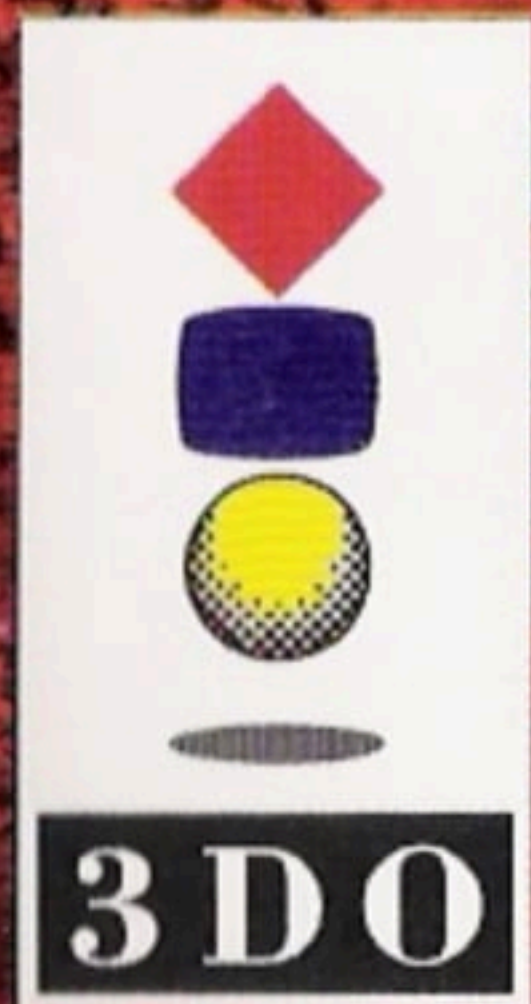
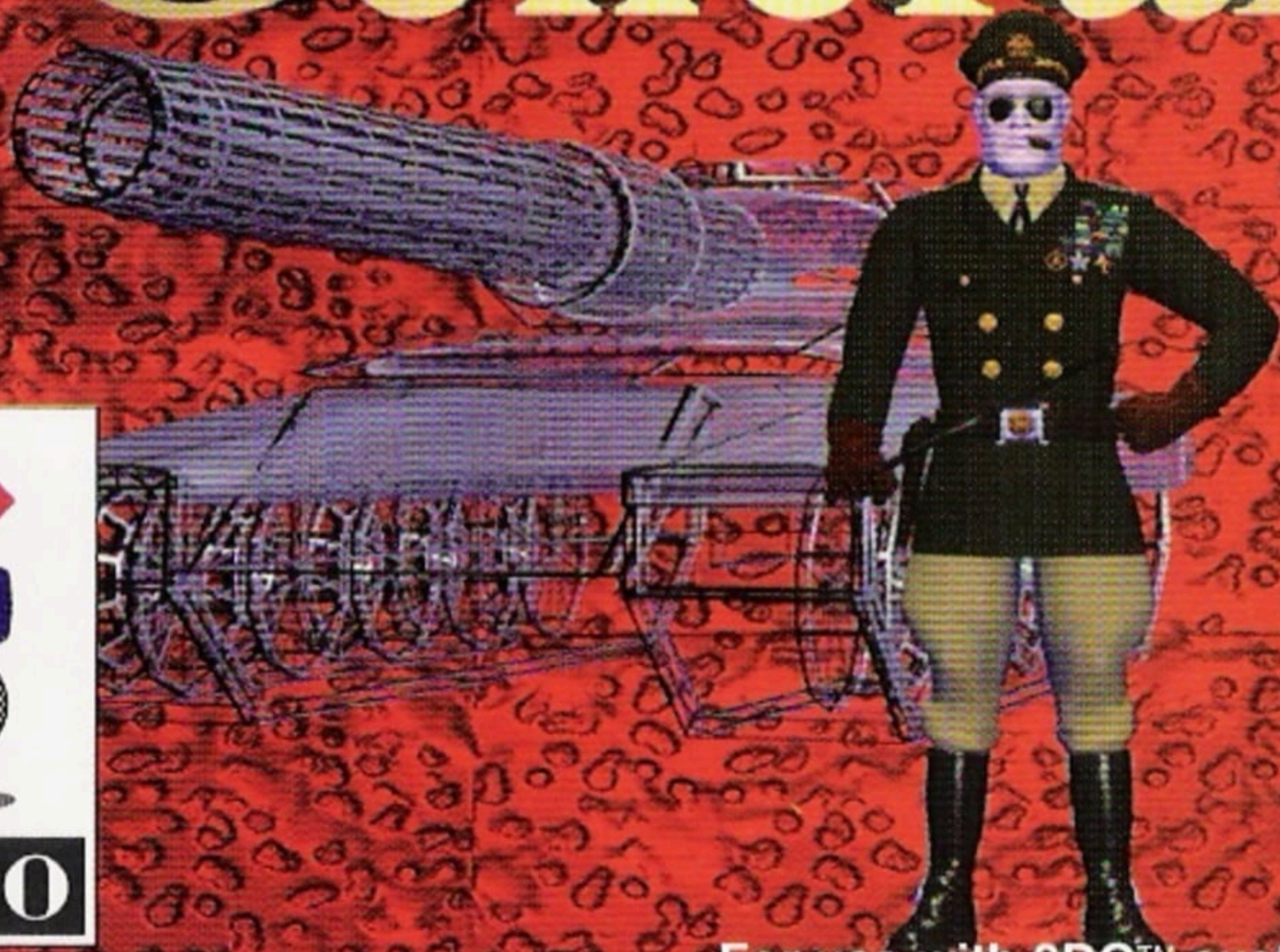


the Perfect General



For use with 3DO™ systems

“Do you know what my *mommy* used to
say, Commander Alexander Winston?”

-General Sergio Jackson

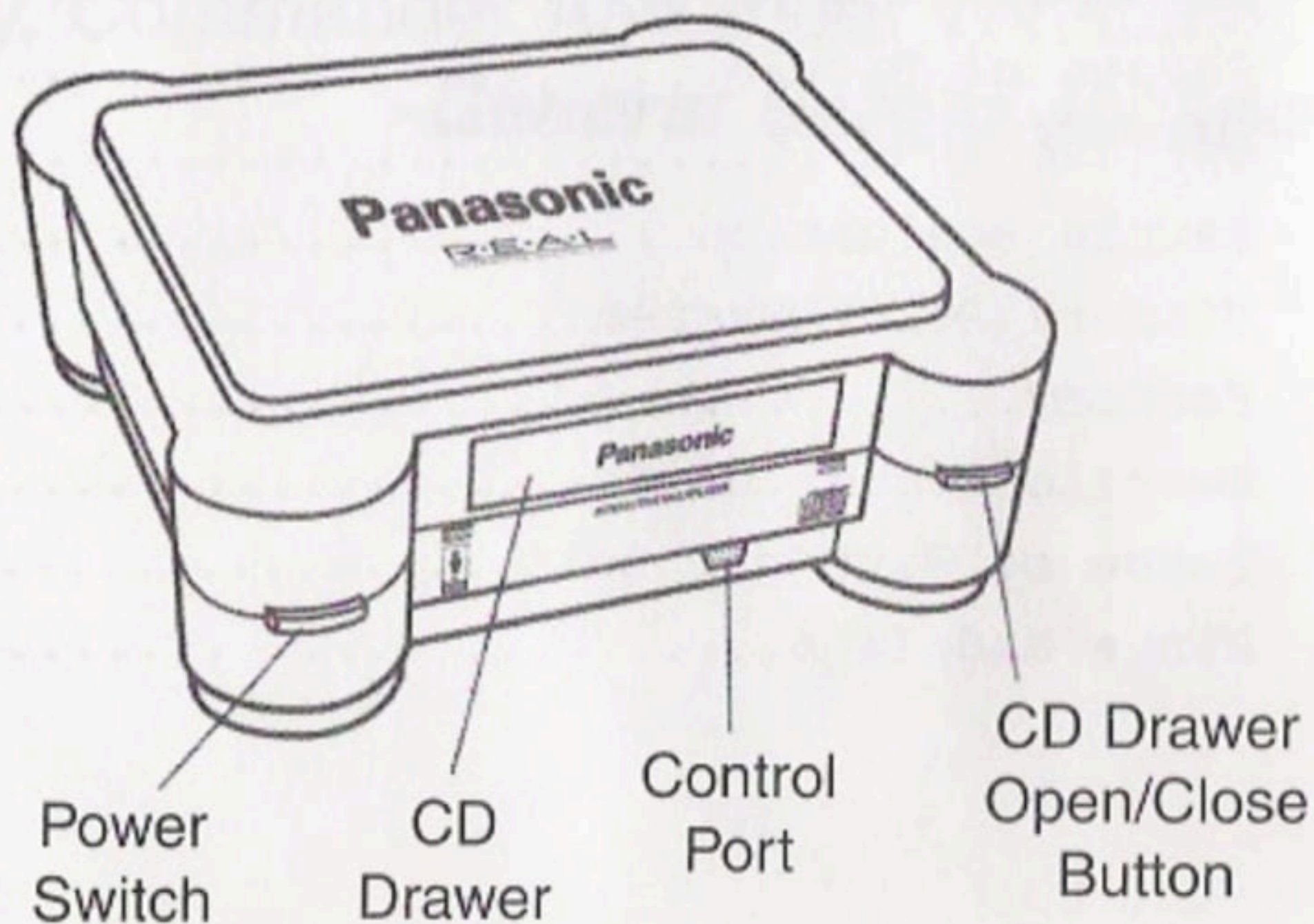
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SETTING UP

1. Set up your 3DO system and plug your controller into the control port.
2. Press the power switch to turn the unit ON.
3. Press the Open/Close button to open the CD drawer. Place the game CD into the drawer, label side up, and then press the button again to close the drawer.
4. Press the X button on the controller to start



Button Controls

Left Shift - Recon Map

Right Shift - Select Target



Direction Pad -
Cursor Control

P Button -
Unit action
Finished this
Phase

C Button -
Next Unit

B Button -
Selection Menu

X (Stop) Button -
Skip or Exit Video

A Button -
Choose Selection
& Return Fire



MAIN MENU

- A** Campaign Mode - (Story Mode)
Play the role of *General Alexander T. Winston*. His mission, to liberate and protect the 3 countries of Canolia, Marapos, and Dominia. Rival Generals will try to defeat you. Can you help Alexander be the Perfect General?
- B** Tournament Mode - Play one on one with the computer or a friend!
Challenge Generals Alexander, Sergio, or Ghengis.
- C** Bonus Game - Multi-player action game.



Campaign Mode

Saved Game Menu

At this menu choose one of three save files to save your progress in. Your score, levels, and failures are recorded each time you play.

Quit = Go back to main menu

Erase = Erase File

Play = Play scenario starting from last save point.



Campaign Mode

Strike File and Mission Menu

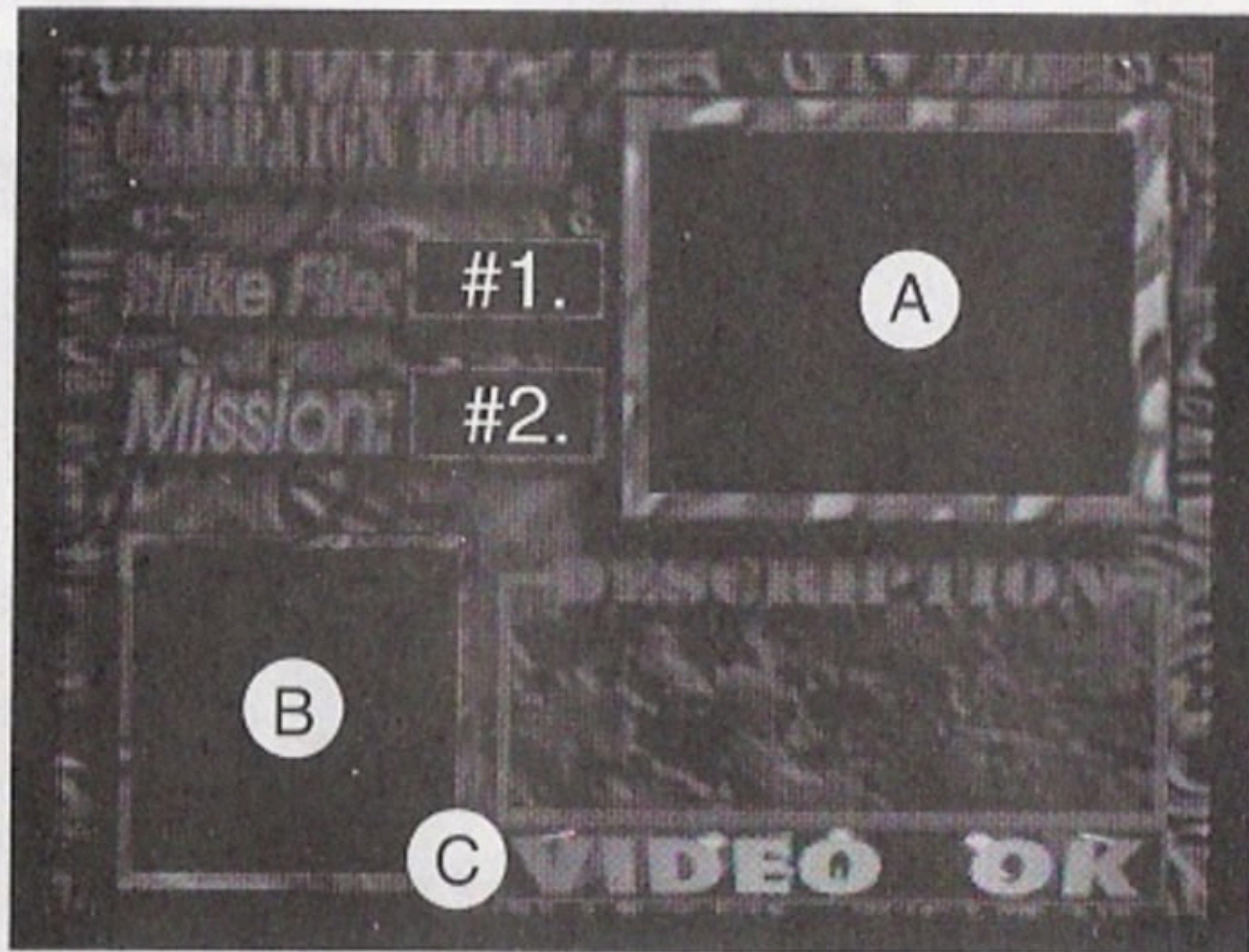
#1.) The strike file tells which scenario you are playing. There are three scenarios: Canolia, Marapos, and Dominia.

#2.) There are five missions per scenario.

A.) Video Display

B.) Mission Map Display

C.) **VIDEO**= Play video again. **OK**= Start Your Mission!



Campaign Mode

Mission Map Menu

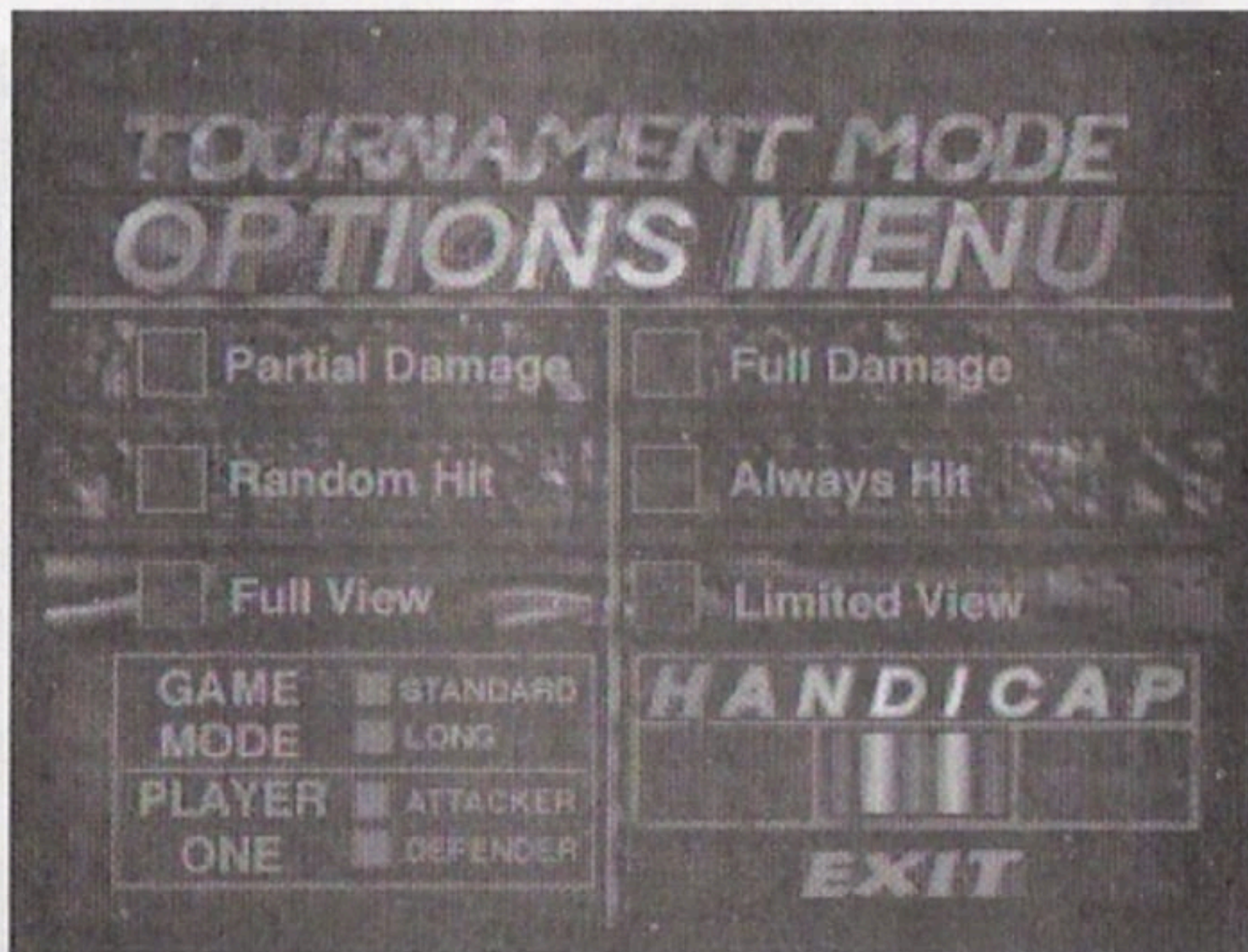
The Mission Map shows the order of the battles you must fight in order to win. Once you win a map it will be marked as finished. You can play a finished map again for fun by re-selecting with the Directional control pad. You will not be allowed to play new maps out of order.



Tournament Mode

Tournament Options Menu

The **Tournament Options Menu** allows you to configure the parameters of the game.



Tournament Mode

Tournament Options Menu cont.

- 1) Partial damage and Full damage
 - Partial damage means units can survive multiple hits
 - Full damage means one hit will destroy a unit
- 2) Random hit and Always hit
 - Random hit means units will not always hit their targets
 - Always hit means that units will never miss their target
- 3) Full view and Limited view
 - Full view means that all units will be displayed on screen even if they are hiding in forests or behind cities.
 - Limited view means that units hiding in forest or behind mountains/cities/forts will not be seen from far away
- 4) Game mode determines the game length
- 5) Player one control sets player one as attacker, defender, or both.
- 6) Handicap
 - This controls how much money will be divided between player one and player two.
This means one player will receive extra money while another player will receive less money.



Tournament Mode

Choose Your Opponent Menu

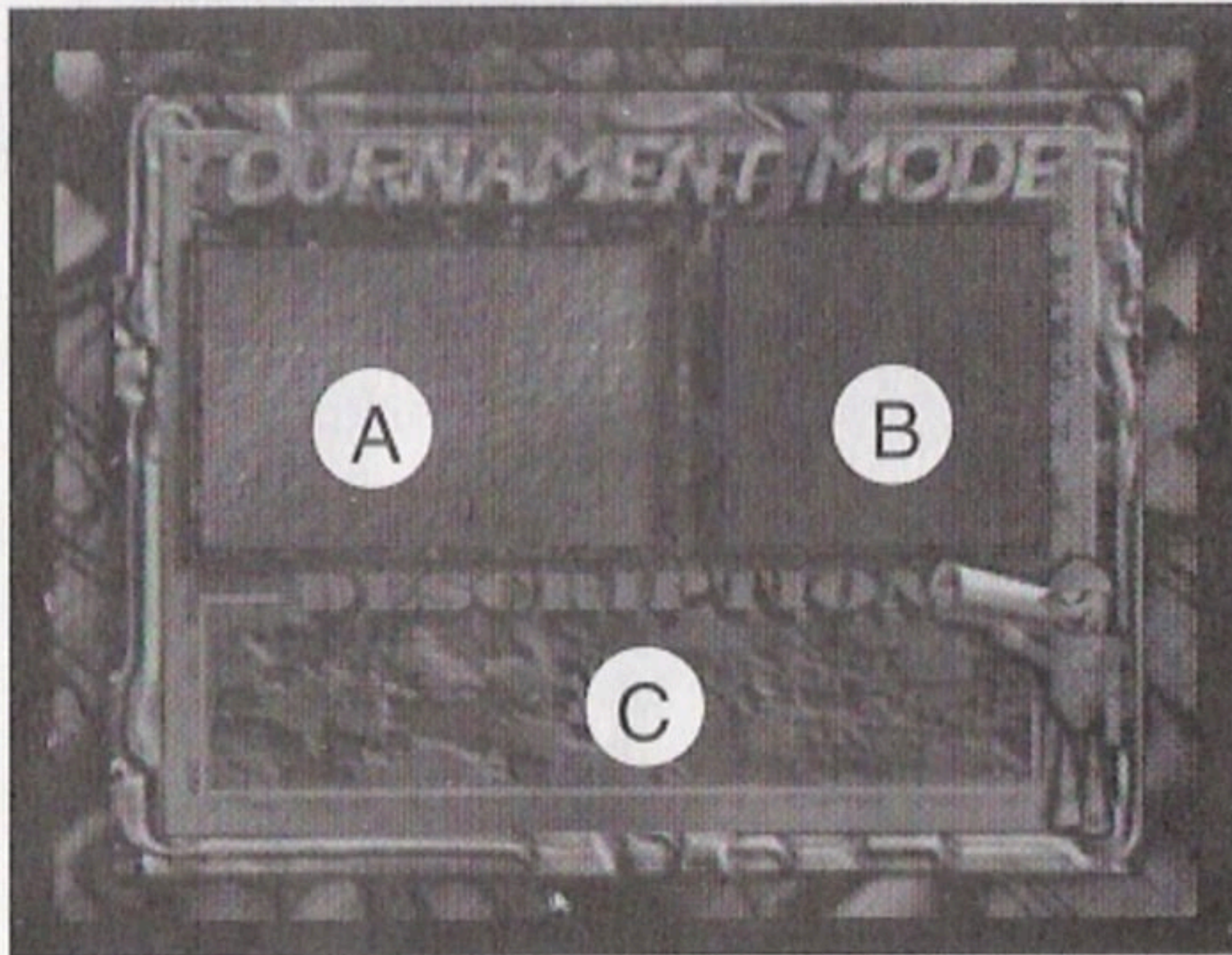
When you enter into tournament mode, you are allowed to choose one out of three opponents. Pick between Alexander, Sergio, or the ruthless Ghengis. Each one of your opponents represent a difficulty level ranging from easy to hard.



Tournament Mode

Map Selection Menu

- A.) Choose from the selection of tournament maps to play.
- B.) This is a recon photo view of the selected map.
- C.) Gives a description of playability
 - Turns
 - Weather
 - Key locations



Don't forget to press left shift to view large recon map.



Weapons Selection Menu

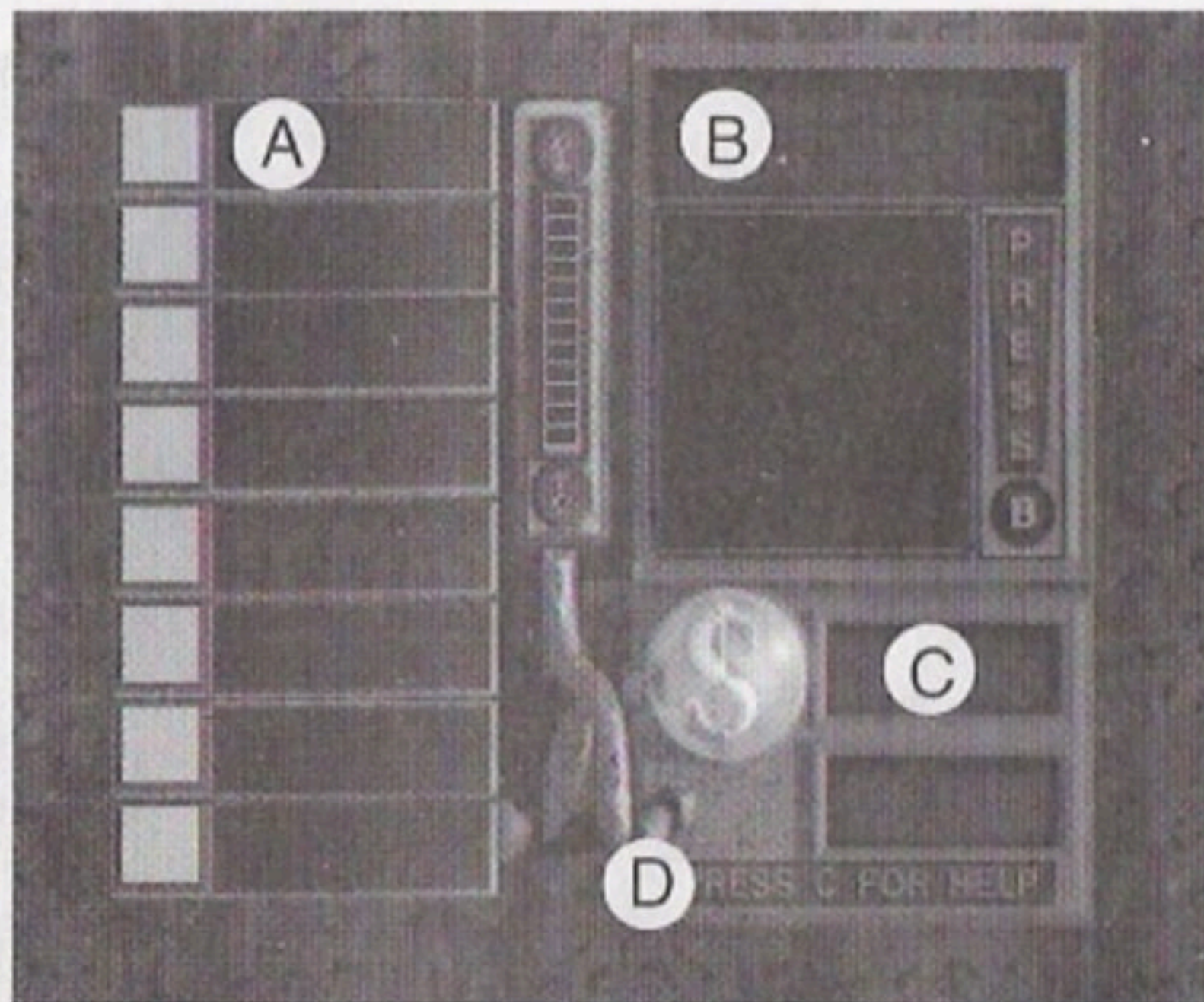
A. Weapon select

-To purchase an item, press right on the (D) pad. To sell back an item, press left on the (D) pad. Press B button to take a better look at the unit you are purchasing.

B. Indicates player or attacker/defender.

C. This indicates how much money you have left to spend.

D. Help screen.

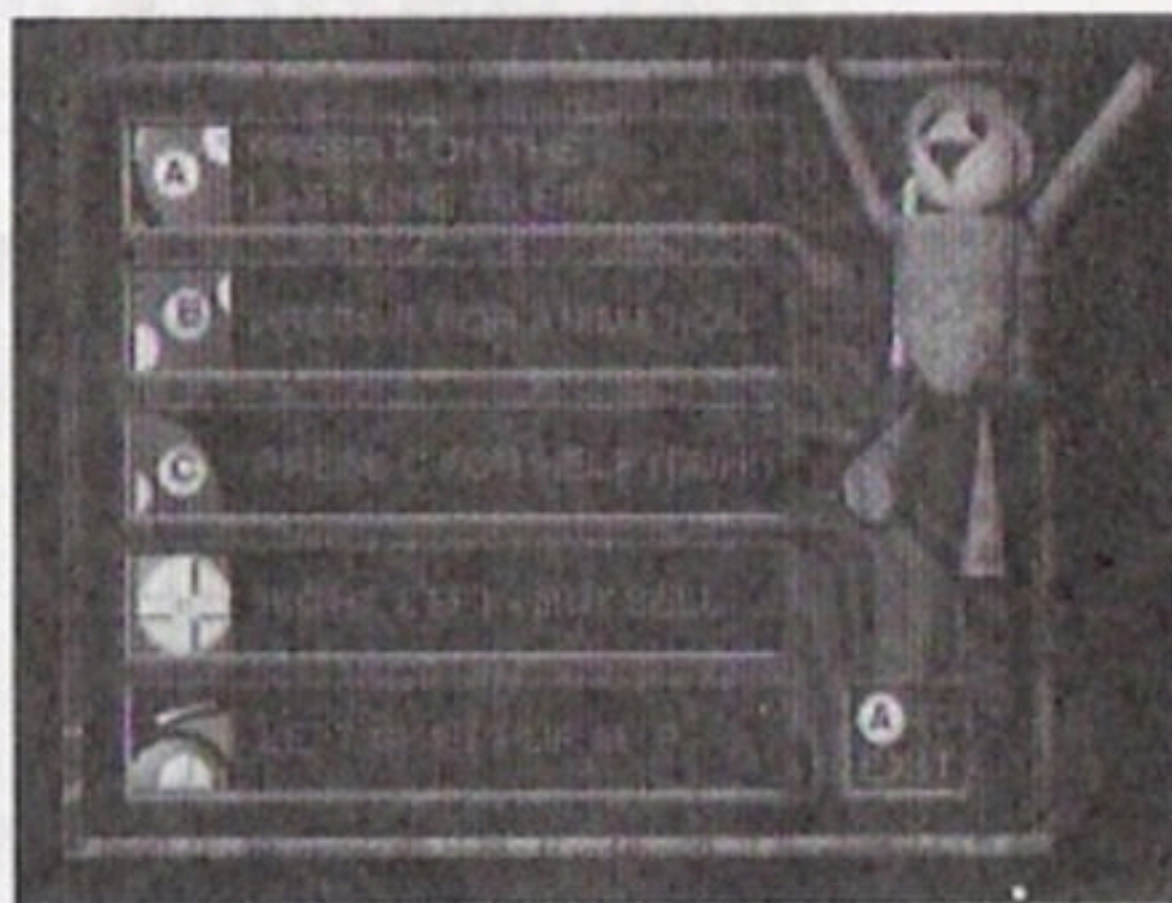


After you have finished purchasing your weapons, you can continue by selecting the last line and "Press A".

Don't forget to press left shift to view large recon map.

Help Screen

The help screen will give you a brief description of the controls to the Perfect General Plus.

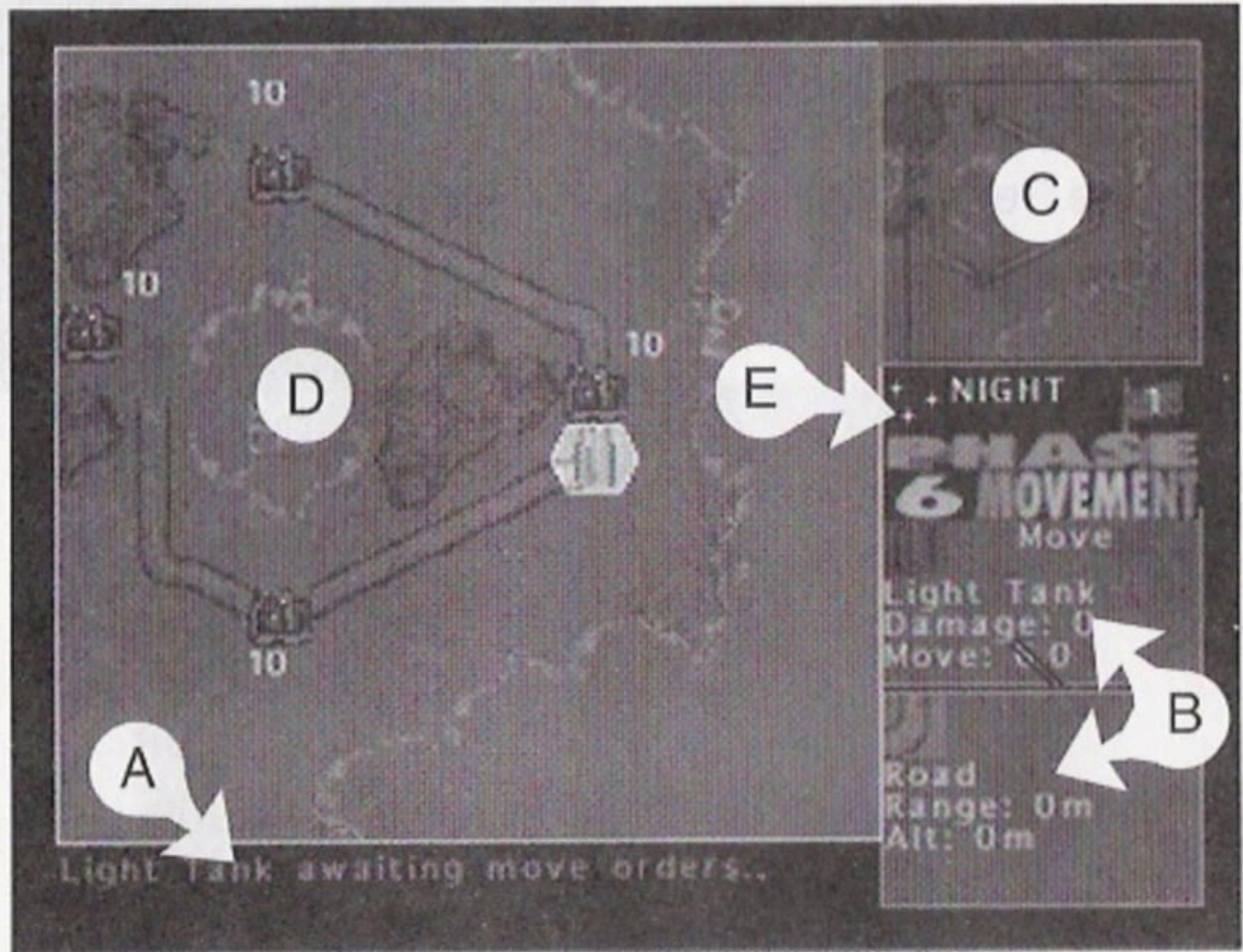


Ranks:

Second Lt.	=You STINK!
First Lieutenant	=You still STINK!
Captain	=Moving there...
Major	=Getting better...
Lt. Colonel	=Doing good!
Colonel	=You're so smart!
Brigade General	=Genius!
Major General	=Super Genius!
Lt. General	=You're too good.
Perfect General	=You're a God!



Heads-Up Display

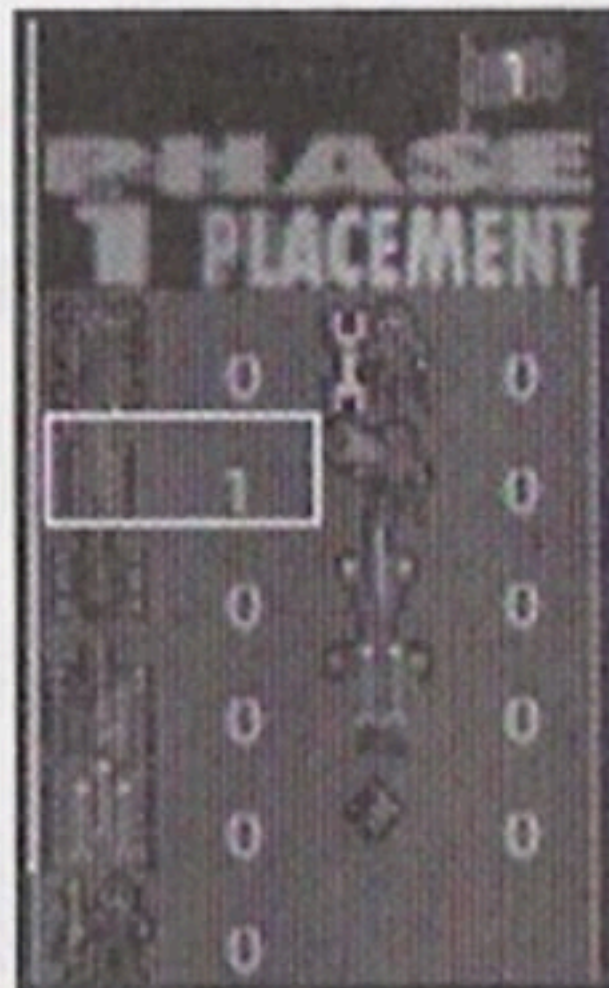


- A). Message Bar
- B). Information Display
- C). Recon Map
- D). Battle Field
- E). Weather /Phase/ Turn



Information Display

A



B



The **Information Display** can give you helpful information during the heat of battle.

A. The Placement display

-shows what and how many units you have purchased

B. The Battle status

-**Upper Window** (your status): shows your selected unit; loaded transport; damage; hit damage; or movement points during certain phases

-**Lower Window** (status of selected unit or terrain): shows selected/targeted unit; terrain; range; altitude; or probability of hit during certain phases



Phases of Battle

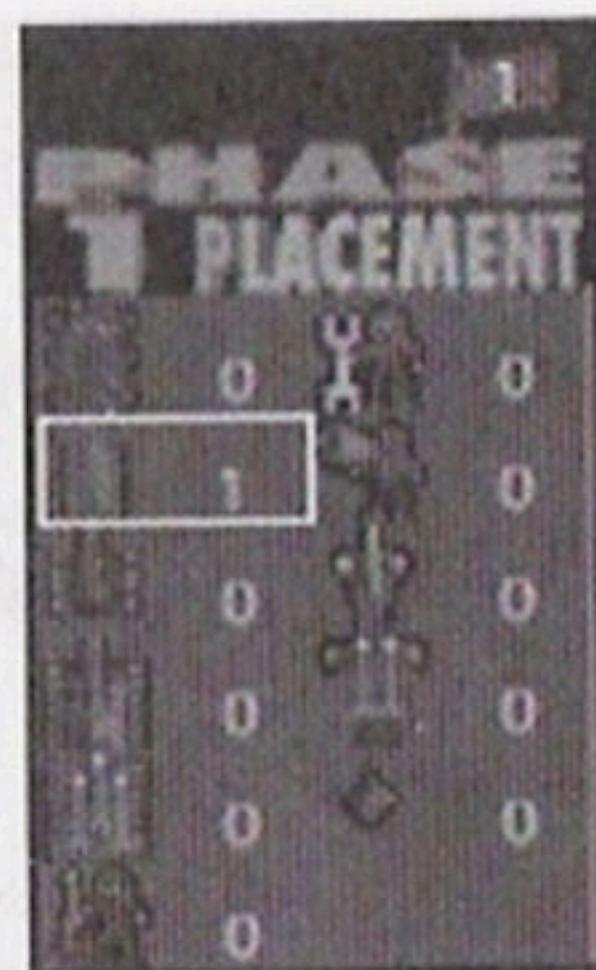
Phase 1. Placement

-During the **placement** phase, you are allowed to set your purchased items within the **highlighted** regions only.

Press **R** or **C** to cycle through your pieces

Press **A** to set piece in selected area

To undo a placement, select the unit that was placed and press **A**



Phase 2, 3 & 4. Artillery Plot & fire

-If you purchased any type of artillery, then you will be able to select an area within the highlighted region for your artillery to fire. Mobile artillery occurs immediately. Other forms of artillery are delayed by one turn.

Phase 5. Direct Fire

-During this phase, you are allowed to fire directly at the enemy. If some of your units have not fired and your phase is over, you are allowed to return fire by keeping the **A** button pressed down.

Press **R** to cycle through possible targets



Phases of Battle

Phase 6. Movement

-Once all units have surpassed direct fire, you move into the **Movement Phase**. This is where you are allowed to move your pieces depending on how many **move** points you have. On regular terrain, each movement point specifies a hex. On road, each movement point is multiplied by 2. Through other terrain, it is cut in half.

Units that have not fired are able to be transported (units that can be transported: refer to **Description of Units**).

*To transport a unit

(refer to Description of Units for units that can transport)

Move the selected unit onto a unit that you want to transport

Press B button, then select "Load Transported Unit"

*To unload a transported unit

Press B button, then select "Unload Transported Unit"

*Passing Fire

If your unit has not fired yet, keep button A pressed to do a *Passing Fire* during your opponents movement phase.



Phases of Battle

Movement (cont.)

- Press C button to skip movement orders for unit
- Press Play button to ignore unit
- To select a unit (this would include units ignored or units on sentry duty), press B button to access **movement orders** and select "Select Unit"

***Movement Orders**

accessed by pressing B button

Movement Orders gives you the full command from putting someone on sentry duty to ordering an engineer to build mines.

***Sentry Duty**

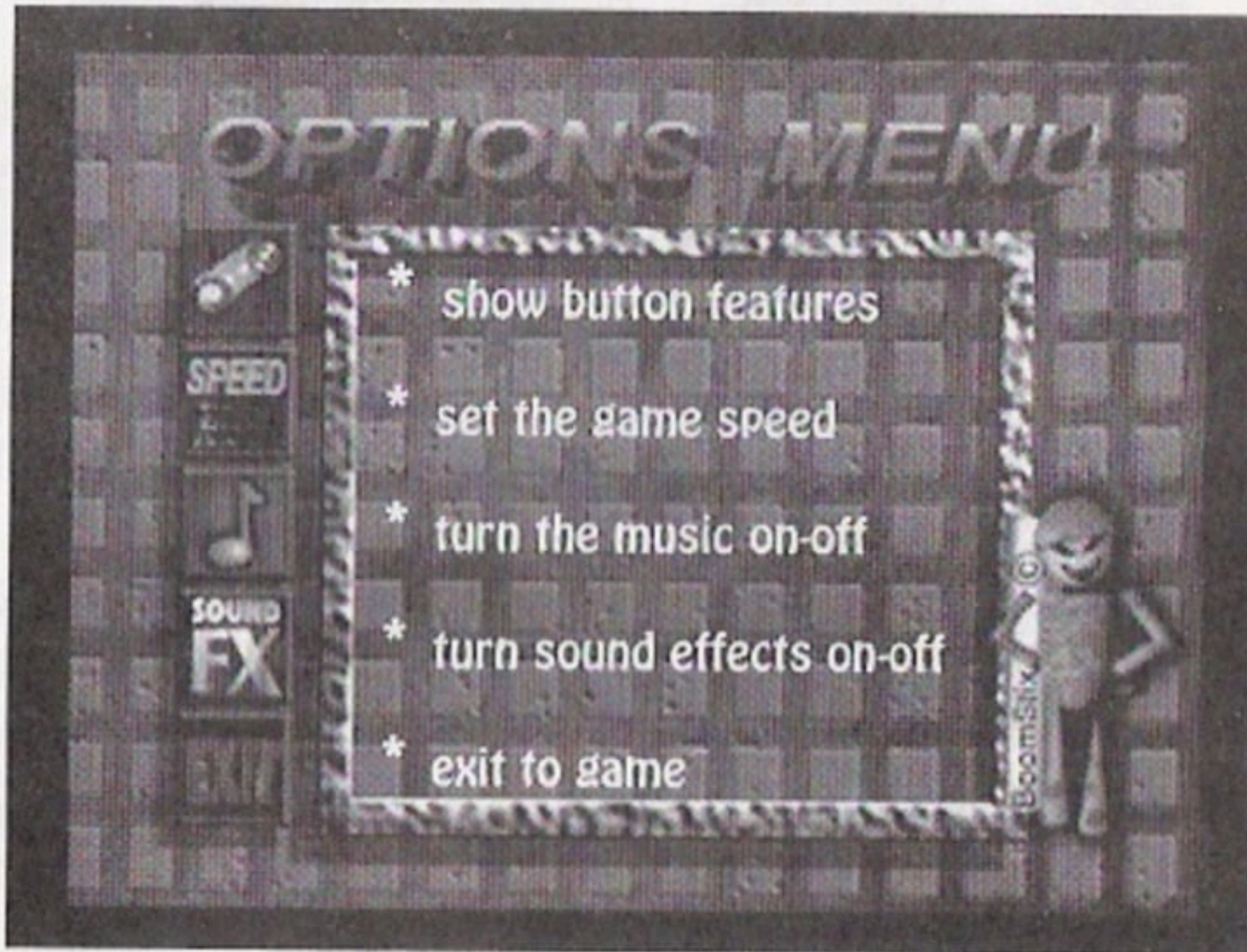
Will put the unit on guard duty. Your unit will be ignored until the unit is "Selected".

Phase 7. Direct Fire (a second time)

Phase 8. Score is the last phase to each turn. After each turn, the Score is listed.



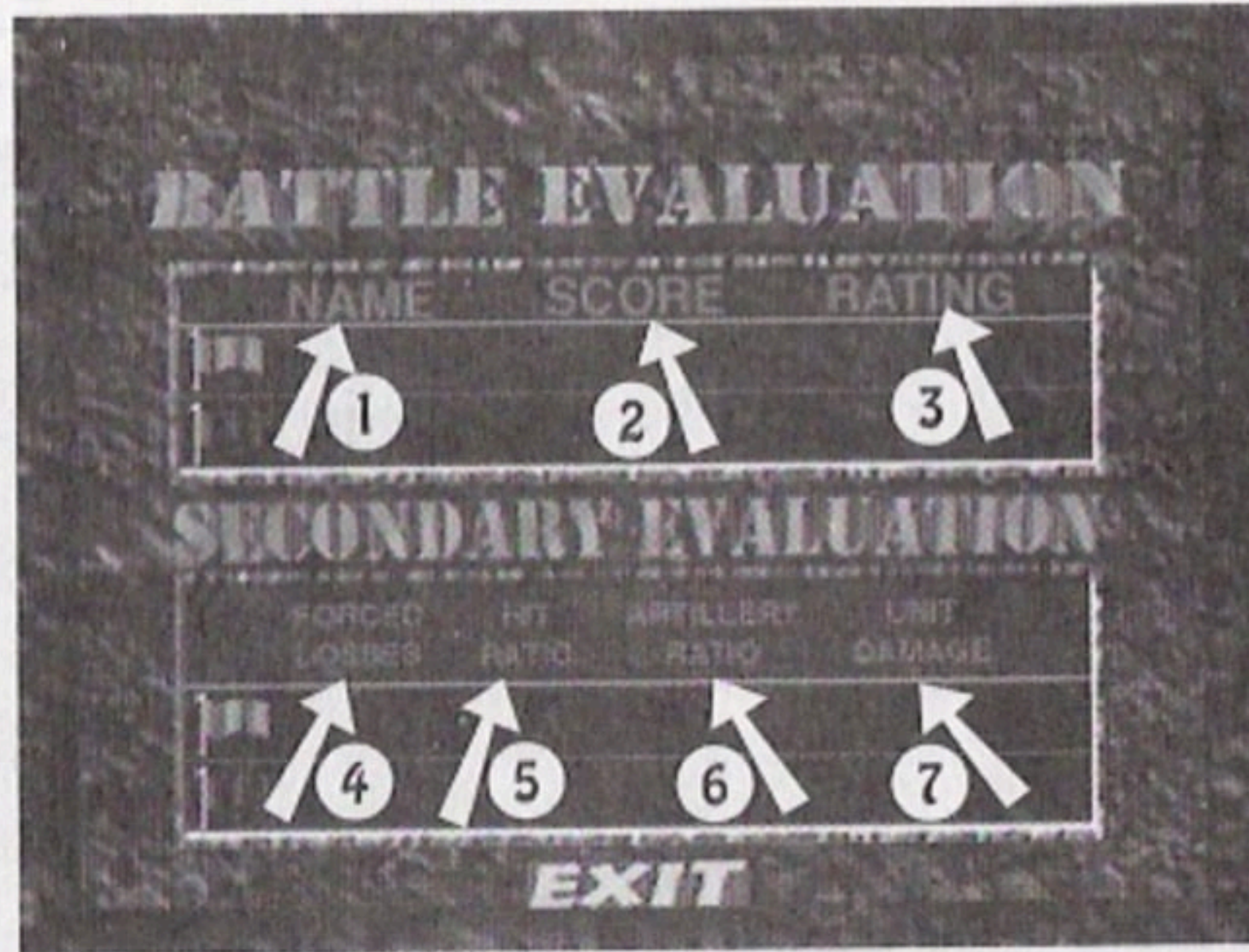
OPTIONS MENU



Press B button and select **Help/options** to enter this menu when playing the game.



Battle Evaluation



The image shows a graphic of a 'Battle Evaluation' score board. It is divided into two main sections: 'BATTLE EVALUATION' and 'SECONDARY EVALUATION'. The 'BATTLE EVALUATION' section has three columns: 'NAME', 'SCORE', and 'RATING', with arrows pointing to numbered circles 1, 2, and 3 respectively. The 'SECONDARY EVALUATION' section has four columns: 'FORCED LOSSES', 'HIT RATIO', 'ARTILLERY RATIO', and 'UNIT DAMAGE', with arrows pointing to numbered circles 4, 5, 6, and 7 respectively. Below the secondary evaluation section is the word 'EXIT'.

Battle Evaluation: Score Board of last Battle

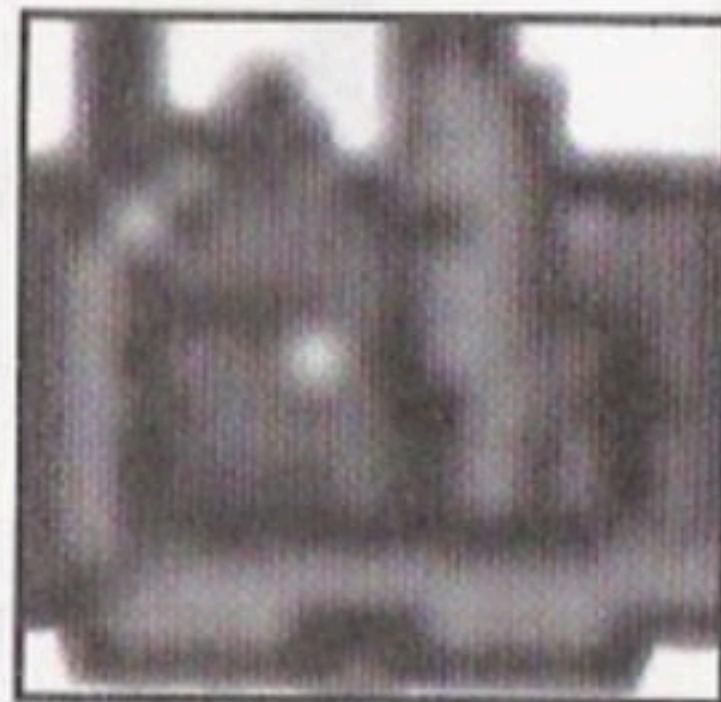
- #1. Name of player
- #2. Score of last game played
- #3. Your rank- see page 13 for order
- #4. Unit losses in dollars
- #5. Unit hit accuracy
- #6. Artillery Ratio
- #7. Unit damage

(note: **Match Evaluation** shows scores from 1st and 2nd round and Total Score)



Victory Point System

The Perfect General Plus score system is based on victory points. To obtain victory points, you must occupy a city or town for that turn. How much points you get is dependent on how much the city is worth (you can turn **Victory Points** on to see how much they are worth by pressing B button and selecting **Victory Points On** during game play).



To obtain more points, spread your units out and occupy cities or towns. Certain missions will require you to obtain more VP's (victory points) than your opponent.

Factory



Factories produce weapons. If you occupy a factory, then you will be given the option to purchase new units which will aid you in your mission.

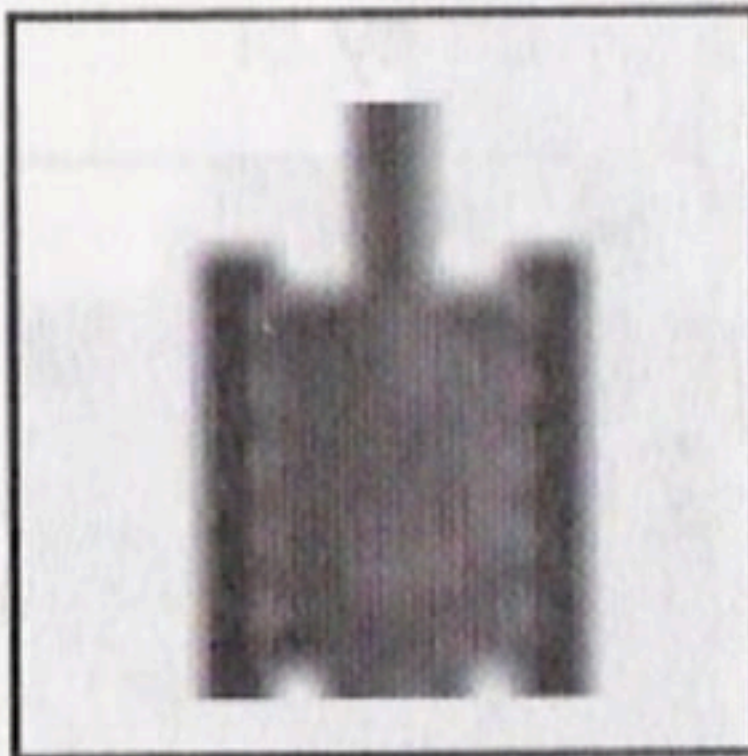


Description of Units

Light Tank

Cost: \$6

Move Pts: 6 units



ID: LT

Attack Power: 3

(Damage inflicted on enemy)

Defense Power: 6

(Damage it can sustain)

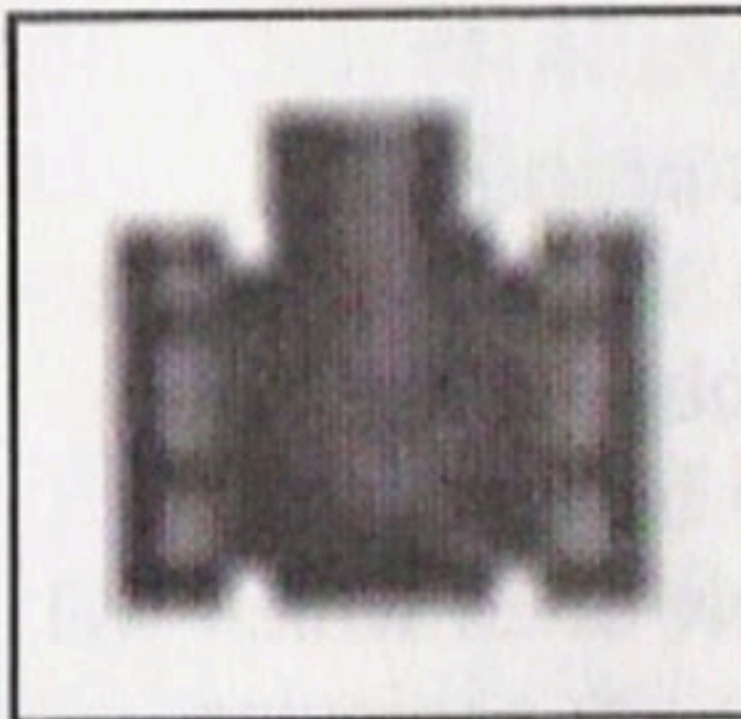
Can transport other units

*(Can carry **IN**, **BZ**, **EN**, or **artillery**)*

Medium Tank

Cost: \$8

Move Pts: 5 units



ID: MT

Attack Power: 4

(Damage inflicted on enemy)

Defense Power: 8

(Damage it can sustain)

Can transport other units

*(Can carry **IN**, **BZ**, **EN**, or **artillery**)*



Description of Units

Heavy tank

Cost: \$12

Move Pts: 4 units



ID: HT

Attack Power: 6

(Damage inflicted on enemy)

Defense Power: 15

(Damage it can sustain)

Can transport other units

*(Can carry **IN**, **BZ**, **EN**, or **artillery**)*

Mobile Artillery

Cost: \$14

Move Pts: 4 units



ID: MA

Attack Power: 6

(Damage inflicted on enemy)

Defense Power: 6

(Damage it can sustain)

Bombardment: 26



Description of Units

Light Artillery

Cost: \$6

Move Pts: 0 units



ID: LA

Attack Power: 6

(Damage inflicted on enemy)

Defense Power: 1

(Damage it can sustain)

Bombardment: 11

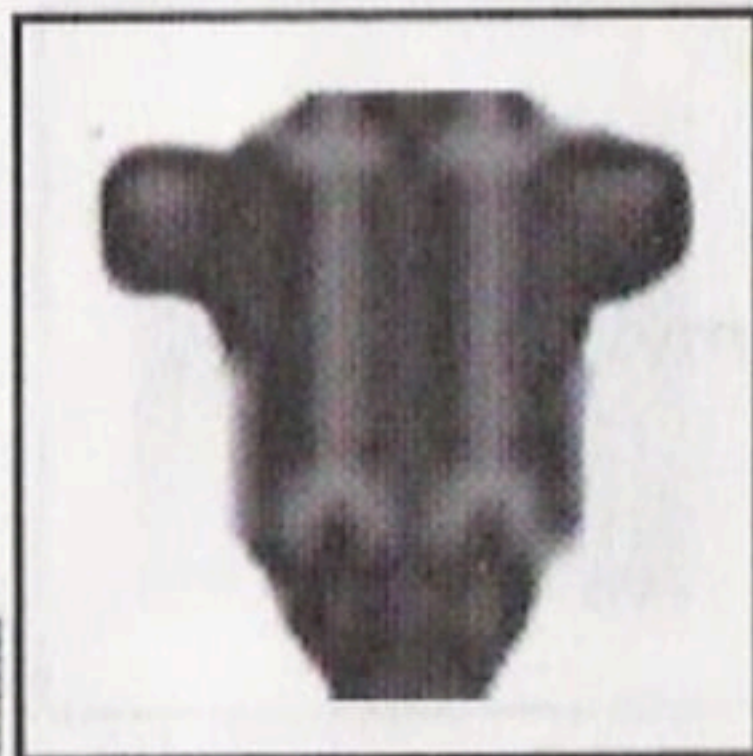
Can be transported

*(Can be carried by **AC, LT, MT, HT,**)*

Heavy Artillery

Cost: \$20

Move Pts: 0 units



ID: HA

Attack Power: 6

(Damage inflicted on enemy)

Defense Power: 1

(Damage it can sustain)

Bombardment: 13

Can be transported

*(Can be carried by **AC, LT, MT, HT,**)*



Description of Units

Armored Car

Cost: \$5

Move Pts: 9 units



ID: AC

Attack Power: 2

(Damage inflicted on enemy)

Defense Power: 3

(Damage it can sustain)

Can transport other units

*(Can carry **IN**, **BZ**, **EN**, or **artillery**)*

Infantry

Cost: \$1

Move Pts: 1 units



ID: IN

Attack Power: 2

(Damage inflicted on enemy)

Defense Power: 4

(Damage it can sustain)

Can be transported

*(Can be carried by **AC**, **LT**, **MT**, **HT**,)*



Description of Units

Bazooka

Cost: \$3

Move Pts: 1 unit



ID: BZ

Attack Power: 3

(Damage inflicted on enemy)

Defense Power: 4

(Damage it can sustain)

Can be transported

*(Can be carried by **AC, LT, MT, HT,**)*

Engineer

Cost: \$5

Move Pts: 2 units



ID: EN

Attack Power: 2

(Damage inflicted on enemy)

Defense Power: 4

(Damage it can sustain)

Abilities: Build / disarm mine field

Build / destroy bridges

Can be transported

*(Can be carried by **AC, LT, MT, HT,**)*



Attack Range

ID	AC	LT	MT	HT	Other	Bombardment
AC	6	3	1	-	6	-
LT	8	6	4	2	8	-
MT	10	8	6	5	10	-
HT	13	11	8	6	13	-
MA	13	11	8	6	13	11
LA	13	11	8	6	13	13
HA	13	11	8	6	13	26
IN	1	1	1	1	5	-
BZ	8	3	4	2	8	-
EN	1	1	1	1	5	-



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Hints and Tips

Tip #1 - **Ramming Speed.** A favorite of ours, is to call out "DIE FOR YOUR COUNTRY" and send in your unit for a Kamekazi run.

The unit you send must not have fired during the firing phase. Then, during the movement phase move it on >TOP< of an enemy unit. You will either kill or be killed. Regardless the enemy unit will be hurt badly.

Tip #2 - **Barrage** By using the heavy and light artilleries, you can send a shower of missiles on any selected area within range of your artillery units. These "showers" last for an entire turn and make the selected area unsafe to enter.

Tip #3 - All characters in The Perfect General are fictional characters. No live ammunition or pizza boys were injured in the making of The Perfect General. It is currently illegal to take your vehicle and run things over, so please, do not attempt any Perfect General acts because The Perfect General is not real.



The Perfect

General

TM



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