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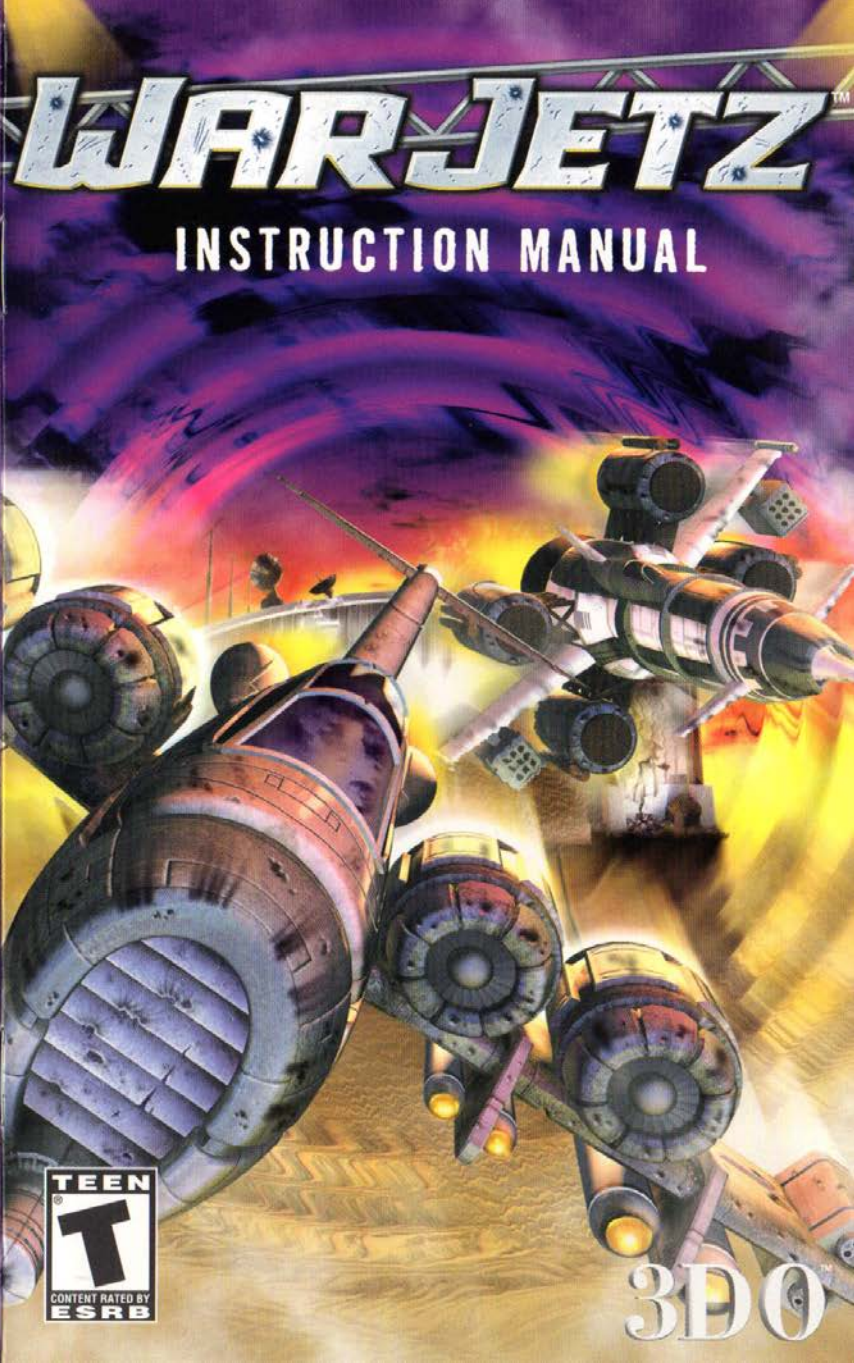
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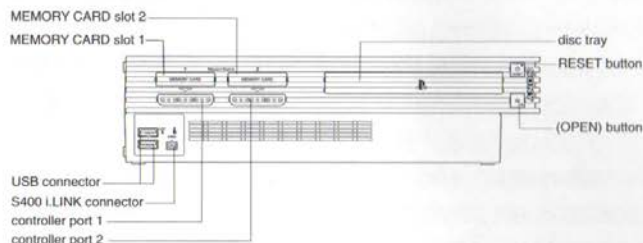
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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when 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.



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STARTUP INFORMATION

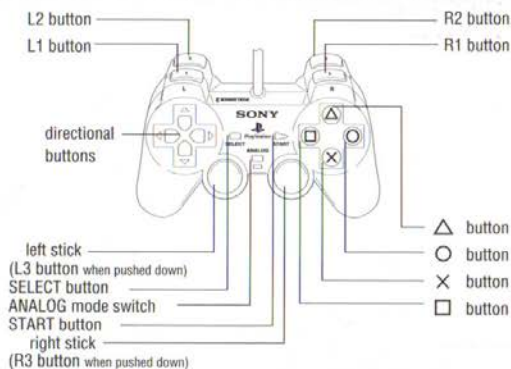


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *World Destruction League™: WarJet™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (BMB) (for PlayStation®2) with at least 80KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.



GAME CONTROLS



⊗ button	Fire Main Weapon	L2 button	Barrel Roll Left
⊠ button	Fire Special Weapon	R1 button	Accelerate
△ button	Toggle Dog-fighting/Bombing	R2 button	Barrel Roll Right
⊙ button	Loop	START button	Pause Game/ Pause Options
L1 button	Decelerate	SELECT button	Toggle Radar/Map

DIRECTIONAL BUTTONS

↔ directional buttons	Steer Left and Right
↑ directional button	Dive
↓ directional button	Climb

LEFT ANALOG STICK

↔ directional buttons	Steer Left and Right
↑ directional button	Dive
↓ directional button	Climb

RIGHT ANALOG STICK

↔ directional buttons	Half Roll Left and Right
↑ directional button	Loop
↓ directional button	U-turn

TIP: The Barrel Roll and Loop maneuvers can be used to evade guided missiles!



QUICK START

To jump into an easy campaign game, press the **X** button at each menu screen.

GAME SETUP

From the Game Setup screen, Player 1 presses the **▲/▼** directional buttons to highlight each choice, and the **◀/▶** directional buttons to change the settings. Press the **X** button when you're ready to play!

PLAY MODE

For single-player mode, select "Campaign" to play through the story mode and earn the title of Airlord! For shorter multiplayer games, select "Ace", "Flag Grab", "Cash Frenzy" or "Bomb Fest".

CONTROLLER CONFIGURATION

Player 1 selects which controller to configure. To change Player 2's configuration, Player 1 selects controller port 2. When controller port 2 has been selected, Player 2 may then take control and select a configuration. Press the **◀/▶** directional buttons to toggle the Vibration option ON or OFF. When all configurations have been set, highlight "ACCEPT" and press the **X** button to save your changes and return to the Options screen.



WEDNESDAY NIGHT WARJETZ



"The WDL™ Network presents...Wednesday Night WarJetz! Where altitude meets attitude in an ultimate battle to survive the not-so-friendly skies! And now, live from Sydney, the land down under a pile of debris...here are your hosts, Jimmy 'Hell Catz' Jackson and Kate Maxwell!"

"Welcome to WDL's Wednesday Night WarJetz. I'm Kate Maxwell, here with my co-host, Jimmy 'Hell Catz' Jackson."

"Yeah, hiya folks. Kate, this new rookie reminds me of my own glory days as a pilot. Why, I remember when the Overlords first came on the scene..."

"Hey, sorry to interrupt you, Jimmy - but you may want to duck, 'cause here comes our competitor nowwwwwwwww!!!!!"



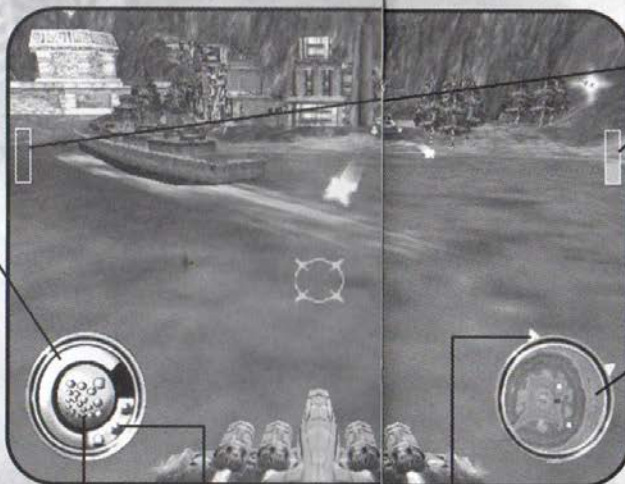
HEADS UP DISPLAY



ARMOR BAR

This indicates your jet's current armor condition. As the jet takes damage, the Armor Bar shrinks and changes color:

- Green = (Good) Flying high!
- Yellow = (Fair) On a wing and a prayer...
- Red = (Poor) Look out, she's gonna' blow!!!



STATUS BARS

Your Status Bar begins to rise as you and your enemy duke it out. Check these meters to see which team is further ahead and by how much. In Flag Grab mode, look at the flag colors in each bar to tell you which teams have whose flags.

RADAR MAP

Your plane appears as a blue dot in the center of the Radar Map. Just like real radar, the map rotates around you, showing the relative positions. Red dots are enemies, white dots are objectives and yellow dots are damaged enemies.

SPECIAL WEAPON RELOAD INDICATOR

When this meter fills up from bottom to top, your special weapon is ready to rock! Some special weapons reload quickly, but other more powerful arsenals can take a while longer.

SPECIAL WEAPON LEVEL INDICATOR

Can you make that weapon any badder? You bet! Special weapons start at level 0 and can be increased up to 3 times by collecting Weapon-ups (for more, see "Power-ups"). The Special Weapon Level Indicator dots indicate how powerful the weapon currently is.

OBJECTIVE ARROWS

Arrows around the edge of the radar map point to objectives and arial enemies that are beyond the range of the radar. Fly in the direction of the arrow to bring them in range.

PAUSE OPTIONS

Pause the game and use the / directional buttons to highlight and the button to select the desired option. Use the / directional buttons to turn Vibration ON or OFF and to toggle between Normal Bombing and Quick Bombing modes.




CAMPAIGN (SINGLE-PLAYER GAME)

Ready to smash enemy gangs one-by-one in their home territories?

Get some experience in the Training Arena so you can get used to the controls and hone your piloting skills. You can come back to the Training Arena anytime and tryout any of the planes in the WDL - even ones that you haven't earned yet. Once you beat your first territory, you join that gang and inherit their aircraft and special weapon.

You can hear the audience cheering now!

FIGHTING STYLE

Press the  button to toggle between the Normal and Bombing attacks.


Normal (Dog-fighting) Mode

Use this fighting style when going head-to-head with aerial adversaries.

Bombing Mode

Use the Special Weapon button to drop bombs in this mode.

Quick Bombing Mode

Press the  button to drop a bomb. This option needs to be enabled from the Pause Options (see previous page) in order to do this.




STARTING BUX

Bux mean moolah, dough, bread, dinero, cashola...money, money, MONEY! Use Bux to purchase jets for battle. The amount of Bux you start with at each level is based on your game's difficulty setting:

Novice	= 60 Bux
Normal	= 40 Bux
Expert	= 30 Bux



If you run out of Bux or don't have enough to afford either of your selected planes, your game is over and you have to replay.

TERRITORY SELECT SCREEN






Select the territory you want to take on by using the / directional buttons to highlight it, then press the  button.



BRIEFING

See what you must do to beat the chosen territory. Press the  button to continue, or the  button to return to the Territory Select screen.

PLANE SELECTION SCREEN

Select the two jets that you will fly. Press the / directional buttons to toggle between the two selection windows. Use the / directional buttons to highlight planes and the  button to confirm. Because you have limited Bux to buy planes, choose your planes wisely - cheaper planes may be a better choice!

When you collect a "Switch Jet" power-up in the arena, your plane switches to the other jet and you continue playing!

MISSION GOAL

The Mission Goal displays the objective to win the battle. Get this crucial info en route to the territory or on the Pause Options screen.

MISSION SUMMARY

Summary of gameplay for the Arena is displayed here.

Total Winnings

When you beat an Arena, any Bux you have left over are added to your Winnings. 1% of your Total Winnings is added onto your next Starting Bux total. For example, if you earn 200 Bux, your 1% Starting Bux Bonus is 2 Bux. In the next round, where your Beginning Bux would have been 60, it will now be 62 Bux.

Level Code

If you're not saving your games to a memory card (for PlayStation®2), write down the Level Code! It gives you the opportunity to shut down the game and, whenever you turn the game on again, return to the same point by entering this code on the Input Code screen. (See "Input Code" under "Saving and Loading Your Game".)



MULTIPLAYER MODES

ACE

GOAL: Be the first to shoot down the target number of enemy jets!

Get ready for the dogfight of your life...it's YOU vs. EVERYONE IN THE SKY! Shoot down every enemy target you can get in your sites; the first pilot to shoot down the target number of enemy jets is the winner! Set the target number of enemy jets on the Territory Select screen.

FLAG GRAB

GOAL: Get every Flag back to your Home Base!

Each team has a Flag housed on its base. The first pilot to get every team's Flag to his/her Home Base is the winner. Don't hesitate to shoot your opponent's plane down if your Flag's been nabbed, because you'll need to get it back to win!

CASH FRENZY

GOAL: The first team to collect the target number of Bux wins!

The sky's the limit in Cash Frenzy. Collect Bux wherever you can find them. The first team to collect the target number of Bux wins. Set the Bux target number on the Territory Select screen.

BOMB FEST

GOAL: Be the first pilot to earn the target number of points by bombing everything in sight!

Bomb anything and everything. Set the target number of points on the Territory Select screen. You can try to attack other jets and slow them down, or go straight for the really valuable targets. Bombs away!

COLOR

Pick your team color: Blue, Yellow, Green or Red. This means that, as you fly the unfriendly skies, any jet of a different color is the enemy! Up to three teams can be allies by sporting the same color. OFF indicates a computer-controlled team is not playing.

PLANE SELECTION

STANDARD AIRCRAFT

You begin the competition with these aircraft.



A-12 RAIDER

The Raider is the perfect example of post-apocalyptic ingenuity. It has a Cislak 220 Machine Gun and a special Shotgun Blaster that fires a cone of shots – handy for blasting multiple targets or speedy flybys!



B-18 CRUSHER

This bomber may be slow, but it has MASSIVE bombing capability. It's loaded with a 100mm Flak Cannon, plus Cluster Bombs – multiple bombs mean more destruction. BOOM, baby!



A-10 THUNDERBOLT II (a.k.a. "Warthog")

What this vehicle lacks in speed, it makes up for with lots of armor and firepower. The main weapon is a 30mm Gatling Cannon. Its special weapon is the Vampire Ray. This special weapon actually drains armor from a target and, if the A-10 has taken any damage, repairs the A-10!



DRAGONFLY

The Dragonfly is a small, maneuverable and fast helicopter, but is not very sturdy. Its main weapon is the 25mm Chain Gun. It's also loaded with Swarms, unguided rockets that fire in a spiral pattern and do heavy damage to whatever dares cross their path!

Note: Because it's a helicopter, the Dragonfly can't barrel roll. Instead, it can strafe and circle strafe your target.

POWER JETS

You'll have to take over a few territories to get access to these bad boys.



ROCKET JET

This ramjet with rocket boosters is by far the fastest jet. Its main weapon is a 75mm Flak Cannon. Its special weapon is the Photon Flare. The powerful blast of energy emitted from the Photon Flare damages anything nearby!



NIGHTHAWK

The Nighthawk's advanced technologies make it the ultimate dogfight jet. Its main weapon is the Twin Wing-mounted 20mm Rapid Fire Cannons. Its special weapon is the Guided Missiles – listen for the tone when your missiles lock onto your target, then fire to automatically seek and destroy!



UFO

There is no more maneuverable jet than the UFO, a craft of unknown origin. Its main weapon is a 5-gigawatt Pulse Laser. Its special weapon is an Anti-matter Charge – the beauty of this weapon is that it can be fired even when it's not fully charged. But the more charge it has, the more powerful the shot will be.



ROLLING THUNDER

This plane is loaded with weaponry that really burns! Its main weapon is the Hees Incendiary Cannon. The special weapon is the Homing Fireball. When locked onto an enemy target, these little devils will zigzag until they hit - and then they burn! Listen for the lock-on tone before firing. If you are not locked onto a target, they'll fly straight ahead until they hit something. When in bombing mode, the Rolling Thunder drops Napalm Bombs, which leave a fiery trail of destruction wherever they hit!



THE ULTIMATE WAR JET

This is by far the most powerful aircraft in the game.



MAURADER II

The "Marauder II" is a flying fortress. This is the largest jet available. Its main weapon is a forward-arc, 150mm Heavy Flak Cannon. It's also loaded with Tactical Nuclear Bombs – though slow to recharge, these bombs are supremely powerful, frighteningly deadly and are best used from high altitude.



POWER-UPS



HEALTH AND SUPERHEALTH

The Health power-up restores a limited amount to the Armor Bar, but Superhealth restores it completely!



STAR

When jets and some objects are destroyed, they leave Stars behind. Pick up a Star to add some armor to your jet!



WEAPON-UP

Weapon-ups increase a jet's special weapon power up to three times its original strength. Search hard for these important power-ups...they are rare, but they can make your plane into a mega-weapon if you get all three! In Multiplayer, Weapon-ups are LOST when the player's plane is destroyed.



AFTERBURNER

Picking up an Afterburner power-up gives your craft an immediate burst of speed for a short time. This is useful when you need to move quickly.



SHIELD

The Shield may be temporary, but it makes your jet completely invincible for a short time! You can even use the Shield power-up to run into other jets and objects to destroy them!



BUX

Use Bux to buy new jets. Many of the Arenas have less traveled areas that house a treasure of Bux, so a little searching is well worth the effort.



SWITCH JET

Since you choose two jets to bring into a level, this power-up allows you to switch from one to the other. Once collected, you will immediately switch to the other jet and get a full Armor Bar!



SAVING AND LOADING YOUR GAME

Input Code

At the end of each level, you obtain a code that, when entered on the Input Codes screen, allows you to resume the game exactly where you left off.

To enter your code, highlight a letter and press the **X** button. Once you have entered all letters, highlight "ENTER" and press the **X** button. You should see a text message confirming your code. You can now resume your game. If you get an "invalid input code" message, you will need to re-enter the code.

On the Input Codes screen, you can also select "CLEAR" to remove all selected letters or "ERASE" to remove the last entered letter. Press the **X** button to confirm, or the **△** button to cancel and return to the Game Setup screen.

On the Input Codes screen, you can also enter non-save game codes. Once any codes you have entered are accepted, select "DONE" to return to the Game Setup screen. You can now select a game with those codes enabled. Select "CODES MENU" to access any non-save game codes already entered from the Input Codes screen. Use the **↑/↓** directional buttons to highlight a code, and the **←/→** directional buttons to toggle it ON or OFF. Finally, press the **X** button to confirm the changes or the **△** button to return to the Input Codes screen with no changes made.

Memory Card (for PlayStation®2)

Only one Campaign can be saved on a memory card (for PlayStation®2). Additional games require additional memory cards (for PlayStation®2).

On the memory card (for PlayStation®2) screen, select "LOAD GAME". Press the **↑/↓** directional buttons to highlight the saved game and the **X** button to select. Press the **△** button or select "BACK" to return to the previous screen.

Note: If there is a problem during the load or save process, the game will prompt you with a message explaining the difficulty. Press the **X** button to remove the onscreen message and return to the previous screen.



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