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Nintendo®

GAME BOY™

DMG-KC-USA



INSTRUCTION BOOKLET

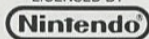
Thank you very much for selecting this VAP "POWER MISSION" Game Pak for GAME BOY.

Before you start play, please read this instruction booklet carefully and follow the correct operating procedure. Keep this instruction booklet for future reference.

Safety Precautions

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle.
- Do not touch the terminal connectors or get them wet because this may damage the circuit.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

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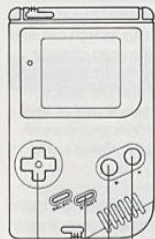
THE STORY

In 1999, the powerful country of "Jagoda" started invading my peaceful islands and waters with strong battleships. Your duty as the commanding officer is to search out and destroy the enemy fleet. You can change your strategy according to land configurations, weather conditions and the attack mechanisms of each individual unit of your fleet. Defeat the enemy's fleet and defend our country from their attack. Good Luck!

SUMMARY

Power Mission simulates a realistic sea battle against an enemy fleet. You and your enemy control fleets of 10 units ranging from Flagships, Battleships, Cruisers, Destroyers, Submarines, and Fighters. Each of these units can be maneuvered by using the radar, move and attack modes during your turn. The area of the battle-ground map is 28×28 coordinates and includes land, shallow waters and deep sea. The key to mastering Power Mission is using strategy and radar to locate and attack the enemy's fleet. The player who sinks his enemy's Flagship first, wins!

1 PLAYER MODE



Button **A**

Button **B**

Start Button

Control Pad

Title Screen

Press **Start Button**.

Mode Selection Screen

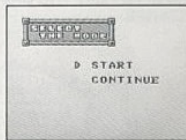
Use the **Control Pad** to select the 1 Player Mode.
Press Button **A** to set.

Start or Continue Selection Screen

Use the **Control Pad** to select Start or Continue.

To start the game from the beginning

Use the **Control Pad** select.
Press Button **A** to set.



To start the game midway

Select Continue with the **Control Pad** to change the screen.

Move the cursor to select the letters of your password with the **Control Pad** and press Button **A** to select.
(Press Button **B** to cancel)

The Map

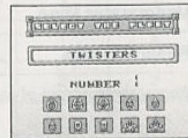
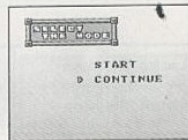
When in the 1 player mode, the computer will select the map.
After selecting the mode, the map will appear on the screen.

(Diagram of what the map looks like with each part labeled land, shallow sea and deep sea.)

Selection of Fleet

Use the **Control Pad** to select your fleet according to your strategy and the land configuration of the map from the 5 organized fleets. (After 7 stages, you will have 7 fleets to choose from).
Press Button **A** to set.

(Diagram showing a picture of each unit of the fleet labeled with its name and with a lists of the weapons it has available.)



WEAPONS

		Range	Destruction Capacity
Large Missiles		1-10	13-40
Small Missiles		1-7	10-25
Torpedos		1-5	5-20
Machine Guns		1-4	1-13
Bombs		1-3	5-20
Depth Charge		1-3	5-20
Underwater Mine		1-2	30-40
Radar Missiles		1-9	0

(Diagram with picture of each weapon labeled with its name and in which unit you can use it.)

Fleets with Corresponding Weapons

Each fleet has 10 units. Below are the arrangements of each fleet:

						
	Flagship	Battleship	Cruiser	Destroyer	Submarine	Fighter
Twisters	1	2	0	3	2	2
Neptune	1	4	0	2	0	3
Lightning	1	1	0	4	1	3
Cross fire	1	3	0	2	3	1
Meteros	1	2	0	2	1	4
Metal Sharks	1	2	2	1	2	2
Ares	1	1	2	2	1	3

Each unit of the fleet has the following weapons:

Flagship:		Large Missile, Small Missile, Torpedos, Depth Charge, Radar Missile
Battleship:		Large Missile, Small Missile, Machine Gun, Underwater Mine, Radar Missile
Cruiser:		Small Missile, Torpedos, Machine Gun, Depth Charge, Underwater Mine
Destroyer:		Torpedos, Machine Gun, Depth Charge, Underwater Mine
Submarine:		Large Missile, Torpedos, Radar Missile
Fighter:		Machine Gun, Bombs

To Position Fleet

Arrange your fleets according to the following coordinates:

0-27- For X

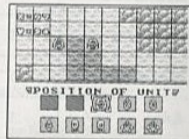
23-27- For Y

(To keep track of your fleet, it will help you to write down the coordinates of your units as you play the game.)

Each unit of the fleet can be positioned in whatever way you chose. However, you cannot set up more than one unit on the same set of coordinates.

Your original fleet position should be as accurate as possible.

You will lose 1 point for each coordinate you move in each turn.



2 PLAYER MODE

Decide with your opponent who will have the first turn.

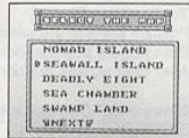
The first player will press the **Start Button** on the title screen to change the screen to the selection mode. Player 1 then uses the **Control Pad** to select the 2 Player Mode. Press Button **A** to set.

The Map

You can choose from 10 different kinds of maps.

(Screen shots of each of the 10 different maps)

Player 1 uses the **Control Pad** to select the map and presses Button **A** to set.



The map that you select will appear on the screen. Player 1 uses the **Control Pad** to move the map in the directions desired.

Before starting play. You need the following before starting a 2-player game.

2 GAME BOY units / 2 Power Mission Game Paks / 1 Game Link™ cable
(1) Connect the Game Link™ cable, and check that the Game Paks have been inserted correctly in place. Then, turn the power switches ON.

(2) First check that the title screens are displayed on both GAME BOY units. Then select 2-PLAYER on one of the GAME BOY units.

Note: The game will stop if step (1) has not been carried out correctly, or if the Game Link™ cable is pulled out and inserted again during the game. If this happens, turn the power switches of both GAME BOY units OFF, and begin the set-up procedure from (1) again.

Selection of Fleets

Select the fleets in the same manner as in the 1 Player Mode. Both players select their fleets with their **Control Pad** and press Button **A** to set. After both players have selected their fleets, Player 1 presses Button **A** to set.

To Position Fleets

Position fleets in the same manner as in the 1 Player Mode.

Both players position their fleets with their **Control Pad** and press Button **A** to set.

After both players position their fleets, Player 1 Press Button **A** to set.

Movement Capacity of Fleets

		Movement Capacity (coord..)	Survival Capacity (pts.)
Flagship		6	80
Battleship		7	60
Cruiser		8	60
Destroyer		8	50
Submarine		7	40
Fighter		9	20

When your unit gets attacked, it will survive if the survival capacity points are higher than 0. If your survival capacity points become 0, the unit is destroyed. You cannot use a unit once it is destroyed.

Climate Conditions

You can program the climate conditions when you start the game, or they will be programmed at random by the computer.

1) *Normal*

2) *Strong Wind*

In strong wind, there will be obstacles which will disable your fleet to move in certain directions.

3) *Dense Fog*

4) *Magnetic Field*

This field will block your radar.

Odds for conditions are set as follows by the computer:

Normal 7/16

Strong Wind 4/16

Dense Fog 3/16

Magnetic Field 2/16

HOW TO PLAY THE GAME

The first screen of the game will give you the name of your fleet, the map and the weather conditions.

Object of the game

The Object of the game is to search out and destroy your opponent.

Strategy

When the map is displayed it will show you the arrangement of your entire fleet, the name of the units, the survival capacity (SC) and the coordinates.

How To Read the Coordinates

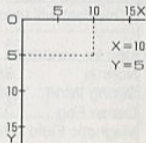
The 0 point for X and Y are at the upper left corner of the map. S stands for sea level.

For example:

S = +1 Unit is above sea level (Applies to Fighter)

S = 0 Unit is at Sea Level (Applies to Submarine when surfaced)

S = -1 Unit is Below Sea Level (Applies to Submarine submerged)



Command Screen

Move the cursor with the **Control Pad** to the desired unit of your fleet that you want to operate.

Press Button **A** and the Command Screen will appear.

You will have your choice of the following commands: (Use them in chronological order or you will lose the option to go back to a command you skipped.)

DATA

This will give you the name of the unit

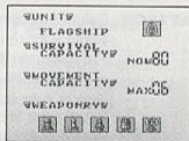
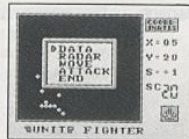
You current survival capacity (SC)

Movement capacity

(You can use the data command as many times as you want)

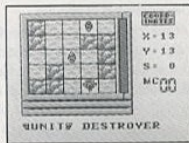
RADAR

Radar will show both your fleet and the enemy's and will give you the ability search 11 coordinates high and 11 coordinates wide from your unit. The only unit radar cannot locate and display is the submarine when it is fully submerged. You can use the radar 1 time per unit, per turn.



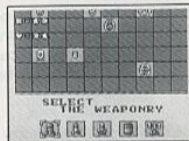
MOVE

This command enables you to move the unit you have set the cursor on. MC will appear on the screen. To move a submarine under the water or bring it to the surface, press the **Start Button**. It will cost you 2 points per unit to make a move. If you move a unit to the wrong place, press Button **B** to cancel the move. You can move a unit 1 time per turn.



ATTACK Select this command when you have located the enemy within your range.

Press Button **A** to see your choice of weapons. Use the Control Pad to select your weapon and Press Button **A** to set. Use the Control Pad to set up your target area and then press Button **A** to fire. (Press Button **B** to cancel)



In the attack mode, the screen will change to a 3-D, above ground view illustrating the results of your attack.

When you hit your enemy, HIT will appear on the screen.

When you miss your enemy, MISS will appear on the screen.

When you sink your enemy, the screen will blink.

The attack mode is good for 1 time per unit, per turn.

(Press Button **B** to cancel)



END When you finished with your attack, press END and it is your opponents turn.

Order of Commands

You can use the commands in the following order: RADAR to MOVE to ATTACK
RADAR to ATTACK

You cannot use the commands in this order: ATTACK to RADAR

Counter Search

1. During the enemy's turn, you can make a "Counter Search" to display the coordinates of his units before he moves them.
2. When you opponent is in the attack mode, you can display his fleet's coordinates, his units that have been attacked, and your units that have been attacked. You will also be given the damage points for all units. You will not be able to display this information if the enemy is attacking with a Large Missile, Radar Missile or Mine.
3. When a unit of your enemy's fleets runs over a mine, you will hear an exploding sound.

To Display Entire Screen

Press the **Start Button** to display the entire land configuration and the position of your fleets. Only your fleet will be displayed, not your enemy's.

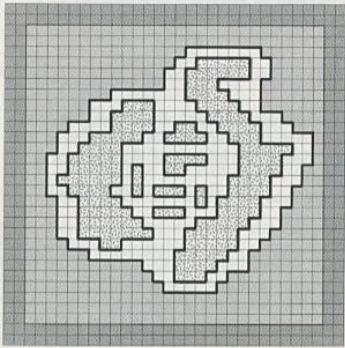
STAGES

There are 10 stages for the 2 Player mode and 11 stages for the 1 Player mode. The entire map is

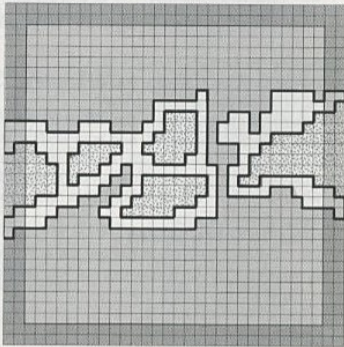
28 coordinates high and 28 coordinates wide.

Names of each stage's map

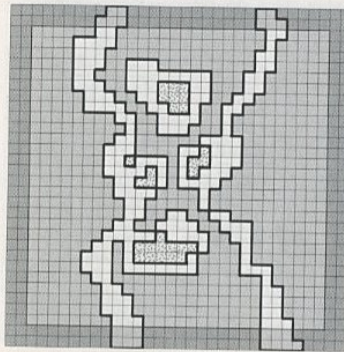
Stage 1 Nomad Island



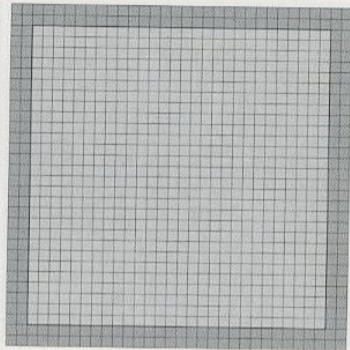
Stage 2 Seawall Island



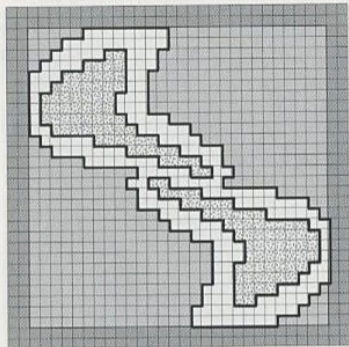
Stage 3 Deadly Eight



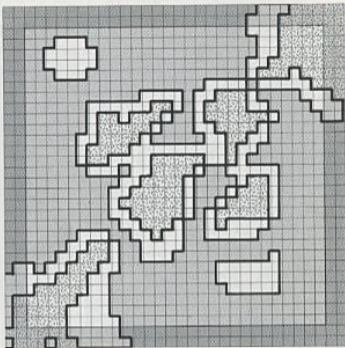
Stage 4 Sea Chamber



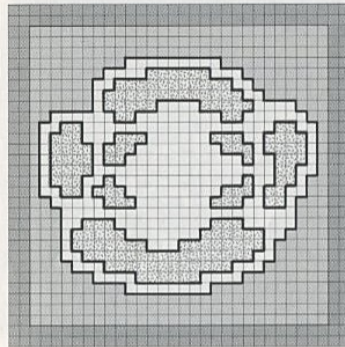
Stage 5 Swamp Land



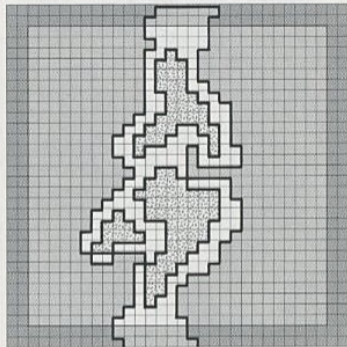
Stage 6 Cursed Straits



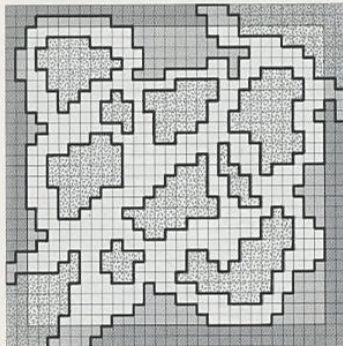
Stage 7 Innocent Sea



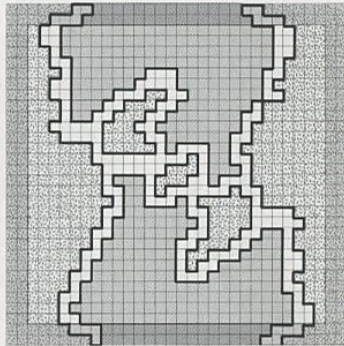
Stage 8 Twilight Island



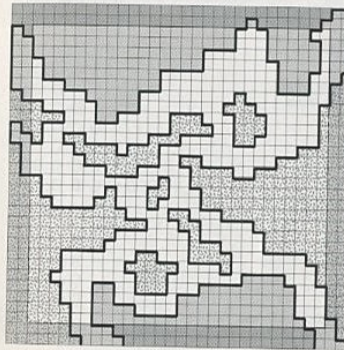
Stage 9 Diamond Island



Stage 10 Dragon Channel



Stage 11 Last Mission



Land Configurations

Each map is arranged with the following configurations:

1. Land No units can move on land except for fighter planes



2. Shallow Sea Submarines cannot go into shallow areas if submerged



3. Deep Sea All fleets can move into the deep areas



Attack Mechanisms

The Large Missile

The Large Missile can fire missiles to the location where the enemy's fleet will move in the next player's turn. The range of the L-Missile is 3 coordinates high and 3 coordinates wide around the target.

The result of the attack by the L-Missile is shown after your opponent's turn. The result will appear on the screen as in the following illustration.

In the right chart, A illustrates the *Prime Target* and is worth anywhere from 40 to 13 points when hit. B is the *Secondary Target* and is worth 5 less points than an A Target. C is the *Third Target* which is equal to 10 less points than the A Target when hit.

A Large Missile's maximum points for a hit equals 40 and the minimum amount of points is 13.
(The amount of points is chosen by the computer at random.)

Underwater Mines

Place the mines according to the movement of your enemy's fleet.
When the enemy moves onto the same coordinate as the mine, it will explode.

Unexploded mines will disappear after 3 turns.

The range for the underwater mine is 3 coordinates high and 3 coordinates wide around the target.

R-Missiles

Radar missiles can see 9 coordinates high and 9 coordinates wide around the target area.

Scoring

Refer to the following chart to calculate your points:
X is your unit. A, B, C, and D are the possible attack points.

Remember: The accuracy of your hit decreases as the shooting range increases.

This chart applies to all weapons with the exception of Large Missiles, Radar Missiles, and Underwater Mines.

C	B	C
B	A	B
C	B	C

```

      C
    D C
  D C C
D C C C
D C C C B
D C C C B B
D C C C B B A
D C C C B B A X
  
```

(Your Unit)

A = 100%

B = 90%

C = 80%

D = 70%

BYR BYD
LTN GTH