

LAUNCHING GLOBAL DOMINATION

Welcome aboard, Phoenix.

Now, there really is no time to lose. So, I must insist you follow the points below:

- Insert the game CD into your CD drive. After a few seconds the Install Program will start automatically. If it doesn't (if you have disabled "autoplay"), double-click on the "My Computer" icon, then on your CD-ROM icon.
- Follow the on-screen installation instructions to set up where you want the game installed and which **Program Group** shortcuts you want in your **Start Menu**.

GLOBAL DOMINATION CONTROLS

A	(Select Attack Country / Resource)
D	(Select Defence Country / Resource)
Space	(Enter / Leave Tactical Zoom)
F9	(Goto last country mentioned in speech)
F10	(Goto last Tactical Zoom locked country)
F11	(Goto selected attack mobile resource)
F12	(Goto selected defence mobile resource)
CTRL + F1 to F8	(Set up hot spots (1 to 8))
F1 to F8	(return to specific hot spot (1 to 8))
Insert	(Show all empire's Subs)
Delete	(Show all empire's Cruisers)
Home	(Show all empire's Bombers)
End	(Show all empire's fighters)
Page Up	(Show all empire's attack satellites)
Page Down	(Show all empire's defence satellites)
Mouse	(Globe Rotation / Cursor movement in Tactical Zoom)
Click Left Mouse Button	(Fire Attack Weapon)
Click-Hold-Release LMB	(Fire More Powerful Attack Weapon – if available)
Click Right Mouse Button	(Fire Defence Weapon)
Click-Hold-Release RMB	(Fire More Powerful Defence Weapon – if available)
Up Arrow	(Zoom in to Globe)
Down Arrow	(Zoom out from Globe)
Esc	(Enter / Exit Pause mode)

THE WORLD AT WAR - THE HISTORY

Missile Race Hots Up – War Looms

The people of Pakistan have responded enthusiastically to Prime Minister Imran Ahmed's decision to carry out nuclear tests. Reports say some residents fired gunshots as a mark of triumph above Pakistan's capital city of Islamabad after the bombs were detonated. Despite the fact that Pakistan's technological base is less sophisticated than India's, it is widely felt by weapons analysts that they have leapt ahead in the regional arms race. In the early hours of Thursday morning, the Indian High Commissioner in Islamabad was summoned to the Pakistani Foreign Ministry, where he was told that Pakistan expected the Indian Government to desist from any irresponsible act.

Land Of The Setting Sun

by Asia correspondent Marc Weitzman

"The worldwide financial crisis that started in Japan, will end in Japan too", stated the new Japanese Prime Minister Takahiro Tanaka in his inaugural speech, earlier this week. Tanaka's projection of a two-and-a-half percent growth for this year was received with sneering suspicion across the world and especially by its former trade partners in the Far East.

Malaysian Finance Minister Anwar Leong blasted, "The ringgit has become a worthless currency. With the Central Bank forecasting national bankruptcy within weeks, Tanaka's meaningless promises are too little, too late."

As a result of the embittered reaction across the globe, the Tokyo Stock Exchange's Nikkei index yesterday bottomed out at an all-time low of 14,039 yen, further undermining world finance stability.

US wavers as Canada plunges into anarchy

Ed Hawkins' final act as Canadian Premier was to dissolve Parliament yesterday, and declare a state of anarchy. The United States, under intense media speculation, resisted the opportunity to help financially secure its ally, citing its own internal problems, "For the first time in over two-hundred years, the United States of America is within weeks of complete disintegration", commented senior Congressman Hank Quayle. The current Canadian crisis, exacerbated by the Quebec uprising, has come as no great surprise to experts. Former government aide, Graham Moody said "Hawkins has shown great courage over the last few years. No-one could have foreseen the problems his administration have had to endure."

UNN disbands

United Network of Nations Secretary Kenneth Achampong spoke of his sadness, today, at the abolishment of the UNN, "What this organisation stood for has now been wiped from the face of the Earth. Decency, the preservation of fundamental human rights, the promotion of social progress and better standards of life in larger freedom and the desire to save succeeding generations from the scourge of war. This is a desperate day for world order. I can only hope and pray that at a later date, we may reconvene in peace."

ULTRA: Mediators With Missiles?

David Kruger reports on the meteoric rise of Covert Tactical Response Organisations. Following the UNN's demise and escalating global disorder, several covert agencies have been established to militarily assist world governments secure their immediate futures.

One of the largest agencies, ULTRA (Universal Tactical Response Agency), today announced record-breaking profits of \$100 billion for this year. Big business, I'm sure you will agree, but is their involvement in world matters ethical? The shroud of secrecy that envelops ULTRA and their contemporaries is enough cause for concern. Their work can be simultaneously commended and criticised. From the aspect of financial rewards, their motives are questionable and such profits add weight to this argument.

The Tyranny Factor

Austria or Australia, India or Indonesia, Belgium or Belize: these days it matters not which country falls into the hands of a power-mad dictator, so long as one does – and on a weekly basis. With the ransacking of munitions factories, the robbery of hi-tech submarines and the appropriation of rival satellite systems, fear among world states is rife and rightly so. No country can rest on its laurels, history counts for nothing, former alliances are no longer valid. The world has slipped effortlessly into the hands of megalomania and anarchy. Can anything be done to restore the equilibrium? For the sake of global order, something has to give.

THE INSTRUMENTS OF WAR **DEFENSIVE WEAPONS**

Phoenix, most victories are founded on solid defence.

Standard Protector:



Your regular takedown explosive, accounts for most enemy bombers, fighters and incoming missiles.

OFFENSIVE WEAPONS

High Explosive Warhead: <<Sub Heading 2>>



This dependable missile travels from its launch site to its target by the quickest route possible. Most effectively used in salvos.

Elemental Warhead:



Causing minimal damage on impact, the Elemental produces an electrical storm above a territory. Until it subsides, the storm prevents enemy missile launch. One weather forecast no meteorologist can predict!

PLAYING THE GAME **TARGETING**

Phoenix, aiming your missiles directly in Globe Mode may appear to be the quick fix at first, but this process is inherently haphazard in its accuracy and ultimately, extends the time it takes to seize a territory.

ULTRA's Tactical Zoom facility is advanced enough to isolate any resource point and then highlight them in Globe Mode. Our satellite surveillance technology is second to none for locating Airfields, Shipyards, Operations Centres, Satellite Relay Stations, Attack Silos and Defence Silos. Tactical Zoom makes it easier to plan attacks, knowing the exact location of enemy resources.

Click on your own resources in Tactical Zoom to change their war emphasis. Should time be of the essence, the whole territory, rather than each individual resource, can be ordered to produce more weapons or carry out repairs. Each resource is surrounded by a coloured ring. The upper ring indicates production/repair state, the lower ring indicates current damage level.

Be aware of technological enhancements as you progress. Tactical Zoom will display any guidance technology your weapons gain and these can be attributed to both Attack and Defence Silos.

A good tip, Phoenix, is to target Operations Centres to slow down resource repair and missile manufacture. They can't fight back without ammunition.

An additional feature available only whilst viewing your own territories in Tactical Zoom is the ability to change the Guidance System used by missiles fired from that territory. This can be a major benefit as altering this will give you the option to use Direct, Indirect, Curve and Smart missiles.

FIGHTERS AND BOMBERS



If a territory has an Airfield, you can be sure it will have a squadron of fighters or bombers or both – ready to take to the skies.

Fighters can be deployed as a defensive measure, to patrol the assigned area, intercept incoming missiles and attack bombers that pass through their air space. They carry a limited amount of air to air missiles and will return to base once depleted or out of fuel. Keep an eye on your fighters, Phoenix, if you wish to keep a territory covered, you must

keep them in the air. Take out enemy fighters with defence weapons to clear the path for your own missiles.

Bombers carry five payloads of two missiles each and drop one payload at each target destination. Select your Airfield from the attack resources and power-up the warhead type as with your missiles. Bomber pilots are trained not to dump their whole payload in one go. You can redirect them in flight by moving the target cursor over them and pressing your attack resource select button. Remember that bombers are slow moving but very resistant to attack. You must spot incoming enemy bombers early if you wish to target them with defence missiles.

SUBMARINES AND CRUISERS



If a territory has a Shipyard, you can be sure it will have a fleet of cruisers or subs or both – ready to set sail at your command.

Submarines are the perfect stealth weapons, travelling unseen until they surface to fire. Power up the missile warhead you wish the submarine to carry in the same way as you would a silo-launched missile, and remember that subs can be redirected in the same way as bombers.

Cruisers are the only early warning you will have to detect enemy submarines so position them carefully around a territory's coast. Once detected by a cruiser, your enemy's subs will become visible. Cruisers will then depth charge them and follow them until out of range or destroyed. Both submarines and cruisers are vulnerable to any attack missile.

Scientific advances will make submarines less detectable to cruisers. Cruisers with advanced sonar technology are able to pinpoint the underwater menace that bit earlier.

FEATURES STILL TO COME...

Phoenix, I'm sure that you will have realised by now that this is merely a simulation, a test of your skill before we allow you to enter the fight for real.

This simulation only offers you limited technologies, in the real thing you have far more at your disposal. Before you begin on active service we advise you to familiarise yourself with all the other items that you will be expected to control:

- Nuclear Warheads
- Smart Missiles
- Advanced Guidance Systems
- Laser Satellites Systems
- Star Wars Defence Systems
- Various Types of Subs/Ships/Fighters/Bombers
- Doomsday Weapons

- Special Forces Troops
- The List goes on...

A FINAL THOUGHT...

Phoenix, before you start your first mission, may I remind you that you should strategically plan your campaigns and use your resources wisely.

Be it scrambling defence fighters as you go on the attack; or sweeping the oceans for enemy subs; be it scanning the skies for incoming threat; or, as a last resort, unleashing the Domsday Device for a hollow victory – the final choice is yours.

Good luck Phoenix, our clients expect the best, and you must become the best.