



PlayStation

®

NTSC | U/C

PlayStation®

FIGHT BACK
the ATTACK!

™

MISSILE COMMAND

EVERYONE

™



CONTENT RATED BY
ESRB

SLUS-00992
99686



ATARI®

WARNING

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise it may permanently damage you TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your Playstation® game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the Playstation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MISSILE COMMAND™

TABLE OF CONTENTS

Getting Started	4
Controlling <i>Missile Command</i> ™	5
Introduction	6
Main Menu	7
Options	7
The Classic Game	9
The Ultimate Game	12
Hasbro Interactive's Web Sites	21
Technical Support	22
License Agreement	23
Credits	26

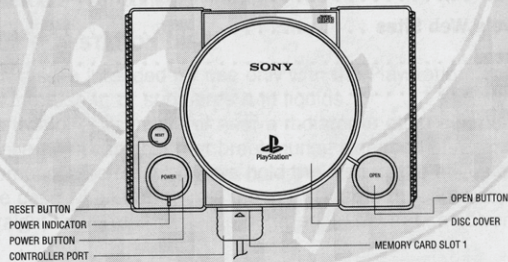
GETTING STARTED

Important! Do not insert or remove peripherals or memory cards once power is turned on. You will need a memory card to save your games.

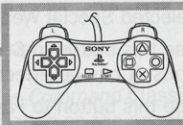
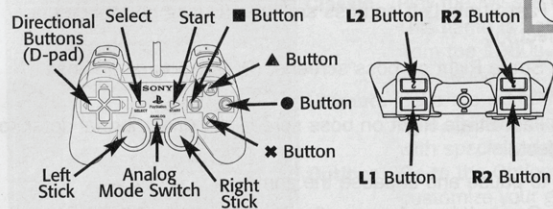
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Missile Command* disc and close the Disc Cover.
4. Insert the game controllers (and memory card if you have one).
5. Turn ON the PlayStation® game console. The introductory sequence will begin. To skip this sequence and go directly to the Main Menu, press the **Start** button.

Note: You will not be able to save your progress or game information if you don't use a memory card. Make sure there is at least one free block on your memory card before beginning your game. You are not able to swap memory cards during play and you must leave the card in the first slot of your multi-tap if you are using one.

CONSOLE



DUAL SHOCK™ ANALOG CONTROLLER



NOTE: You may have a controller that looks like this. If so, please ignore the "Right Stick" and "Left Stick" instructions outlined below."

CONTROLLING MISSILE COMMAND

The following are the default controls and buttons for the PlayStation® version of *Missile Command*.

Directional Buttons: Use these to move the aiming cross-hairs and to select from menus. In the Purchasing screen, the up and down buttons select options, and the left and right buttons increase and decrease the number to be purchased.

Left Stick: This is also used to move the aiming cross-hairs and to select from menus.

Right Stick: This is not used in *Missile Command*.

✱ *** Button:** Use this button to activate the selected option on menus. During a mission, this button fires a missile from your Center Pod.*

■ **■ Button:** Use this button to fire a missile from your Left Pod.

● **● Button:** This fires a missile from your Right Pod.

▲ **▲ Button:** Use this button to back out of the screen you're on and return to the previous screen. In the Ultimate Game, this button fires

the selected Special Weapon.* (This is not used in the Classic Game.)

L1: Use this button to Strafe Left on boss screens. (During normal defense missions, it has no effect.)

L2: Use this button to Fast Strafe Left on boss screens. (During normal defense missions, it has no effect.)

R1: Use this button to Strafe Right on boss screens. (During normal defense missions, it has no effect.)

R2: Use this button to Fast Strafe Right on boss screens. (During normal defense missions, it has no effect.)

Start: Use this button to pause and unpaue the game.

Select: In the Ultimate Game, this cycles your Special Weapons. (This is not used in the Classic Game.)

*You can switch the function of two buttons, **X** and **▲**, using the Options feature, which is described in the **Options** section of this manual.

INTRODUCTION

ALERT! Earth is under attack by an unknown alien enemy! We need the *Missile Command*!

Recently, astronomers tracked a previously unknown asteroid as it entered near-Earth space. On closer inspection, it turned out to be an alien war-base filled with giant motherships. These ships have been spreading out, and their intentions are painfully clear. They plan to wipe human civilization off the face of the Earth!

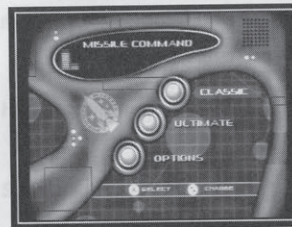
Our space forces have been all but destroyed. In a desperate, last-ditch effort, the experimental *Missile Command* teams have been called into active duty.

As one of the *Missile Commanders*, you must lead your highly trained team of crack Pod Pilots (Firewall, Tactix and Case) into battle. You have only one goal: Save the cities of Earth and, ultimately, the entire planet. Good luck!

6

MAIN MENU

At the Main Menu, you can choose from the following options:



Classic Play the *Missile Command* Classic Game. This game is based on the arcade classic from the 1980s, but has updated graphics and sound.

Ultimate Save the world from invaders in the real-time, 3-D world of the Ultimate Game — with special weapons and boss levels.

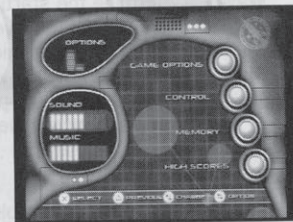
Options Go to the Options screen, where you can customize your game settings. This is also where you save your game and load saved games (if you have a memory card in place).

OPTIONS

The Options screen is where you save and load games, view the high scores, control the volume settings, and set your game and controller preferences.

Game Settings

Select this option to go to the Game Settings screen, where you can modify the skill settings and other difficulty options. The two games, Classic and Ultimate, have different options.



In the upper right corner is the one preference setting for the Ultimate game, the Skill Level setting. Choose one of these:

7

Easy All Bosses' beams are Enfeeblement Beams that steal your Pods' missiles. All Enfeeblement Beams are weaker in their effect than normal, and fewer small enemy craft are launched. The Ring Boss rotations are slower than normal.

Normal Bosses' beams are a mix of Enfeeblement Beams and Death Rays, which destroy Pods. Beam strength, number of small craft and rotation speed are normal.

Hard Enfeeblement beams are stronger than normal. More small craft are released from the Bosses, and the Ring Bosses' rotations are faster than normal.

For the Classic Game, you have a number of options. Note that you can set these preferences differently for each player. This is handy for setting up "handicap" games, in which the better player gives the other an advantage, which makes the game more challenging and more fun for both players.

Waves Determine the starting wave for this player. (Note: you cannot start on even numbered waves.)

Bonus Set the score at which you earn bonus cities.

Skill Defines the Skill Level. There are three settings: *Easy* has slower enemy missiles and fewer per wave; *Normal* is the standard setting; *Hard* offers faster enemy missiles and more of them in every wave.

Controller

This takes you to the Controller screen, where you see and can change your current controller setup. (Player 1 and Player 2 have separate settings.)

The options here include:

- Type A activates the default controller setup (✱ fires from the Center Pod and ▲ fires the Special Weapon).
- Type B switches to the alternative controller set-up (▲ fires from the Center Pod and ✱ fires the Special Weapon).

- Vibration turns the DUAL SHOCK Analog Controller vibration feature on and off.
- Invert Y-Axis changes the way the Directional Buttons, Left Stick, and Right Stick work so that "down" is "up" and "up" is "down."

Memory

Lets you save a game in progress into a memory card (if you have one) and load a previously saved game to continue playing.

High Scores

Shows you the top ten scores for the Classic and Ultimate games. Each listing includes the player's name, score and the Skill Level from the high scoring game.

Sound Volume

Lowers or raises the volume of the sound effects in the game.

Music Volume

Lowers or raises the volume of the game music.

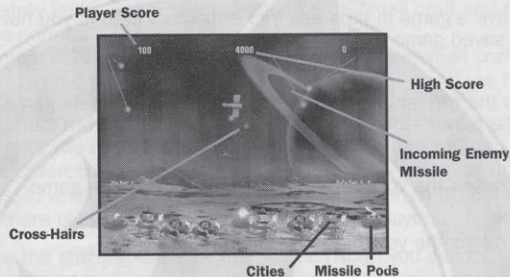
THE CLASSIC GAME

If you were around to play *Missile Command* when it first appeared in arcades and homes around the country, you're sure to remember how exciting this game was. If you've never played *Missile Command*, you're in for a treat. The Classic Game presents the original Atari hit — updated a little, but every bit as intense and addictive as ever.

When you're ready to begin a Classic Game, you can choose between the three play types:

- 1) *Single Player* to face the invasion alone.
- 2) *Head-to-Head* to have two players compete in alternating turns.
- 3) *Cooperative* for two players to play at the same time, with each controlling his or her own cursor, but both players sharing the same Missile Pods.

The object of the game is to gain points by using your three Missile Pods (left, right and center) to shoot down incoming enemy missiles and automated craft before they destroy the cities under your protection. You are charged with the defense of six cities. Each of your Missile Pods has 10 missiles. Use them wisely.



Attacks come in waves. As the battle goes on and you successfully repel each wave, the enemy weapons move faster and faster. Incoming missiles begin at the top of the screen, or they are dropped from enemy craft. Some missiles are MIRVs, which will split into two or more warheads as they descend. Watch out for those!

The Basics

For those of you who never played the original Atari classic, here are the basics:

- Move your cross-hairs to the target point. (Make sure to lead moving targets.)
- Fire a missile from one of your Pods (the one closest to the target point is usually best).
- When the missile explodes, any enemy caught in the blast radius is destroyed.
- Destroyed enemy weapons explode, and any enemy object caught in their blast radius is also destroyed.

- If one of your Pods is hit by an enemy missile, the Pod is destroyed. You lose all the missiles that are in the Pod when it explodes.
- If one of the cities under your protection is hit by an enemy missile, it is destroyed. (You might be able to get it back; keep reading.)
- When all of your cities are destroyed, the game is over.

At the end of each wave you successfully weather, you get bonus points for all the missiles remaining in your Pods (the shots you didn't use). You also get points for every city still standing.

When you earn enough points, you are rewarded with a bonus city. (Each 10,000 points is the default, but you might have set it differently when you started the game.) No matter how many bonus cities you earn, you only have six cities on-screen to defend during any wave. When one of those is knocked out, a bonus city takes its place in the next attack.

Scoring

Every time you destroy an enemy weapon, you earn points. Missiles you don't use and cities you successfully protect also add points to your score. Here are the base numbers:

Base Scoring

Object	Score
Enemy Missile	25
Enemy Bomber/Satellite	100
Enemy Smart Missile	125
Friendly Missile Conserved	5
City Protected	100

The missile attacks come in waves of ascending difficulty. To get your actual score, the base numbers listed here are multiplied by the Wave Multiplier, up to a maximum of 6X. For example, destroying an enemy Bomber on Wave Five would be worth $(100 \times 3) = 300$ points. Here's the scoop:

Wave Multipliers

Wave	Multiplier
One and Two	x1
Three and Four	x2
Five and Six	x3
Seven and Eight	x4
Nine and Ten	x5
Eleven and Up	x6

Note: To save and load your game scores and your game progress each time you play, select **OPTIONS** and select **MEMORY** from the Options menu.

THE ULTIMATE GAME

Now get ready for the ultimate *Missile Command* experience. While you're still shooting down enemy missiles in the Ultimate Game, there are new enemies to deal with and some special weapons to help you out. Did we mention that you're now defending a 3-D world?

The object of the game is to travel to hot zones and fight off waves of alien attacks aimed at destroying cities in the region. If you can successfully defend against multiple waves of attackers and clear an entire region, you launch into near-Earth space to attack the mothership from which the most recent attacks were launched.

Defeat the mothership, and you survive to return to base, where you can trade in the points you've earned to purchase upgrades to your arsenal. Good luck!

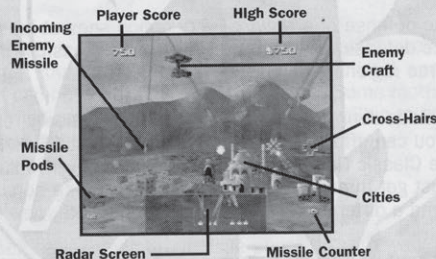
12

- **New Game** starts a fresh game, from the beginning of the alien onslaught.
- **Continue** is what to pick if you've just lost a game and want to keep going at the start of the region where you left off. If your game ended while you were facing a mothership, you'll only have to successfully replay the wave preceding the mother-ship, not the whole region.
- **Practice** lets you warm up by playing any region that you've already successfully completed.

The Basics

Your career begins when the aliens, obviously bent on destroying the civilizations of Earth, enter our space and begin launching motherships. *Missile Command* prioritizes the hot zones where the aliens are attacking and sends you and your Pod Pilots (Firewall, Tactix and Case) where you're needed most. Once there, it's up to you to stop the aliens.

When you're out on a mission, the Ultimate Game shares a lot of essentials with the Classic. Let's go over the basics:



- You move your cross-hairs to the target point, making sure to lead moving targets. Watch out! Some targets might be off-screen, and you'll need to move to where you can spot them. Use your Radar Screen to keep track of everything in the area.

13

- Fire a missile from one of your Pods (the one closest to the target point is usually best). Each Pod starts out with 10 missiles. You can load on more later, if you do well enough.
- When the missile explodes, any enemy missile or craft caught in the blast radius is destroyed.
- Destroyed enemies explode, and any enemy object caught in their blast radius is destroyed.
- If one of your Pods is hit by an enemy missile, the Pod is destroyed and the pilot ejects. You lose all the missiles that are in the Pod when it explodes.
- If one of the cities under your protection is hit by an enemy missile, it is destroyed.
- If all of the cities you are protecting are destroyed or all of your Pods are wiped out, the mission and your current career are over.

At the end of each wave, you get bonus points for all the missiles remaining in your Pods (the shots you didn't use). You also get points for every city still standing. That's where the similarities end.

Each *wave* is part of the defense of a *region*. Every region sees at least two and as many as five waves. The defense of a *continent* involves successfully intercepting all the waves for two or three regions.

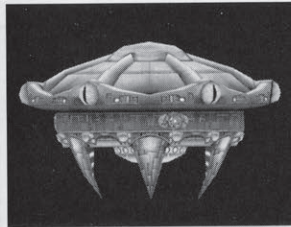
If you lost one or more Pods during the wave, they are automatically replaced between regions — if you can afford it. Replacement Pods cost 15,000 points. Note, however, that unlike the Classic Game, destroyed cities are never replaced in the Ultimate Game. You must get through all the waves in a region to be successful. When you move to defend a different region, there is a complete, new batch of cities to defend.

Note: To save and load your game scores and your game progress each time you play, select OPTIONS and select MEMORY from the Options menu.

14

Enemy Craft and Motherships

During the mission, you will likely encounter enemy craft. These are not



the same as the enemy Satellites and Bombers in the Classic Game. The craft in the Ultimate Game are much more dangerous. We know that they have several types of attack ships, but only two have been spotted in action. The "Zapper" emits a beam that somehow drains missiles out of Missile Pods. The "Beamer" can destroy a Pod outright. Beware of these and destroy them whenever you can.

When you defeat all the waves in the regions and have cleared the continent, *Missile Command* lets you launch into near-Earth space to attack the mothership that unleashed this round of attacks. The pre-launch briefing notifies you of any weaknesses the scientists have discovered from long-range observation of the mothership; pay attention. At the very least, we know that motherships launch powerful missiles and have beams like those of the "Enfeeblor" craft. Some use Death Rays that can disintegrate a Missile Pod. Some have alien versions of the MIRV multiple-warhead missiles.

Destroying a mothership is not a simple matter of blasting away at it; they are very well-armored ships. Your briefing should be able to point out weak spots and components that can be destroyed. Focus on those. Some mothership components, when destroyed, yield power-ups. Move your Pod Base Ship to collide with a power-up to collect it. There are three known types:



Money adds to your total points.



Restock replenishes the missile supply in all of your Pods.

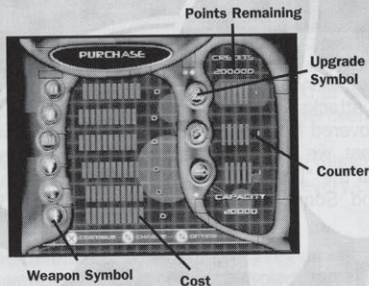


Special gives you special weapons.

15

Purchasing




When you have successfully completed the defense of an entire continent and destroyed the mother-ship responsible for the attack on that area, you make a brief visit to a supply base — the Purchasing screen. Here, you can use the points you've earned as legal tender, trading them in for Weapons Upgrades and Special Weapons to add to your standard armaments. (You do *not* lose these points for the purpose of the High Scoring.)



To purchase a Special Weapon or Weapon Upgrade, select the type using the Up and Down Directional Buttons, then use the Left and Right Directional Buttons to choose the number of that type you want.

Weapon Upgrades







Your basic missiles do the job, but there are better available. If you have the points, you can purchase from three different types of upgrades to your missiles, five levels of upgrade in each type. For the first upgrade of a type, you'll spend the Base Cost. After that, the price increases for further upgrades of the same type.

Symbol	Upgrade	Base Cost	Description
	Capacity	20,000	Adds to the number of missiles each Pod can hold. A basic Pod can carry 10 missiles. Each level of upgrade increases the capacity by 2 missiles, to a maximum of 20 missiles per Pod.
	Power	40,000	Increases the blast radius of every missile you fire, which means that more enemy weapons are likely to be caught in the explosion and destroyed.
	Speed	35,000	Accelerates your missiles, so that they reach their target point faster.

Special Weapons

In addition to upgrading your normal missiles, you can also purchase Special Weapons as additions to your arsenal. These do not take the place of the missiles in your Pods. Special Weapons are mounted on your Pod Base Ship and fired by independent control. During a mission, use the **Cycle Special Weapon** control to select the special you want loaded and the **Fire Special Weapon** control to fire the loaded special.

Unlike Weapon Upgrades, Special Weapons do not increase in cost as you purchase more of them. However, you are limited to purchasing no more than ten (10) Special Weapons at one time, no matter how many points you have to spend. Choose wisely.

Symbol	Special	Cost	Description
	Minute Man	2,000	The Minute Man Twin-MIRV (Multiple Independent Re-entry Vehicle) is a missile that splits into two self-propelled warheads in mid-flight.
	Atlas	4,000	The Atlas Tri-MIRV splits into three self-propelled warheads in mid-flight.
	Titan	6,000	The Titan Quad-MIRV splits into four self-propelled warheads in mid-flight.
	Smart Missile	8,000	Once fired, this device searches for the nearest enemy missile. Once locked onto a target, the Smart Missile follows and destroys it. If the current target is destroyed prior to impact, the Smart Missile acquires a new target.
	Shield Missile	10,000	The Shield Missile generates a temporary, extremely localized electromagnetic pulse that acts as a protective shield large enough to protect a city or Missile Pod. Any enemy that comes into contact with the shield is destroyed. Unfortunately, we have not yet developed a shield that lasts more than a few moments.
	EPM	20,000	The Electronic Pulse Missile (EPM) creates a massive electromagnetic disturbance that overloads the electronic components of any enemy weapon or craft in range. This effectively wipes out nearly all enemies in the detonation area.

It Gets Tougher

18

As you might expect, the aliens increase the intensity of their attacks as the war rages on. The speed of their missiles increases as you make headway through the waves and missions. The enemy also begins sending out more and deadlier assault craft and special weapons of their own. The motherships get tougher and tougher to destroy.

As if that weren't enough, the area you must defend also increases. As you progress through the regions, the aliens gradually widen their zone of attack from the initial 75 degree arc to a full 360 degrees. Missiles are literally raining down all around you, and you must shoot them all down!

Good hunting, Missile Commander!

Scoring

As in the Classic Game, every time you destroy an enemy missile or craft, you earn points. Missiles you don't use and cities you successfully protect also add points to your score. Unlike the Classic Game, however, there are no Wave Multipliers in the Ultimate Game. Here are the numbers:

Basic Scoring

Object	Score
Enemy Missile	50
Enemy Assault Craft	500
Enemy Smart Missile	125
Friendly Missile Conserved	25
Small City Protected	600
Large City Protected	1000

You also get points for destroying mothership components, motherships, and the smaller ships that defend them.

19

Boss Object Scoring

Mothership Object	Score
Missile Launcher	300
Target Component	500
Defense Ship	500
Beam Projector	600

Boss Scoring

Mothership Type	Score
Snake-type	15,000
Eye-type	15,000
Hive-type	15,000
Turtle-type	20,000
Ring-type	20,000
Crab-type	25,000

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- Software Upgrades
- Interaction
- Competitions
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TECHNICAL SUPPORT

If you are having technical difficulties with the *Missile Command* PlayStation® game and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You can communicate with our Technical Support staff directly via the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Missile Command* PlayStation® game to: **HI@hasbro.com**

To find out more about the *Missile Command* PlayStation® game or any other Hasbro Interactive product, please visit:

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