

MEGA DRIVE

INSTRUCTION MANUAL

CANNON FODDER

Sensible SOFTWARE

Virgin

SEGA

This game is licensed by
Sega Enterprises Ltd.
for play on the
SEGA MEGA DRIVE SYSTEM.

CANNON FODDER



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EPILEPSY WARNING

Please read before using this video game system 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 certain 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.

We advise that parents should monitor the use of video games by their children. 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

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING THIS CARTRIDGE

Disney's The Lion King Cartridge is intended exclusively for European and Australasian Sega Mega Drives.

For Proper Usage

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzene, etc.!
- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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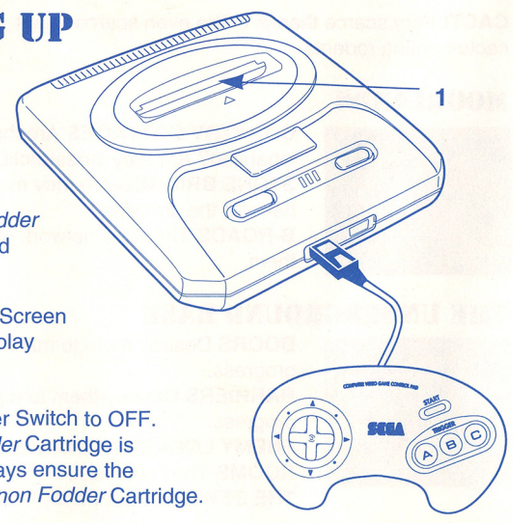
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STARTING UP

1. Set up your Sega Mega Drive as described in its instruction manual. Plug in Control Pad 1. Note that *Cannon Fodder* is for one player only.
2. Ensure the Power Switch is set to OFF. Insert the *Cannon Fodder* Cartridge, its label facing towards you, into the Mega Drive and press it down firmly.
3. Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When the Title Screen is shown you are ready to play *Cannon Fodder*!

IMPORTANT! If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Mega Drive is set up correctly and the *Cannon Fodder* Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the *Cannon Fodder* Cartridge.



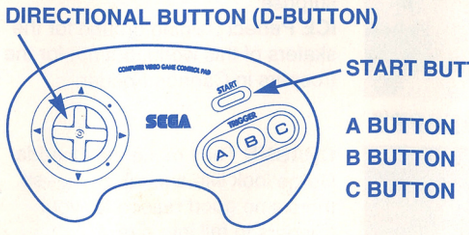
The Sega Mega Drive and Control Pad 1. Sega Cartridge 2. Control Pad 1

PLAYING CANNON FODDER

TAKE CONTROL!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad.

The Sega Mega Drive Control Pad



THE TITLE SCREEN

When you see the Title Screen you are ready to play *Cannon Fodder*.

The Title Screen



- Press any Button to call up the Boot Hill screen.

FROM CONSCRIPTS TO TROOPERS

Before you get to play, you need to call up some fit young men to become troopers. As luck would have it, over at Boot Hill there is a queue of some 360 eager conscripts

waiting to go to war - but only 15 of them are allowed to volunteer for each mission. Can you see them coming over the hill? Fortunately for all concerned, the innocent are added to the experienced troop of survivors from previous missions.



Boot Hill

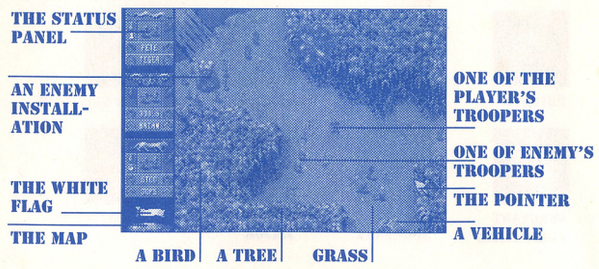
There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases. For more intimate details see **Know Your Mission Profiles** and **Know Your Terrain** on pages 12 and 13.

The number of kills for and against you are represented by **HOME** and **AWAY** respectively. Ignore the **LOAD** and **SAVE** features for the moment - they are explained on page 11.

- Press the Start Button to begin play.

WHAT YOU CAN EXPECT TO SEE IN PLAY

All the action takes place in the playfield which takes up the best part of the screen. Here are some of the things you will see ...



CONTROLLING TROOPERS

You do not directly control troopers but instead determine their behaviour thanks to a remarkable interfacing technique involving a Control Pad, a pointer, and a troop leader. Troopers will only follow their leader but can be encouraged to run around in circles, shoot anything that moves, throw grenades, shoot bazookas, drive Tanx, fly Choppas, split up and do their own thing, and die.

All troopers start their miserable military lives as Privates. Their ranks increase for every phase they somehow survive, but their promotion only happens when the mission is complete. After every three missions, the raw recruits are higher in rank simply because they have already received extra battle training. The rank of the troop leader is shown above his head, just so you know who's in charge.

Note that the bullets fired by your troopers are clever. They will not kill a fellow trooper - unless he is wounded and squirming around on the ground in agony. However, it must also be noted that all other weaponry kills everyone, regardless of what side they are on.

THE STATUS PANEL

It does more than inform ...



THE TROOP'S LOGO Shows the logo of the troop. There can be a maximum of three different troops - see **Form A New Troop (Or Two)** on page 10.

GRENADES Shows whether or not the troop has any grenades and, if so, how many. At first the troop has no grenades. Extra grenades are found in boxes of four - just like the one shown here. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'Pier Pressure' onwards, each trooper is given two grenades - free of charge.

BAZOOKAS Not to be confused with the crude trombone-like musical instruments of the same name - or, indeed, bazoomas, which are something else entirely - these bazookas are weapons of war. This symbol shows whether or not the troop has any bazookas and, if so, how many. At first the troop has no bazookas but a keen eye will soon spot the barrels - just like the one shown here - in which four bazookas are stored. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'My Beautiful Skidoo' onwards, each trooper is given a free bazooka.

TROOP STATUS Shows whether the troop is on foot or in a vehicle. This box is highlighted when the troop is active.

TROOP TROOPERS The names of the troopers in the troop are shown along with their ranks, in order of importance, with the leader at the top.

THE POINTER

This is the aforementioned pointer used to determine the behaviour of your troopers (and troops). As you will see, the pointer changes to reflect one of three types of trooper conduct:

Trooper (or Troop) Destination Determination Pointer

Weapon Destination Determination Crosshair

Vehicle In, Out (And Shake It All About) Pointers

- Press the D-Button to move the pointer around the screen.

MOVING TROOPS

Move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.

STUCK? FOR ALL YOUR HINTS CHEATS & TIPS CALL THE SEGA HOTLINE 1-902-555444
Calls charged at ITM 95 cents per min. If under 18 get parents to call.

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- Press the A Button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file.

USING WEAPONS

It couldn't be simpler ...

- Press the B Button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair.
- Press and hold the B Button then press the A Button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair.

USING VEHICLES

Five types of vehicle become available in *Cannon Fodder*. Each vehicle holds up to eight troopers. For details of the vehicles and their special functions, see **Know Your Vehicles** on page 14.

BOARDING VEHICLES

Move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.

- Press the A Button to make the trooper (or troop) board the vehicle.
- Press and hold the A Button to make the vehicle move towards the trooper destination determination pointer. The longer the A Button is held down, the faster the vehicle will travel.
- Press the B Button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES

Move the pointer until its tip touches the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.

- Press the A Button to make the trooper (or troop) leave the vehicle.

A LITTLE WHITE LIE

Actually, the pointer has a fourth state. When a trooper (or troop) is in a Choppa flying above the terrain, touching the Choppa with the pointer will change it into a 'The Choppa Can Land Symbol' - just like the one shown here. This means the Choppa can land.



The Choppa Can Land symbol

- Press the A Button when the 'The Choppa Can Land Symbol' is shown to make the Choppa land. Once the Choppa has landed, select it to make the troop disembark.

FORM A NEW TROOP (OR TWO)

There are times when the strategy dictates that the troopers split up - perhaps to execute a classic 'pincer movement'. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and those are: Eagle Troop and Panther Troop.

- Press the Start Button to access the Status Panel.
- Use the pointer to select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has split in two.
- Select the troop's logo to form a new troop with the troopers whose names were highlighted.
- Select a troop logo then press the Start Button to resume play in control of the active troop.

Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

SHARE AND SHARE ALIKE

Hold on - who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons - all, half or none - that the new troop will take.

- The solid outline represents all the weapons.
- The dotted outline represents half of the weapons.
- No outline represents none of the weapons.

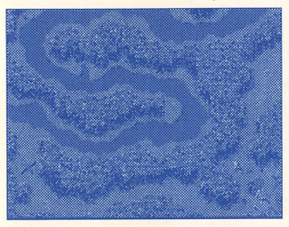
REGROUPING TROOPS

To bring separate troops together simply walk them into each other whereupon the troopers will automatically regroup as a single troop.

A MISSION REMINDER

Select the map at the bottom of the Status Panel for an overview of the area and the active troop's position

(indicated by a big red cross). Note that enemy troops are not shown on this map - it'd spoil the surprise.



The map shows an overview of the area

- Press any Button to return to play.

MISSION COMPLETE

You did it - you saved the day. And you can save your state of play, too ...

SAVING GAMES

At the end of every mission you are returned to Boot Hill to admire the view. See that little picture in the top right-hand corner of Boot Hill? Yeah, the one marked **SAVE**; move the pointer to it.

- Press the A or B Button to select **SAVE** and call up a special Save Screen.

A special five-letter pass code is given. Write it down - it contains information about the state of play so you can return to this exact point at a later date.

- Press any Button to return to Boot Hill.

RESUMING SAVED GAMES

See that little picture in the top left-hand corner of Boot Hill? Yeah, the one marked LOAD; move the pointer to it.

- Press the A or B Button to select **LOAD** and call up a special Load Screen.

To enter a pass code, do this:

- Press the D-Button up or down to change the letter.
- Press the D-Button left or right to move through the letters.
- Press any other Button to enter the pass code. If the pass code is invalid, you will be told. Select **LOAD** and try again.

HOLD IT!

If you need to halt your assault ...

- Press the Start Button to access the Status Panel and freeze the action.
- Press the Start Button when the action is frozen to resume play.

TRY AGAIN

So you screwed up? Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough grenades or inclination to continue and you want to try again?

- Select the White Flag on the Status Panel and press any Button (except Start) twice quickly to surrender. Your surviving troopers will be available to replay the phase.

HIGH SCORING HEROES

When a trooper dispatches an enemy, one point is added to his personal score. Note that all grenades, bazookas and vehicle weapons are activated by the troop leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten - unless he didn't score enough points to register with the High Scoring Heroes Bureau (who manage the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES

Those seven primary objectives are revealed in full ...

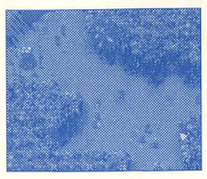
KILL ALL ENEMY Including troopers, enemy BigGunz, vehicles, buildings - and the rest.
DESTROY ENEMY BUILDINGS All those buildings with doors from which the enemy emerge.
DESTROY ENEMY FACTORY Or Computer even.
RESCUE ALL HOSTAGES Return up to four hostages to safety. Free a hostage by shooting his (or her) captor, then take the trooper (or troop) up to the hostage to 'tag' him (or her). The hostage will follow the trooper (or troop) to the nearest friendly MASH outpost - so take him (or her) there as quickly as possible.
KIDNAP ENEMY LEADER This cunning fellow is dressed to look like a hostage, but he's not. Don't be angry and kill him - take him to the nearest allied outpost.

PROTECT ALL CIVILIANS Whatever happens, don't let any civilians die.
GET CIVILIANS HOME Innocent civilians are caged like wild animals. Destroy their barricade to free them then ensure that they make it home alive.

KNOW YOUR TERRAIN

There are five different climes to conquer in Cannon Fodder - and here's the low-down on all of them ...

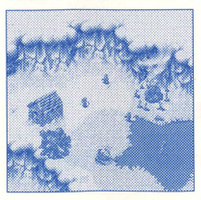
THE JUNGLE



Look out for the following:

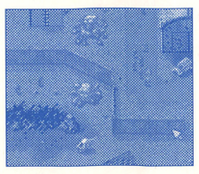
TREES And plants for that matter. They aren't just here for decoration - they also provide much-needed cover for exposed troopers. Note that you can blow up some trees (and plants).
QUICKSAND Or 'sucky sucky' as it's known. Every time we put up warning signs they disappeared, so beware.
WATER It's either shallow or deep. Troopers cannot use their weapons when they are in deep water - because they need to swim across it.
BIRDS You can't shoot them down - or can you? If not, why not? Otherwise, why are they here? Or are they simply red herrings?

ARCTIC WASTES



IGLOOS Packed with Eskimos - or are they the enemy?
SNOWMEN They often hold a surprise.
ICE Perfect training ground for the skaters of this world, but not for the troopers in Cannon Fodder.

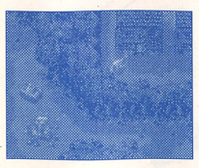
THE DESERT



CHASMS They make the Cheddar Gorge look like a small crack - so there's no good reason for your troopers to fall into one.
HANGARS Not for the troopers' clothes you understand, but for cover from enemy fire.

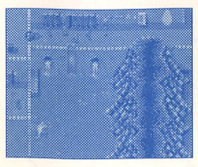
CACTI Very scarce thanks to the even scarcer giant cactus-eating rodents.

MOORLANDS



COUNTRY COTTAGES Are they inhabited? Are they indestructible?
STONE BRIDGES Are they merely here for the crossing?
B-ROADS There's a network of them.

THE UNDERGROUND BASE



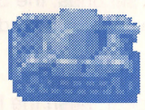
DOORS Destroy them to make progress.
BARRIERS Destroy them to make progress.
ENEMY LOCKERS, CHANGING ROOMS They lead to ...
THE SEWERS Fancy a dip?

KNOW YOUR VEHICLES

Note that the enemy versions bear red flashing lights.



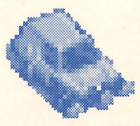
CHOPPAS Join the birds in the sky and flit above the treetops. There are two types of Choppa: one is an unarmed Transporta, the other is a Killa brimming to the teeth with bombs, rockets or heat-seeking missiles. A Choppa in the air can only be shot down by rockets or heat-seeking missiles. Choppas are more vulnerable on the ground.



TANX They shoot shells (and not of the seaside variety - haheho). Tanx are slow but hardy, being impervious to all weapons except rockets, heat-seeking missiles and shells.



JEEPS There are two types: one is an unarmed transport vehicle, the other has a front-mounted machine gun.



SKIDOOS Just like Jeeps really, except Skidoos are suitable for travelling across snow and ice.



BIGGUNZ Fixed turrets that fire either rockets or shells and vary in defensive strength depending on the terrain. And, yes, they aren't vehicles. So what?

KNOW YOUR ENEMY

Pay careful attention to the following information - it may help save the lives of innocent troopers.



GRUNTS Your basic enemy trooper. Most of them are armed with machine guns, but some of them carry grenades.



SNIPERS Tricky blighter, Johnny Sniper - he hides in the undergrowth and takes pot shots with his bazooka at the player's troopers.



ARTILLERY They handle BigGunz and Tanx which are best destroyed.



ENGINEERS They command Jeeps and Skidoos. Watch out! Some of them are armed!



AIR FORCE They handle Choppas which you should blow up as soon as possible. Beware! When an enemy Choppa parks itself in your area, it will let out Grunts.

KNOW YOUR SUPA DUPA BOOSTAS

When you see any of the following gold-coloured Supa Dupa Boostas (which won't be often because they are in such demand), pick it up for a Special Feature!

SUPA DUPA MISSILE BOOSTA A complement of 50 heat-seeking missiles are yours, with our compliments.
SUPA DUPA BULLET-PROOF-VESTA BOOSTA Makes a trooper invincible from bullets and explosives for the duration of the phase.

SUPA DUPA RANKA BOOSTA The trooper becomes an instant General - and will probably take control of the troop, too.
SUPA DUPA TROOPER BOOSTA Excellent value - it gives the trooper a Missile Boosta, Bullet-Proof-Vesta Boosta AND a Ranka Boosta!
SUPA DUPA TROOP BOOSTA Incredible - it gives the whole troop a Trooper Boosta!

KNOW YOUR RANKS

Just the thing to help you avoid embarrassing faux pas at aprés battle parties. Note that the higher a trooper's rank, the better the gravestone he receives on Boot Hill.



PRIVATE



CORPORAL



SERGEANT



STAFF SERGEANT

SERGEANT FIRST CLASS

MASTER SERGEANT

SERGEANT MAJOR

SPECIALIST 4



SPECIALIST 6



WARRANT OFFICER



CHIEF WARRANT OFFICER



CAPTAIN



MAJOR



COLONEL



BRIGADIER GENERAL



GENERAL

BE THE FITTEST

And survive with the following handy hints:

- Don't wait until you see the whites of their eyes - shoot them before they shoot you.
- Look out for secret hidden zones where special equipment may be found.
- Please don't leave the screaming wounded to die. Bite the bullet, so to speak, and do the decent thing: finish them off.

- Wise men say that fools rush in where angels fear to tread, so look before you leap, so to speak, because the grass is not always greener on the other side of the hill.
- Watch out for mines and mantraps - they make a terrible mess.
- This one'll kill ya ... When you have shot a man and he's lying there, dead, shoot him some more to make him jump around like a bunny.
- Remember: troopers cannot use their weapons when swimming through deep water. Note that troopers also move slower through water, so make sure there are no enemy troopers in range before getting wet.
- Troopers always walk in a straight line, so remember to steer them around any obstructions such as trees.
- Only when a building is destroyed will the enemy troopers stop piling out of it.
- Shooting explosives is not wise - try to pick them up instead.
- You may think the mission is over, but it isn't until you are told it's complete, so scour the area for hidden enemy troopers.
- And on a more serious note: don't try this at home, kids, because real war is not a game; real war, as *Cannon Fodder* demonstrates in its own quirky little way, is a senseless waste of human resources and lives. We hope that you never have to find out the hard way.

NOTE YOUR PASS CODES HERE!

The first two are provided for your convenience.

MISSION	PASS CODE
1	PXJND
2	UZHNC
3	_ _ _ _ _
4	_ _ _ _ _
5	_ _ _ _ _
6	_ _ _ _ _
7	_ _ _ _ _
8	_ _ _ _ _
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