIKER-class Fighter:

Enemy ships have attacked over a	Weight	15000
four quadrant area. Save the last	Length	30 meters
two bases and defeat the enemy.	Wingspan	20 meters
	Armor	Medium
	Armament	2 x Blaster
		4 x Wasp Missile

This is the first in a four-segment, and as expected, it's not a very hard one (remember: this can be selected any time). A motley crew of fighters is spread throughout but it's nothing you haven't dealt with before; in fact, it almost qualifies as remedial training. There isn't much to detail here, except that Quark will send you on a mission to find a probe, so make sure to do this one at all costs. It nets you a high-powered deflection shield and, since it carries over into the next missions and those will make you grind your teeth, don't hesitate to do this one. The payoff is well worth it.

There are forty-nine less enemies when you've completed and you'll get your password. Mine is: M7L 28H BG1, with 31200 points, a Gold Nova, and a Star Cluster. Medals don't mean much, but it's nice to show your laurels, y'know?

MISSION BRIEFING - II: BATTLE GROUND | STALKER-class Fighter:

The enemy has launched a major	Weight	25000
offensive against our bases. They are	Length	35 meters
using large well-armed ships which	Wingspan	25 meters
travel in packs. Halt their advance	Armor	Heavy
before our bases are destroyed.	Armament	2 x Blaster
		4 x Wasp Missile
		4 x Hawk Missile

Finally, a great upgrade! Combine your heavy-duty armor with the high-powered shield you could have found in the last mission and this will be a breeze. The enemy ranks number in the sixties, but the mission is fairly straightforward besides. Also of note: the last quadrant you come to has two bases in it! Okay, that wasn't very interesting, but this offers nothing new... Think of this level as a summarization of all the battles you're supposed to be able to handle. ;)

Remember to save your password afterwards. Mine is: M72 KKJ LW5, with 89400 points, 2 Gold Novas, 2 Rigel Crosses, and 2 Star Clusters. See if you can beat my score (starting just at the first campaign level)!

HUGE NOTE: If you've died or had to reset the game from the Resume Campaign option, you'll be able to keep your ship upgrades but will lose any mission-based rewards, like Quark's shield.

MISSION BRIEFING - III: COSMIC STORM | SLASHER-class Fighter:

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A huge cosmic storm has rendered our	Weight	30000
Long-Range Scanner useless! We are at	Length	40 meters
the mercy of the enemy unless you can	Wingspan	35 meters
find their ships and destroy them.	Armor	Very Heavy
	Armament	2 x Blaster
		4 x Wasp Missile
		4 x Hawk Missile
		4 x Nova Missile

Consider this Skirmish, Pt. II -- another communication breakdown. A test of patience, just remember to run through each quadrant while doing your eliminating systematically. If you jump all over, it'll only cause you to lose track of where the enemy is at (and they move even when if you can't see them). At maximum, you can see eight grid squares around your vehicle, so make sure to file through. Here's a list of how many enemies I found in each quadrant:

ALPHA: 06
 BETA: 11
 GAMMA: 08
 DELTA: 15
 EPSILON: 09
 THETA: 12
 PSI: 03
 OMEGA: 12

The total may differ from yours depending on how many ships you let leave the carriers (there are only a handful of them), but the total for me was seventy-six. I was even on my most vigilant and ended up going back to find one lone enemy in PSI, so don't give up hope.

Remember to save your password after you've finished (ESPECIALLY on this level). My password if you want to know is: M?? VTF 4BG (180300 score, 3 of all medals).

HUGE NOTE: If you've died or had to reset the game from the Resume Campaign option, you'll be able to keep your ship upgrades but will lose any mission-based rewards, like Quark's shield.

MISSION BRIEFING - IV: ARMADA | SLASHER-class Fighter:

The enemy has launched a final, all	Weight	30000
out attack on our forces. They have	Length	40 meters
assembled a huge fleet of well-	Wingspan	35 meters
-armed ships. You must defy the odds	Armor	Very Heavy
and defeat this strike force. Good	Armament	2 x Blaster
Luck!		4 x Wasp Missile
		4 x Hawk Missile
		4 x Nova Missile

If you haven't been missile-reliant up until now, now would be a good time to unload them like they're livewires. There's a large amount of quadrants again, and enemies are whirling dervishes on the spacefield, so much so that the screen may slow down when it shows too much enemy activity, background, and blaster shots aimed at you. When enemies fly towards you, you can almost expect them to land one hit at minimum,

and live shots are floating through the air, which means you might accidentally twist into some. Follow a few of these rules to help you get through the level:

- 01) Never trail an enemy. The cannon shots will drift right into you, almost like the enemy is jettisoning them right at you. Always go the opposite of the direction the enemy is. If he flies southeast, head northwest until you catch sight of him again.
- 02) Run back to base often. With all these pieces of ammunition around you can't take any chances of getting railroaded by three or more pieces. If you're even at half health, watch out.
- 03) Quark will radio you when you get to Quadrant PSI, telling you that there is a secret black hole you need to find. This time, you don't have a choice: the other black hole on the screen will take you back to the first quadrant, and you'll have to make your way back. For once, pay attention to the X- and Y-coordinates on your screen and head down the columns/rows in systematic fashion. Eventually you'll find the secret wormhole and you'll come to the last sector. Defeat the enemies there and you win Campaign mode.

That's all there is to it. If you've succeeded this far, you'll have a hard time losing and...there's always those passwords you've saved if you happen to run out of continues (your score and ship type are saved, but not mission-based upgrades -- there's a reason the shield was put on the first level, I guess...). Anyway, congratulations on your win and I hope you found the game worth it!

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[] [] [] [] []           IX. Frequently Asked Questions           [] [] [] [] []
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Q: Do medals do anything?
A: Nope. They're just accolades to show the work you've done.

Q: Why do you keep telling me to conserve my fuel. I have lots.
A: Early on, running all over the map can drain your fuel. The first ship upgrade has poor economy in that sense, and it only takes a while of jumping around to drain, but it's probably the most embarrassing way to lose in the game. Ship upgrades help you to conserve more, and bases refill you to full (9999) whenever you stop by. Still, it's better to be aware.

Q: What purpose do these enemy challenges serve?
A: They net you bonus points for showing up and fighting. Unless you are aiming to get a high score, you can ignore them all.

Q: Who are Dr. Hunter, Admiral Sharpe, and Professor Quark?
A: Besides what they say in the game, and what we can discern on

our own, nothing is said about them in-game other than the correspondance by radio. Dr. Hunter is probably the genius girl, Sharpe your commander, and Quark the mad scientist who invented half the galaxy...but that's just my guess. I don't have the booklet for the game.

Q: How should I increase my high score?

A: Take all missions given to you by Sharpe, Hunter, and Quark, and always do the enemy challenges. Don't clear mine fields until Dr. Hunter bids you to or you'll miss out on a few more points for the completion -- she doesn't give you the mission at all if you destroy it first. Like I said before, a high score doesn't matter in the slightest so don't feel the need to make a large one. It's not like many people own this game anyway. ;)

Q: Got any tips for Campaign mode?

A: Only a few. First, whenever Quark asks you to pick up a space probe that's floating out in space, make it your top priority to do so. It's either a shield upgrade WHICH HELPS immensely or it's a weapon upgrade, which is good, too. Second, is to not die because those upgrades are lost. Later on in the last two portions of Campaign mode, when the enemies start to toughen up, having that high-powered shield is incredibly useful. Besides that, your skill carries you.

Q: What are the downsides to having my equipment broken?

A: I haven't been able to test out all cons, because it's so difficult to get pieces of your ship damaged to the right amount when you're in perma-first-person POV. From what I do know, though, is that your range function defaults to 9999 and no enemies show up on your map when your computer gets heavily damaged; when your engines are hurting, your acceleration abilities are halved; when your weapons are damaged to a point, you can only fire one at a time from your main cannons. Other than that, I don't know myself. I suspect your missiles either malfunction or can't be fired when they're put out of commission, though. By the way, you have a gauge in battle and on the right side you can see two-digit numbers next to your specs. '00' is the best, while when you get past 50, your equipment starts to spaz.

Q: I can't find the secret black hole in Campaign IV: Armada!

A: Sorry, but it's location differs from person to person, so you'll have to follow the method I've suggested or waste time sector-hopping sixty-three times.

Q: Why didn't you provide any maps for us!?

A: Any pertinent information, like the number of ships and

