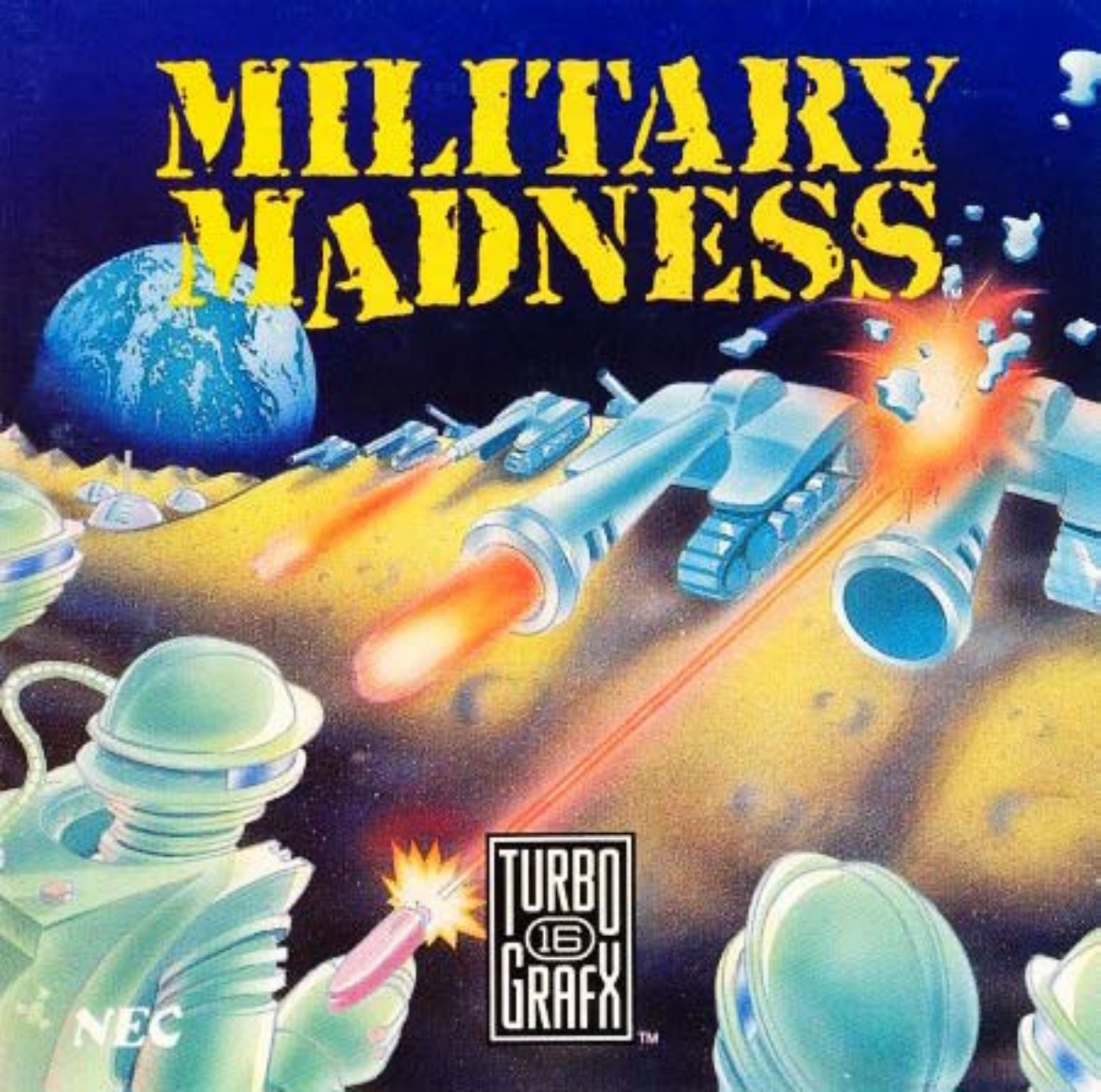


# MILITARY MADNESS



NEC

TURBO  
16  
GRAFX  
TM

## Thank You

### **...for Buying this Advanced TurboChip Game Card, "Military Madness."**

Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

### **WARNINGS**

- 1 Be sure power is turned off when changing game cards.
- 2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 3 Do not forcibly bend your TurboChip game cards.
- 4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
- 5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

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TurboGrafx™-16 Entertainment SuperSystem  
TurboChip™ Game Card

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## Inserting the TurboChip Game Card

- 1 Remove the TurboChip game card from its plastic case.
- 2 Hold the TurboChip game card with the picture side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
- 3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
- 4 The title screen of your particular TurboChip game card should appear on your television.

### **War is Madness!**

Watch it, Commander! Just over that next crater is the AXIS Army. Fighting for the Moon's scarce resources in the 21st Century, this time they've caught you off-guard!

As commander of Allied Forces on the surface of the Moon, you must eliminate the AXIS threat. Direct the activities of aircraft, artillery, foot soldiers and other military equipment and resources. Use futuristic military tactics, strategies and weapons as you attempt to



reclaim the moon's resources for planet Earth. Plan your offensives. Move units into position. Attempt to capture the neutral factories for additional reserves. Calculate your moves and watch as experience, skill and yes, sometimes blind luck turn the tide of battle. But hurry. If the enemy finishes "S.A.M." (their Doomsday Weapon) before you finish them, it could mean the end of the Earth!

Play against the computer or against a friend. Either way you're going to learn that war is madness. Military Madness!



## Object of the Game

Your goal is to defeat the superior forces of the AXIS Army. Effective strategies, battle plans and tactics are your best weapons.

Each battle is won when you either capture the enemy prison camp or totally destroy the enemy forces. The war is over when all 16 enemy strongholds have been defeated, your forces are overrun, your prison camp is captured or you surrender unconditionally.

### STARTING THE GAME

#### Select a Playing Mode

After properly inserting your TurboChip game card, the Military Madness title screen will appear. Four playing modes are available:

#### Start

This play mode starts at Stage I of the game. You play against the computer.

#### Manual

This play mode explains the rules and setup of the game. It is recommended that you read this mode prior to game play.

#### 1P Continue

Continuation of one-person play.

#### 2P Continue

Continuation of two-person play.

Using the Direction Key, place the cursor next to the playing mode you desire.

#### Press the Run Button to Start the Game

#### Pausing the Game

During play, press the RUN Button to enter the surrender screen. You can pause play and return to battle by selecting "FIGHT."

#### Resetting the Game

During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

## Continuing Play

After the game is over, you may return to battle at the same location by pressing the RUN Button. You can also "Continue" at a later time by entering the password from that stage. These names are displayed on the maps at the beginning of each stage. The passwords are the same for one-person or two-person play.

### Password Entry Screen

Use the Direction Key to select the letters, and Button I to enter your choices. Press the RUN Button to continue play.

### How to Use the Manual Mode

In the manual mode, the rules of the game are explained in simple, easy-to-understand words and graphics.

Using the Direction Key, simply move the cursor to the item you wish to have explained on the menu board and press Button I. The explanation begins on the screen. Use Button II to cancel the explanation.

### Flow of the Game

Military Madness is made up of 16 basic stages and 16 advanced stages. To reach the advanced stages you must successfully complete all 16 basic stages. Then wait for all of the final screens to clear. You will then be shown the first map for the 16 advanced stages where an even tougher war with the AXIS Empire waits. Good luck!

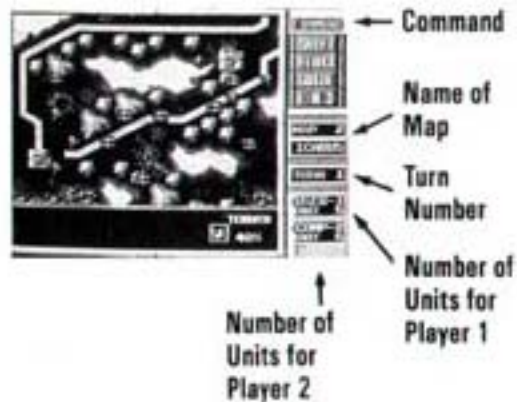
### Each Stage Ends with Capture or Complete Destruction

You must either destroy the AXIS Army's entire force, or overrun the AXIS Prison Camp to win a battle.

# Operating Controls

## Screen Displays

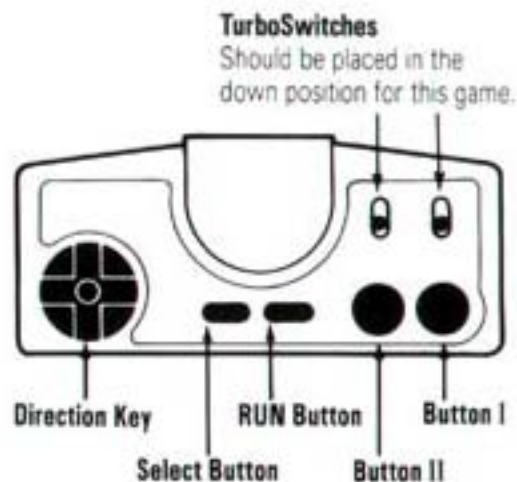
Enemy units are distinguished from friendly units through color. Allied armies are represented in blue, while Axis armies are represented in green.



## TurboPad Operation

Use the Direction Key to move the cursor, and Button I to enter your choices. Use Button II for cancelling your choices.

The RUN Button and SELECT Buttons are used for "unconditional surrender." This is explained further on.



## Controlling Your Army

### Hexes

"Hexes," shown below, are one of the central concepts of Military Madness. They are used to represent distance and weapon movement.



### Controlling Your Army

Refer to the command box located in the upper-right corner of the game screen.

### Normal Movement

When it is your army's turn to move, select "Shift" and press Button 1. Then follow these steps:

- 1 Select the Unit You Want to Move** Place the cursor on the unit you want to move and press Button 1.
- 2 Movement Range Display Appears** The movement range of the unit you've selected will be displayed by a series of connected hexes.

- 3 Set the Destination** Move the cursor to the place you want to move within these hexes and press Button 1.

### Transporting

Some units can be loaded onto transport units to be moved. Button 1 loads and unloads these units.

- 1 Select the Unit to be Moved** Place the cursor on the unit to be moved and press Button 1.
- 2 Load the Transport Unit** Now move the cursor on top of the transport unit and press Button 1.
- 3 Move the Transport Unit** Move the transport to the desired location and press Button 1 to unload.

### Leaving the Factory

Follow this procedure to move out of a factory. During one turn, a unit cannot be both housed in and leave a factory.

- 1 Select the Factory** Move the cursor to the hex where the factory is located and press Button 1.
- 2 Select the Unit** Move the cursor to the unit you want moved out on the menu and press Button 1.
- 3 Move the Unit Out** Move the cursor to the desired location surrounding the factory and press Button 1.

## Attack Commands!

During your turn, when you select the "Attack" command and Press Button 1, you begin combat. There are two ways of attacking: "Direct Attack" and "Indirect Attack." "Direct Attack" is used to attack an enemy unit in a hex directly next to yours. "Indirect Attack" is used to attack an enemy in a hex not located next to you. You may not use "Indirect Attack" after moving.

- 1 Select Your Combat Unit** Move the cursor to the unit you want to stage the attack and press Select Button.
- 2 Initiate Combat** Now move the cursor to the unit you want to attack and press Button 1.
- 3 Observe the Battle!** The computer now stages the battle as you watch the action. Be sure to read the "Special Effects" section of this manual that follows!

**Note:** If you move into a position where an attack is possible, the available targets will automatically be highlighted.

### Reading the "Combat Results" Graph

When combat is finished in one area, the results are shown on the screen in the form of a graph (when playing against the computer, the graph only appears when you are victorious). By looking at this graph, you can see the results of the two sides' strategies.

The horizontal axis of the Combat Results Graph shows the turn number, and the vertical axis shows the number of enemies defeated. The combat units appear at the top of the screen.



## "Guide" Command

Information about any unit's weapons can be obtained by placing the cursor above the unit, moving the option menu to "Guide" and pressing Button 1. The Weapons Data screen will appear as shown below.

### "End" Command

When you select "End" and press Button 1, your attack phase is over.

### Discontinuing the Game

When you press the RUN Button, a screen displaying the choices "Fight" and "Surrender" will appear. Using the SELECT Button choose "Fight" to continue play or "Surrender" to discontinue play. Press the RUN Button again to enter your choice.

### Weapons Data

**Name of Unit** → FX-1 FALCON

**Unit Configuration** → [Icons]

**Characteristics** → The fighter has the ultimate in anti-air attack power and mobility but has no surface attack power and low defense abilities. Keep away from the Hunter and the Hawkeye.

**Number of Elements and Effective Experience** → 2 x 6 FALCON

**Power Display** → SAFETY 12

DEFENSE 30

ATTACK 98

1

MOD 5

ARATUS

THORN 2

GREEN-1 UNIT 15

COND-2 UNIT 15

FX-1 EXP TERROR 40%

## Using Your Weapons

### Fighting Potential Table

The name, appearance, characteristics and firepower of each combat unit are presented in Fighting Potential Tables. Use the Guide Command to access these tables in the on-line manual. BEFORE GOING INTO COMBAT, BE SURE TO USE THESE TABLES TO EVALUATE YOUR CHANCES OF OVERPOWERING AN ENEMY UNIT OR FORMATION.

## MILITARY MADNESS WEAPONS

### Characteristics and Usage

**Combat Aircraft** Your most effective weapon in terms of movement and firepower. They can have a tremendous effect on the outcome of any battle.

**Falcon FX-1** A command combat spacecraft equipped with anti-spacecraft missiles.

**Eagle AX-87** A fighter/bomber. Carries a lethal load. Not good for aerial (anti-spacecraft) combat, however.

**Hunter EF-88** An advanced fighter/bomber. Equipped with anti-spacecraft missiles and bombs. The most effective of all combat spacecraft.

**Tanks** A major force in ground combat. Tanks can be used to both attack and defend.

**Grizzly T-79** A large-scale, heavy tank. Equipped with a 120mm recoilless cannon.

**Polar PT-6** A heavily armored tank equipped with a 105mm cannon.

**Bison S-61** Standard, mass-produced, mid-class tank. Equipped with a 105mm cannon.

**Slagger GS-81** This is a very-fast, mid-size tank. It is the mainstay of the AXIS Army.

**Titan GT-86** A powerful AXIS support tank equipped with a 120mm cannon.

**Giant HMB-2** A fortified tank equipped with a 180mm cannon and a 75mm anti-spacecraft gun.

**Lenet TT-1** An early-period tank equipped with a 90mm cannon and a 75mm gun.

**Self-propelled Artillery** These units can attack from remote positions and are normally positioned in the rear.

**Hadrian SG-4** A self-propelled gun equipped with a 155mm cannon. This unit is very accurate and has a high "rate of hits" on the enemy.

**Octopus MR-22** A vehicle for indirect attack. Equipped with 24 60mm rocket launchers.

## Military Madness Weapons

**Anti-spacecraft Vehicles** These units are the natural enemies of combat spacecraft; however they are an easy target for ground forces.

**Seeker AAG-4** Anti-spacecraft vehicle equipped with four 20mm high-speed machine guns.

**Hawkeye MM-107** Anti-spacecraft vehicle loaded with anti-spacecraft missiles designed especially for indirect attacks.

**Lightweight Armored Vehicles** Lightweight armored vehicles are the only weapons that can move after attacking. They are superior in offensive strength and movement.

**Rabbit MB-5** This combat buggy is equipped with a missile launcher.

**Lynx MB-4** This combat buggy is for indirect attacks and is equipped with four 20mm high-speed machine guns.

**Foot Soldiers** These are the only units that can capture factories and prison camps. Be careful—they cannot handle combat as well as other weapons at your command.

**Charlie GX-77** This foot soldier has a lightweight power-driven suit and a rapid-fire, small-arms weapon.

**Kilroy GX-87** This mechanized foot soldier has a heavyweight power-driven suit and carries a missile launcher.

**Panther CBX-1** This motorcycle soldier is fastest on the roads. His only weapon is a machine gun.

**Transport Units** These units can transport other units which either move slowly or can't move at all. Their offensive and defensive powers are severely limited.

**Mule MC-1** A truck for transporting foot soldiers, land mines and field artillery.

**Pelican C-41** A large-scale transport plane capable of carrying an entire ground unit but cannot attack.

**Field Artillery and Land Mines** These can only be moved by transport units. Once they are placed, they cannot be moved again.

**Trigger M-77** Transport units are used to scatter these about in strategic places. "Porcupines" obstruct the enemy's progress. They can be removed by shooting them.

**Atlas SS-80** A powerful 203mm cannon. The support this weapon provides from great distances in indirect attacks is tremendously valuable.

## Topography (Land Formations)

Topography is extremely important in a military operation. Mountains, valleys and other natural and man-made objects can greatly affect the ability of your forces to attack, move and defend themselves. The various types of terrain in Military Madness are described below.

**Level Ground** Movement of motorcycles and trucks is somewhat hindered.

**Road** All units can move normally.

**Desert** Movement of all ground forces is hindered.

**Valley (river bed)** Only foot soldiers, mechanized foot soldiers and fighter planes may enter.

**Mountains** Strong defensive position. Other characteristics are the same as for valleys.

**Hill** Movement of all vehicles is hindered.

**Bridge** Spans valleys. Characteristics are the same as for roads.

**Factory** Units can be repaired here. If you stop here, the unit will be housed and cannot be moved for one turn.

**Prison Camp** If you capture this, you win! This is the most-important spot for both armies, and should be highly defended.



## Special Effects

The computer takes many considerations into account when determining the outcome of a battle. Be sure to understand the special "effects" explained in this section. They are critical when it comes to defeating the AXIS Army!

### Effect of Experience (EXP)

This grows as your units are involved in combat. Your degree of experience is represented on the screen by the number of stars that are shown. The more stars, the stronger your force!

### Effect of Terrain

This refers to the defensive effect of mountains, valleys, bridges, etc. Terrain has no effect on flying craft!

The defensive strength of a unit will differ due to the effect of the terrain. Learn to use this effect to your advantage and always take higher positions!

### Effect of Support

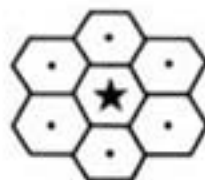
Your offensive and defensive strength is increased when you have friendly units in the vicinity of combat. The greater the number of friendly units, the stronger the support effect.

### Effect of Encirclement (Surrounding the Enemy)

When attacking, forming a "ZOC" (a circle) around the enemy unit will cut the enemy's offensive and defensive strength in half.

### About "ZOC" (Zone of Control)

"ZOC" refers to the 6 hexes (illustrated below) which border a unit's position. A unit which is in an enemy unit's "ZOC" will stop in that hex. However, even a unit which is encircled by the enemy's "ZOC" can move at least one hex.



## Playing Tips

Military Madness is a high-level simulation game in which many realistic combat situations may arise. Three points of strategy will help you master the game:

### **1 Know Yourself/Know the Enemy**

Read this manual thoroughly to familiarize yourself with the basic elements of the game and the strong and weak points of each unit.

### **2 Carefully Study the Terrain**

The AXIS Army has powerful troop strength, but if you can turn the terrain to your advantage, the road to victory will be opened.

### **3 Use the Game's Special Effects Skillfully**

By using the special effects skillfully, you will be able to stand up to even the strongest units of the AXIS Army.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

Monday-Friday 8:00 A.M. - 11:00 P.M.

Saturday 8:00 A.M. - 5:00 P.M. Central Time.

# NEC TurboChip™ 90-Day Limited Warranty

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This product is warranted for 90 days from the date of the first consumer purchase.

## WHO IS PROTECTED

This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

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  - b) repair or attempted repair by anyone not authorized by NECT;
  - c) any shipment of the product (claims must be submitted to the carrier);
  - d) removal or installation of the product;
  - e) any other cause that does not relate to a product defect.

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For warranty information or game support, call (708) 950-3648, Monday-Friday 8:00 A.M. to 11:00 P.M., or Saturday 8:00 A.M. to 5:00 P.M. Central Time.

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