MASS® DESTRUCTION

NMS SOFTWARE

BMG INTERACTIVE

LOOK AFTER YOUR MASS DESTRUCTION DISC

COMPACT DISCS ARE ROBUST BUT NOT INVINCIBLE, SO HANDLE THEM WITH CARE.

THIS DISC CONTAINS SOFTWARE FOR THE PC; NEVER USE THIS DISC WITH ANY OTHER MACHINE AS IT COULD DAMAGE IT.

DO NOT LEAVE THE DISC NEAR HEAT SOURCES OR IN DIRECT SUNLIGHT OR EXCESSIVE MOISTURE.

NEVER ATTEMPT TO USE A CRACKED OR WARPED DISC, OR ONE THAT HAS BEEN REPAIRED WITH ADHESIVES, AS THIS COULD LEAD TO OPERATING ERRORS.

TRY NOT TO TOUCH THE UNDERSIDE OF THE DISC WITH YOUR GRUBBY LITTLE FINGERS.

IF THE UNDERSIDE OF THE EXHUMED DISC IS DIRTY, GENTLY WIPE IT CLEAN WITH A SOFT CLOTH; DO NOT USE ANY FORM OF CLEANING FLUID AS THIS WILL DAMAGE THE DISCS DELICATE SURFACE.
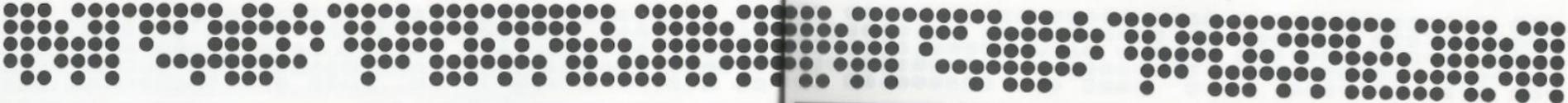
GUARANTEE

THIS PRODUCT IS GUARANTEED FOR A PERIOD DETERMINED BY THE LAW OF YOUR COUNTRY. THIS DOES NOT AFFECT YOUR STATUTORY RIGHTS. BMG INTERACTIVE RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL, AT ANY TIME AND WITHOUT NOTICE. BMG INTERACTIVE MAKES NO WARRANTIES EXPRESSED OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE.

MASS DESTRUCTION® CONTENTS

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

SOME PEOPLE ARE SUSCEPTIBLE TO EPILEPTIC SEIZURES OR LOSS OF CONSCIOUSNESS WHEN EXPOSED TO CERTAIN FLASHING LIGHTS OR LIGHT PATTERNS IN EVERYDAY LIFE. SUCH PEOPLE MAY HAVE A SEIZURE WHILE WATCHING TELEVISION IMAGES OR PLAYING CERTAIN VIDEO GAMES. THIS MAY HAPPEN EVEN IF THE PERSON HAS NO MEDICAL HISTORY OF EPILEPSY OR HAS NEVER HAD ANY EPILEPTIC SEIZURES. IF YOU OR ANYONE IN YOUR FAMILY HAS EVER HAD SYMPTOMS RELATED TO EPILEPSY (SEIZURES OR LOSS OF CONSCIOUSNESS) WHEN EXPOSED TO FLASHING LIGHTS, CONSULT YOUR DOCTOR PRIOR TO PLAYING. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS: DIZZINESS, BLURRED VISION, EYE OR MUSCLE TWITCHES, LOSS OF CONSCIOUSNESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT OR CONVULSION, WHILE PLAYING A VIDEO GAME, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR.

PRECAUTIONS TO TAKE DURING USE

ALWAYS PLAY IN A WELL LIT ROOM AND SIT AS FAR AWAY FROM THE MONITOR SCREEN AS POSSIBLE.
AVOID PLAYING IF YOU ARE TIRED OR HAVE NOT HAD MUCH SLEEP.
REST FOR AT LEAST 10 TO 15 MINUTES IN EVERY HOUR OF PLAYING.

SYSTEM REQUIREMENTS
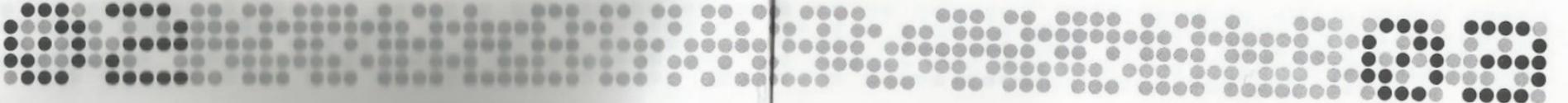
TO RUN MASS DESTRUCTION™, THE FOLLOWING MINIMUM EQUIPMENT CONFIGURATION IS REQUIRED:

- 100% IBM PC COMPATIBLE
- PENTIUM P90 PROCESSOR
- 8MB RAM
- DOS 6.22 OR HIGHER
- DOUBLE-SPEED CD-ROM DRIVE
- AT LEAST 33MB OF HARD DISK SPACE
- KEYBOARD

THE FOLLOWING EQUIPMENT IS OPTIONAL:

- WINDOWS™ 95
- 100% SOUND BLASTER COMPATIBLE SOUND CARD
- QUAD-SPEED OR FASTER CD-ROM DRIVE
- IPX NETWORK

GETTING STARTED

ENSURE THAT YOUR PC IS SET UP ACCORDING TO ITS INSTRUCTION MANUAL.

POWER UP YOUR PC AND INSERT THE MASS DESTRUCTION™ DISC INTO YOUR CD DRIVE.

BEFORE YOU CAN PLAY MASS DESTRUCTION™ IT MUST BE INSTALLED TO YOUR HARD DISK DRIVE.

YOU MUST ENSURE THAT THE MASS DESTRUCTION™ GAME CD IS IN THE CD DRIVE BEFORE COMMENCING PLAY.

WINDOWS™ 3.11

MASS DESTRUCTION™ CANNOT BE RUN IN WINDOWS™ 3.11, SO QUIT WINDOWS AND RETURN TO DOS.

AT THE DOS PROMPT (C:\>) TYPE THE LETTER CORRESPONDING TO YOUR CD DRIVE (USUALLY D OR E) FOLLOWED BY A COLON (:) AND PRESS THE ENTER KEY.

TYPE INSTALL AND PRESS THE ENTER KEY TO RUN THE MASS DESTRUCTION™ INSTALLATION PROGRAM; FOLLOW THE ON-SCREEN INSTRUCTIONS TO INSTALL MASS DESTRUCTION™ TO YOUR HARD DISK DRIVE.

ONCE THE INSTALLATION IS COMPLETE, THE SETUP PROGRAM WILL RUN SO THAT YOU CAN CONFIGURE YOUR SOUND CARD.

TO RUN MASS DESTRUCTION™, ENSURE THAT YOU ARE IN THE CURRENT DIRECTORY, THEN TYPE MASSD AND PRESS THE ENTER KEY.

WINDOWS™ 95

INSERT THE MASS DESTRUCTION™ CD INTO THE CD DRIVE AND FOLLOW THE ON-SCREEN INSTRUCTIONS. THE INSTALLATION PROGRAM WILL AUTOMATICALLY ADD A MASS DESTRUCTION™ ENTRY TO YOUR START MENU.

UNINSTALLING

DOS

TO REMOVE MASS DESTRUCTION™ FROM YOUR HARD DISK DRIVE TYPE DELTREE FOLLOWED BY A SPACE AND THEN TYPE THE NAME OF THE DIRECTORY IN WHICH MASS DESTRUCTION™ WAS INSTALLED. PRESS THE ENTER KEY AND FOLLOW THE ON-SCREEN INSTRUCTIONS.

WINDOWS™ 3.11/WINDOWS™ 95

TO REMOVE MASS DESTRUCTION™ FROM YOUR HARD DISK DRIVE IT'S BEST TO USE WINDOWS™ 3.11 FILE MANAGER OR WINDOWS™ 95 EXPLORER. SIMPLY DELETE THE ENTIRE DIRECTORY WHICH YOU INSTALLED MASS DESTRUCTION™ TO.

TROUBLESHOOTING

SHOULD YOU HAVE PROBLEMS LOADING MASS DESTRUCTION™, ENSURE THAT THE DISC IS CLEAN AND FREE OF DIRT. THIS IS BEST DONE WITH A SOFT CLOTH WHICH SHOULD BE GENTLY WIPED FROM THE INSIDE TO THE OUTSIDE OF THE DISC. NEVER USE ANY SORT OF CLEANING PRODUCT ON A CD AS ITS SURFACE CAN BE EASILY DAMAGED.

SHOULD YOU STILL EXPERIENCE LOADING DIFFICULTIES OR YOU REQUIRE HELP WITH THE GAME, CALL 0171 384 7864 (UK) BETWEEN 10.00AM AND 1.00PM OR 2.00PM AND 5.00PM MONDAY TO FRIDAY.

WE WANT YOU !

ARE YOU READY TO
DEFEND YOUR COUNTRY ?

ARE YOU PREPARED TO
BATTLE AGAINST ENEMY FORCES ?

THEN PREPARE FOR ACTION AS
YOU ENTER THE WORLD OF

MASS DESTRUCTION™

WELCOME TO THE WORLD OF MASS DESTRUCTION™

WHY MASS DESTRUCTION™ ? WELL, QUITE SIMPLY BECAUSE THAT'S JUST WHAT THIS GAME IS ALL ABOUT ! YOU ARE ABOUT TO ENTER A WHOLE NEW WORLD OF GAMES PLAYING EXPERIENCES; YOU HAVE THE OPPORTUNITY TO DESTROY EVERYTHING FROM PALM TREES TO NUCLEAR REACTORS, ALL FROM THE SAFETY OF YOUR ARMCHAIR...

IN THE GAME YOU CONTROL ONE OF THREE HIGH POWERED, FULLY ARMOURED ATTACK VEHICLES EACH WITH IT'S OWN UNIQUE ABILITIES. EACH TANK HAS A MULTI-DIRECTIONAL TURRET ALLOWING YOU TO AIM IN ALMOST ANY DIRECTION AND FIRE ANY OF THE WEAPONS IN YOUR ARSENAL.

AT THE BEGINNING OF EACH CAMPAIGN YOU ARE PRESENTED WITH A MISSION BRIEFING. THIS DETAILS THE CURRENT SITUATION OF BOTH YOUR OWN AND THE ENEMY FORCES AS YOU PROCEED THROUGH THE MANY OF LOCATIONS IN THE GAME. THROUGHOUT, FOR SECURITY REASONS, WE WILL USE CODE NAMES AND SECTOR CO-ORDINATES WITH EACH TRANSMISSION - TAKE NOTE, YOUR LIFE DEPENDS ON IT !
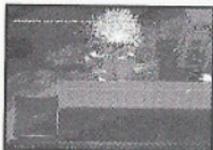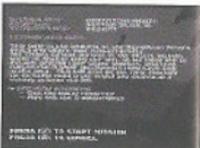
WITH TWENTY FOUR LEVELS OVER FOUR DIFFERENT TERRAINS, RANGING FROM ARCTIC TO DESERT, THERE SHOULD BE ENOUGH ACTION TO KEEP YOU OCCUPIED FOR MANY HOURS. WITH THE UNIQUE 3D GAME ENVIRONMENT, THERE WILL BE MORE EXPLOSIONS AND DESTRUCTION THAN YOU'VE EVER ENCOUNTERED.

SO LOCK DOWN THE HATCHES, YOU'RE ABOUT TO ENTER THE WORLD OF
MASS DESTRUCTION™

CONCEPTS OF PLAY

MASS DESTRUCTION™ IS A VAST GAME WHICH COMPRISES OF FIVE CAMPAIGNS, EACH WITH MANY MISSIONS FOR YOU TO EXPLORE AND COMPLETE. AT THE START OF EACH NEW CAMPAIGN YOU WILL BE PRESENTED WITH THE MISSION BRIEFING SCREEN WHICH SHOWS YOUR OBJECTIVES AND PROVIDES ADDITIONAL INFORMATION WHICH RELATES TO THE FORTHCOMING MISSION. THE FOLLOWING IS AN EXAMPLE OF ONE SUCH MISSION :

END MISSION:	OPERATION POLARBEAR
LOCATION:	SECTOR 17,12,74
TERRAIN TYPE:	ARCTIC

MISSION BRIEFING:
WE FOUND INFORMATION AT THE PLUTONIUM STORAGE UNITS DISCLOSING THE WHEREABOUTS OF THE RA'S NUCLEAR REACTORS. WE KNOW THAT THEY HAVE MORE STORAGE CONTAINERS IN OTHER AREAS, SO WE NEED YOU TO SHUT DOWN THE SUPPLY FOR GOOD. HOWEVER, DESTROYING THE MAIN REACTORS THEMSELVES WOULD CAUSE MASS DESTRUCTION ON AN UNPRECEDENTED SCALE, SO DESTROY ONLY THE BUILDINGS SURROUNDING THE REACTORS.

YOU HAVE BEEN WARNED...

* PRIMARY MISSIONS
· CLOSE DOWN NUCLEAR BASES
· DESTROY FUEL DUMP

THE FIRST SECTION INFORMS YOU OF THE CAMPAIGN CODE NAME, LOCATION AND TERRAIN TYPE. THIS IS FOLLOWED BY THE MISSION BRIEFING WHICH DETAILS YOUR MISSIONS WITH USEFUL INFORMATION FROM ANY RECONNAISSANCE MISSIONS - PAY ATTENTION, THIS INFORMATION MAY SAVE YOUR LIFE.

AT THE BOTTOM OF THE SCREEN ARE YOUR PRIMARY MISSION OBJECTIVES IN THE LEVEL. YOU WILL BE ADVISED OF ANY SECONDARY MISSIONS WHEN YOU'VE BEEN TRANSPORTED TO THE TARGET AREA.

DURING THE GAME YOU CAN REVIEW YOUR MISSION OBJECTIVES BY CALLING UP THE MISSION BRIEFINGS SCREEN AND RADAR MAP INDICATING WHERE YOUR PRIMARY AND SECONDARY MISSIONS ARE AND, ONCE COMPLETE, YOUR EXTRACTION ZONE.

GAME START

AFTER THE GAME HAS STARTED, YOU ARE PRESENTED WITH THE MAIN MENU - A LIST OF OPTIONS WHICH ARE SELECTED BY USING THE CURSOR KEYS. PRESS THE ENTER KEY TO SELECT AN OPTION.

START GAME OR LOAD GAME
START A GAME WITH THE CURRENT COMMANDER OR LOAD A PREVIOUSLY SAVED COMMANDER. REFER TO THE SELECT COMMANDER SECTION ABOUT HOW TO LOAD A PREVIOUSLY SAVED COMMANDER.

YOU MUST FIRST SELECT THE DIFFICULTY - CHOOSE FROM EASY, MEDIUM OR HARD.
NEXT, YOU MUST SELECT WHICH CAMPAIGN YOU WISH TO PLAY - THERE ARE FIVE TO CHOOSE FROM.
THERE ARE MANY MISSIONS IN EACH CAMPAIGN, YOU CAN CHOOSE WHICH TO PLAY IF YOU'VE PLAYED THEM BEFORE OR START FROM MISSION ONE.
THEN YOU'LL NEED TO CHOOSE A TANK IN WHICH TO TERRORISE THE ENEMY. SEE THE SECTION BELOW FOR MORE DETAIL OF THE TANK SPECIFICATION.
OK, SO NOW YOU'RE SET - YOU'LL BE PRESENTED WITH THE MISSION BRIEFING SCREEN, MAKE SURE YOU READ IT CAREFULLY - YOUR LIFE DEPENDS ON IT !!

NETWORK GAME

MASS DESTRUCTION™ ALLOWS YOU TO PLAY WITH UP TO FOUR PLAYERS ON AN IPX NETWORK.
CHOOSE START NETGAME TO BEGIN A NETWORK GAME. SELECT A TANK AND THEN CHOOSE WHICH OF THE LEVELS YOU WANT TO PLAY.
THERE ARE 10 NETWORK LEVELS, RECOMMENDED FOR TWO TO FOUR PLAYERS. WHEN EVERYBODY HAS CONNECTED, PRESS ENTER TO
BEGIN PLAY.
IF THERE IS A NETWORK GAME THAT IS ABOUT TO START, YOU CAN JOIN IN - SELECT JOIN NETGAME, OTHERWISE YOU'LL HAVE TO
START A NEW GAME.
CHOOSE A SOCKET NUMBER FROM THE NETWORK MENU (THE DEFAULT IS 0), ALL PLAYERS MUST BE ON THE SAME NETWORK SOCKET.

OPTIONS

YOU CAN ALTER THE GAME OPTIONS. SEE BELOW FOR THE SECTION ON OPTIONS AND HOW TO CHANGE THEM.

COMMANDER

CHOOSE ANOTHER COMMANDER. SEE THE SELECT COMMANDER SECTION ELSEWHERE IN THE MANUAL.

EXIT

QUIT MASS DESTRUCTION™ AND RETURN TO DOS/VINDOWS™ 95.

OPTIONS

PRESS THE CURSOR KEYS TO SELECT ONE OF THE OPTIONS, PRESS THE ENTER KEY TO SELECT.

SELECT DETAIL - USE THE CURSOR KEYS TO SELECT A NEW DETAIL LEVEL.
REDEFINE KEYS - YOU CAN CHANGE WHICH KEYS ARE PRESSED TO CONTROL YOUR TANK. THE DEFAULT CONTROLS ARE :

TURN TANK LEFT	CURSOR LEFT
TURN TANK RIGHT	CURSOR RIGHT
MOVE TANK FORWARDS	CURSOR UP
MOVE TANK BACKWARDS	CURSOR DOWN
PAUSE GAME	P
MISSION STATUS/OBJECTIVES MAP	TAB
FIRE WEAPON	X
FACE TURRET FORWARDS	Z & C TOGETHER
ROTATE TURRET LEFT	Z
ROTATE TURRET RIGHT	C
WEAPON TOGGLE LEFT	LEFT CTRL
WEAPON TOGGLE RIGHT	LEFT ALT

MUSIC - SWITCH THE IN-GAME MUSIC ON OR OFF.
SFX - SWITCH THE IN-GAME SOUND EFFECTS ON OR OFF.
EXIT - QUIT THE OPTIONS SCREEN AND RETURN TO THE MAIN MENU.

SELECT COMMANDER

IF YOU HAVE SELECTED COMMANDER FROM THE MAIN MENU OR THE GAME HAS JUST STARTED, YOU MUST ENTER A NAME FOR YOUR TANK COMMANDER OR SELECT ONE FROM ANY EXISTING NAMES.

USE THE CURSOR KEYS TO SELECT A PREVIOUSLY SAVED COMMANDER AND PRESS ENTER TO SELECT. IF YOU SELECT <<NEW>>, TYPE THE NAME OF YOUR NEW COMMANDER. PRESS ENTER WHEN YOU HAVE ENTERED THE NAME.

MISSION SELECTION

YOU CAN START YOUR GAME FROM ANY CAMPAIGN YOU WISH - IF YOU'VE ALREADY PLAYED MASS DESTRUCTION™ AND SAVED YOUR PROGRESS THEN YOU CAN REPLAY ANY OF THE PREVIOUS MISSIONS. YOU CAN USE THIS AS A SHORTCUT TO PLAYING ALL OF THE MISSIONS AGAIN, ESPECIALLY WHEN YOU'RE TRYING TO GET INTO THOSE HIDDEN MISSIONS OR IMPROVING YOUR HIGH SCORE !!
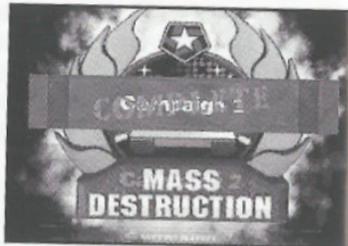
USE THE CURSOR KEYS TO SELECT WHICH CAMPAIGN YOU WANT TO PLAY - PRESS ENTER TO SELECT. SELECT WHICH PART FROM THE LIST - YOU CAN ONLY PLAY MISSIONS WHICH HAVE BEEN PREVIOUSLY PLAYED - AS YOU COMPLETE EACH MISSION, THE NEXT BECOMES ACCESSIBLE.

TANK SELECTION

AT THE START OF A NEW GAME YOU CAN CHOOSE WHICH TANK TO COMMAND, SO THAT YOU CAN CAUSE HAVOC AND DESTRUCTION WHILST COMPLETING YOUR MISSIONS.

EACH OF THE TANKS FEATURED IN MASS DESTRUCTION™ HAS ITS OWN UNIQUE ATTRIBUTES. EACH CONTAINS THE SAME ARSENAL OF WEAPONRY AND ALL HAVE SIMILAR HANDLING CAPABILITIES, BUT THE FINER POINTS WHICH DIFFERENTIATE BETWEEN THEM ARE ONLY FOUND THROUGH PLAYING THE GAME.

VIPER STATISTICS

TOP SPEED	55 KM/H
ARMOUR	75 MM TUNGSTEN ALLOY COATED STEEL
TURRET/BARREL	100 MM 360° INDEPENDENT ROTARY TURRET

THE VIPER IS A HIGH SPEED ATTACK VEHICLE: WITH ITS FAST ACCELERATION AND A QUICK HANDLING RESPONSE, IT IS THE 'SPORTS' MODEL OF THE ATTACK VEHICLES. WITH A FULLY INDEPENDENT ROTATIONAL TURRET AND QUICK FIRE POWER, THIS TANK SURE PACKS A PUNCH ! WHAT IT LACKS IN ARMOUR, IT MAKES UP FOR IN THE SPEED WITH WHICH YOU CAN CUT THROUGH THOSE BATTLEFIELDS AND TRENCHES.

COBRA STATISTICS

TOP SPEED	20 KM/H
ARMOUR	250 MM TUNGSTEN ALLOY COATED STEEL (CARBON BACKED)
TURRET/BARREL	100 MM 360° INDEPENDENT ROTARY TURRET

THE COBRA IS THE 'BIG BROTHER' OF THE VIPER. WHERE THE VIPER HAS THE ADVANTAGE OF SPEED, THE COBRA HERALDS THE SUPERIOR PROTECTION OF IT'S CARBON-LINED ARMOUR, ALLOWING YOU TO ROLL IN AND OUT OF MOST ENEMY BASES WITH THE MINIMAL AMOUNT OF DAMAGE TO YOU AND YOUR TANK. FEATURING THE SAME ARSENAL AS THE VIPER AND CHEETAH, THE COBRA FEATURES STEADIER CONTROL AND FASTER RESPONSE WITH THE ADDED SECURITY OF PROTECTION.

CHEETAH STATISTICS

TOP SPEED	35 KM/H
ARMOUR	150 MM TUNGSTEN ALLOY COATED STEEL (CARBON BACKED)
TURRET/BARREL	100 MM 360° INDEPENDENT ROTARY TURRET

THE CHEETAH IS THE MIDDLE GROUND BETWEEN THE VIPER AND THE COBRA, BEING LIGHTER THAN THE COBRA, BUT STILL OFFERING THE PROTECTION OF ITS SHIELDING. THE CHEETAH FEATURES THE SAME ARSENAL AS THE VIPER AND COBRA INCLUDING THE DIRECTIONAL TURRET AND MOBILITY.

GAMEPLAY DETAILS

STATUS PANEL

THE FOLLOWING PICTURE SHOWS THE IN-GAME STATUS PANEL.

THE STATUS PANEL SHOWS THE FOLLOWING INFORMATION:

|	
ARMOUR	INDICATED BY A COUNTER ABOVE THE TANK. THIS COUNTER STARTS OFF AT 1000 AND DECREASES EACH TIME YOU ARE HIT BY ENEMY FIRE. WHEN YOUR ARMOUR REACHES ZERO, YOUR TANK WILL EXPLODE AND YOUR GAME IS OVER.
SCORE	DISPLAYED ABOVE THE WEAPONS BAR IN THE CENTRE OF THE SCREEN, THIS SHOWS YOUR SCORE WITHIN THE GAME AND REFLECTS HOW WELL YOU ARE DOING.
WEAPONS BAR	AT THE BOTTOM OF THE PANEL, UNDERNEATH THE SCORE, THE WEAPONS BAR CONSISTS OF EIGHT MARKERS, EACH OF WHICH CAN APPEAR IN ANY ONE OF THREE DIFFERENT COLOURS:
DARK GREEN	INDICATES THAT THE WEAPON IS NOT AVAILABLE. LOOK FOR PICKUPS TO REPLENISH IT.
LIGHT GREEN	INDICATES THAT THE WEAPON CAN BE USED.
RED	INDICATES THAT THE WEAPON IS CURRENTLY IN USE.
WEAPON VIEW	TO THE RIGHT OF YOUR SCORE, THERE IS A GRAPHICAL REPRESENTATION OF YOUR SELECTED WEAPON.
AMMUNITION	ON THE RIGHT OF THE STATUS PANEL IS THE AMMUNITION DISPLAY. THIS IS MADE UP OF TWO PARTS - A COUNTER SHOWING HOW MANY OF YOUR CURRENT WEAPON YOU HAVE AND, BELOW THAT, A DESCRIPTION OF THAT WEAPON.

NOTE: WHILST PLAYING, THE WEAPONS SELECTOR WILL AUTOMATICALLY SKIP ANY WEAPON WHICH YOU DON'T HAVE AMMUNITION FOR. THE SHELL AND CHAIN GUN HAVE UNLIMITED SUPPLIES.

MAP & MISSION BRIEFING SCREEN

AT ANY TIME DURING PLAY YOU CAN ACCESS THE IN-GAME MAP SCREEN AND MISSION BRIEFINGS. THIS IS ACHIEVED BY PRESSING THE TAB KEY.

THIS WILL REVEAL THE OBJECTIVES MAP. ON THE LEFT SIDE OF THIS SCREEN YOU CAN SEE A MAP OF THE LOCAL AREA. SMALL ICONS ARE DISPLAYED WHICH DEPICT YOUR PRIMARY AND SECONDARY OBJECTIVES, AS LISTED IN THE MISSION BRIEFING SCREEN ALONG WITH YOUR CURRENT POSITION. WHEN YOU HAVE COMPLETED YOUR PRIMARY MISSIONS, THE LEVEL EXIT MARKER WILL ALSO APPEAR ON THIS MAP. USE THE CURSOR KEYS TO SCROLL THIS MAP TO VIEW THE FULL MISSION AREA.
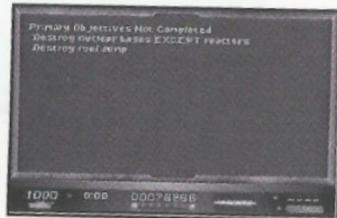

PRESSING THE TAB KEY AGAIN WILL REVEAL A BRIEF SUMMARY OF THE PRIMARY AND SECONDARY MISSION OBJECTIVES AND INFORMATION ON ANY OBJECTIVES WHICH HAVE ALREADY BEEN ACHIEVED. PRESS THE TAB KEY AGAIN TO RETURN TO THE GAME.

TERRAIN TYPES

WITHIN MASS DESTRUCTION™ YOU WILL EXPLORE FOUR DIFFERENT TYPES OF TERRAIN. THESE TERRAIN TYPES ARE :

ARCTIC -
ICY AND COLD. THESE MISSIONS CAN CAUSE HAVOC WITH YOUR TANK AS YOU TRACK OVER ICY RIVERS AND LAKES AND MOVE ACROSS THE SNOWY GROUNDS. LANDSCAPE FEATURES INCLUDE SNOW!, NUCLEAR REACTORS, POWER PLANTS, AIRPORTS AND DEPOTS.
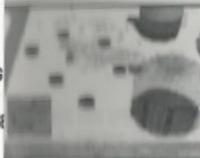
DESERT -
HOT AND DUSTY. EXPLORE THE DESERT, TRAVEL ACROSS THE SCORCHED SANDS AND DUNES OF THE FANATICAL TYRANTS' EMPIRE. LANDSCAPE FEATURES INCLUDE PYRAMIDS, LAGOONS AND ACROPOLI.

RURAL -
ON THE FRONT LINES LIFE IS MUDDY AND WET. HERE AS YOU MOVE AROUND THE TRENCHES, TAKE CARE NOT TO GET YOUR TANK BOGGED DOWN! LANDSCAPE FEATURES INCLUDE MISSILE SITES, MISSILE SILOS, TRENCHES AND BRIDGES.

SUBURBAN -
UNDER MARSHAL LAW YOU WON'T FIND ANY LOCALS, BUT THE CITYSCAPE WILL BE POPULATED WITH MANY ENEMY UNITS. LANDSCAPE FEATURES INCLUDE TOWER BLOCKS, COMMUNICATION SITES, MILITARY BASES AND ENEMY CAMPS.