
clickBOOM
WARFARE

INSTALLATION

Insert Napalm CD in the CD-ROM drive.
Double click on the NAPALM_CD icon.
Double click on NAPALM_INSTALL, and follow the instructions.
Once the game is installed, you should run Napalm Setup (you will find it in the newly created directory on your Hard Drive).
If you don't already have it, you will need to install RTGMaster (provided on the CD).

SUPPORT

If you experience problems running Napalm:

1. Check www.clickboom.com for possible updates and bug fixes.
2. Disable as many unnecessary items from WBStartup drawer and User-Startup file.
3. Make sure you are using RTGMaster from Napalm CD or the latest version from Aminet.

If you still experience problems, use **The clickBOOM Portal** (www.clickboom.com/portal) Communication Center to contact us for support.
WE WILL ONLY PROVIDE SUPPORT TO REGISTERED USERS OF NAPALM
(for more information on how to register, please see the next page).

When requesting support, please include:

1. Full description of the problem.
2. Full description of your computer setup used when you encountered the problem (hardware and software).

REQUIREMENTS

minimum (low resolution): 020 CPU / 16Mb FAST RAM / 20 Mb free hard drive space
minimum recommended (low resolution): 030 CPU
recommended (high resolution): 060 CPU / 32 Mb RAM / gfx board / enabled CD music

WE WILL GIVE YOU $10 IF YOU REGISTER NAPALM

OK, now that we have your attention -- it's actually $10 for **every** clickBOOM game you register!!! So, don't wait:

a) Visit www.clickboom.com and fill out the online registration form. It takes only a minute. An email confirmation will be sent to you shortly thereafter.

or

b) Mail your registration card

THE PLOT

Napalm describes an epic war set in the near future, with rebellious Robots trying to overthrow the Human rule.

You can play either as a Human, defending the Earth from Robots, or as a Robot trying to destroy the Human defenses.

MAIN MENU

Campaign - play a new game starting from the first mission. After you choose this option, you will be prompted to select which army you would like to be in charge of.

Load - Load a saved mission, and continue where you left off.

Network - Start a Network game. Currently supported is Serial Network. Make sure you set the right configuration in Napalm Setup utility.

Quit - Quit Napalm. You surely don't wanna do that. Life is boring without Napalm. Glue yourself to the monitor, neglect your family and friends, who needs them, anyway? They don't have Nitroglycerin, TNT, cannons and lasers, do they?

THE GAME

In the following text LMB means left mouse button, RMB means right mouse button



CONTROL PANEL

Top - Available credits.

Below - Your army's logo. At any time you can click on it to jump to any part of the battlefield. It turns into a scaled down battlefield when radar is built.

Arrows - LMB (or Q,A keys) to scroll up/down icons when there's more than fits the screen. RMB (or Z key) to switch buildings/units icons

Icons for buildings

- Move pointer over left portion to see building's name
- Move pointer over right portion to see the cost of a building
- click LMB to start production of a building
- click LMB once more to hold production
- click LMB when production is on hold to continue production
- click RMB when production is on hold to cancel

Once a building is constructed, click LMB

and place it on the map. It must be connected to your base (all white squares) so it could get power. To cancel placing on the map, press RMB (credits will be refunded).

Icons for units

- Move pointer over right half to see the cost of unit
- Move over left half to see unit's name
- click LMB to start production of unit
- click repeatedly RMB to choose multiple unit construction
- click LMB to hold production
- click LMB when production is on hold to continue production
- click RMB when production is on hold to cancel

Once built, units will exit the factory and wait for orders (unless factory had Global orders - G key).

PLAYING NAPALM

On the battlefield, move the pointer over a building/unit to see its name

Selecting/deselecting unit:

- click LMB to select
- click RMB on an empty area to deselect

Selecting/deselecting multiple units:

- click (and hold briefly!) LMB, then drag on an empty area
- click RMB on an empty area to deselect

Moving units:

- click LMB to select
- click LMB on an empty area of the map to order movement

Attacking:

- click LMB to select
- click LMB on a building/unit to attack (pointer turns red)

Selecting/deselecting building:

- click LMB to select
- click RMB on an empty area to deselect

Red line above the building shows its current strength

Repairing buildings:

- click LMB to select
- click RMB to show "repair" icon
- click LMB to repair (costs credits)

"Repairing" an already destroyed building will demolish it.

Viewing the battlefied:

If you need to scroll around the battlefield (though we don't recommend it, read Tips), you can do so 3-ways:

- Cursor keys
- Hold the right mouse button down and move around for smooth scroll
- Move the pointer to the edge of the screen (it will turn into a purple arrow). For this to work you must have Scroll Response set in Options (ESC key)

KEYS

ESC - Options window
Q - Icons up in control panel
A - Icons down in control panel
Z - Buildings/units options
SPACE - Control panel on/off

MAP

Cursor keys- Scroll
Enter - Go to the base (only if the Command Base exists!)
RETURN - Go to selected unit(s) location
TAB - Show next unit under fire
< > - Previous/Next unit
Num 0 - View previous location

SELECTION

SHIFT - Select multiple units (up to 16)
1 - 0 - Set group
F1-F10- Call group
Num (- Select all visible tanks
Num) - Select all visible soldiers
Num / - Select all visible non-battle units
Num * - Select all visible battle units
Num - - Select all visible damaged units
Num + - Select all visible non-damaged units

CONTROL

ALT - Force fire
Right Amiga key - Guard building
CTRL - Move in current formation
E - Escape (go to the base)
X - Scatter
S - Stop
R - Send a unit to Repair Facility to be repaired
D - Send a unit to Repair Facility to be disassembled. You will get some credits in return.
K - Demolish building
T - Text mode
F1-F8 in Text mode chat defaults

Num 1-9
Preset map locations allow you to quickly jump to 9 locations on the map. 7 takes you to the upper left corner of the map, 9 upper right, 5 center, etc.

Shift Num 1-9
You can define your own 9 locations by holding Shift and pressing Num 1-9

G
Automatically sends all newly manufactured units from factory to certain location:
- Select the factory with LMB.
- Press G (pointer will change color)
- Click where you want new units to automatically go to.

DEL and HELP
If you want to have units move to a certain location for frontal attack or similar, simply go to the target location and click DEL to select it. Then at any time select any number of units and press HELP, and they will move to the target location.

TIPS

- Scroll as little as possible. Napalm is designed to allow you to have complete and more efficient control over the battlefield without almost any need for scrolling. Make sure to perfect usage of Num 1-9, G, Del and Help keys.
- Depending on your CPU and resolution chosen, Napalm might run too fast. Set "Game speed" from the Options window (ESC key) to a lower value.
- Default "Scroll response" from the option menu is OFF, so the screen will not scroll with mouse. Change it if you wish to scroll with mouse.
- Send oil driller to the nearest oil field to build an oil tower. Then build Refinery and send an oil tanker to the tower to start collecting oil. It will then automatically go back and forth, making credits for you with each oil shipment brought to refinery.
- Choose wisely which units you will order to attack -- even a weak unit, but one that has a long range weapon, can be more effective if used against a unit with a short range weapon.
- The more (quantity and quality) units used, the more effective the attack will be.
- Always check your buildings' and units' power bar by selecting them -- a line at the top shows how much they can resist without being blown into pieces. If the power bar is low, repair the unit or building (to repair units you need to build a Repair Yard).
- It is VERY important to provide enough energy to your base. If the base does not have enough energy, production of new vehicles and buildings will be very slow. In such case, create more energy by building Solar or Nuke PowerPlants. Select any one of them and check the dots below the power bar. If they are yellow, you are producing enough energy (the more dots the better). If they are red (the more the worse) there is not enough energy, and your production will suffer. Build more PowerPlants (Solar or Nuke).
- Unless they have global command (G key), you should always set newly manufactured vehicles to a group (1-0) for easy recall later.
- Once you set Num 1-9 to your liking it's just a matter of flipping through them and recalling units to move.
- Build tunnel entrance. Then send Tunnel CV (Construction Vehicle) anywhere on the map and deploy it to build tunnel exit. Now, send any troops to your tunnel entrance and soon afterwards they will come out of the exit. Great surprise tactics, plus you skip damaging troops in sporadic clashes on their way. Tunnel exit is also a part of your base - you can build next to it. This creates a whole new dimension to the game.



UNITED EARTH DEFENSE FORCES

Buildings

1 - Control Panel icon
2 - Name
3 - Price
4 - Upgrade
5 - Required for

H = High
M = Medium
L = Low
V = Very Low

Units

6 - Control Panel icon
7 - Name
8 - Price
9 - Built in which factory
10 - Factory Tech level required
11 - Production rate
12 - Equipment
13 - Range
14 - Accuracy
15 - Armor
16 - Respectability

1	2	3	4	5



COMMAND BASE 7500 N/A **Tunnel Entrance, Solar Powerplant**

Command Base is the main building. It can only be built by Mobile CV (unless it is already built on certain levels). It allows construction of other buildings. If it's destroyed no other buildings can be built!



TUNNEL ENTRANCE 480 N/A N/A

Entrance for the underground tunnel. Once the exit is manufactured with Tunnel CV, units can then quickly and securely travel underground.



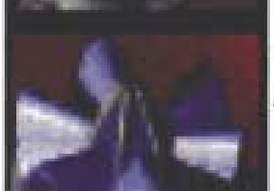
SOLAR POWERPLANT 450 N/A **Nuke Powerplant, Barracks, Refinery, Radar Outpost**

Provides power for the base. If there is not enough power then the production is much slower.



NUKE POWERPLANT 780 N/A N/A

Provides more energy than Solar Powerplant.



BARRACKS 450 2x **Light Factory**

This is where new soldiers are being trained.



REFINERY 1020 N/A **Research Center, Repair Facility, Fuel Tanker, Cannon Nest**

Necessary for making credits. Oil being brought by Oil Tankers from Oil Towers gets converted here to raw credits. Also stores some credits.



RADAR OUTPOST 330 N/A **Rocket nest, Rapide fire nest**

Shows the map in the upper right corner of the screen. It's fully functional only when there is enough power in the base.



RESEARCH CENTRE 900 N/A **Camouflage**

This building won't produce anything, but it allows other factories to be upgraded to a higher Tech Level. Upgraded factories can produce new types of units.



REPAIR FACILITY 600 N/A N/A

Send a damaged vehicle inside to be repaired. It costs some money, but it's cheaper than manufacturing a new one. Also dismantles vehicles (see Keys), giving you some credits. Soldiers can not be repaired or dismantled.



FUEL TANKER 300 N/A N/A

Stores certain amount of refined oil. When Oil Refinery is full and Oil Truck arrives, credits will be lost unless this building is built! "Silos needed" sentence will be played once the refinery is full.

1	2	3	4	5



CANNON NEST 720 N/A N/A
Cannon-armed tower is good defense against ground units.



ROCKET NEST 1140 N/A N/A
This tower is armed with stronger rockets that can be launched against ground and air units.



RAPID FIRE NEST 1860 N/A N/A
This very strong tower is armed with a double machine gun. It can be used against both ground and air units.



LIGHT FACTORY 450 2x Medium Factory
Light vehicle production facility. Once upgraded, it can produce oil vehicles, too.



MEDIUM FACTORY 810 2x Heavy Factory
Medium vehicle production facility.



HEAVY FACTORY 1980 2x N/A
Heavy vehicle production facility.



SPECIAL FACTORY 1290 2x Aerospace Center
Air-oriented factory.



AEROSPACE CENTRE 1500 2x N/A
Based on alien technology, it creates devastating-power air strikes.

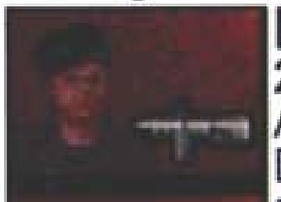


CAMOUFLAGE 270 N/A N/A
Camouflaged units and structures can not be seen by your enemy. They remain invisible until they fire.



FAKE BUILDINGS N/A N/A N/A
Very cheap, come in all types. Their only purpose is to confuse enemy and have them waste time destroying cardboard buildings. Cool.

6 7 8 9 10 11 12 13 14 15



INFANTRY

210 Barracks 1 H Machine Gun Short 90 N/A L 20

A basic human soldier. It's cheap, yet decent defense against enemy units. Disadvantage is that medium and heavy units can run over them.



BAZOOKER

360 Barracks 1 H Bazooka Med 33 N/A L 30

Bazooker is the only unit that can attack both ground and air units.



ENGINEER

600 Barracks 1 M N/A N/A N/A N/A L 0

Engineer does not carry any weapons and is very weak. But he makes up for this with his ability to capture enemy buildings.



PYRO UNIT

420 Barracks 2 H Flame thrower Med 33 N/A L 30

Won't shoot if your units are in the path of a destructive blaze.



COMMANDO

960 Barracks 3 M Assault Rifle Long 90 Med L 50

Commando is the elite unit - the strongest soldier in the army.



JEEP

360 Light Factory 1 H Small caliber cannon Short 50 N/A H 20

Jeeps are very flexible vehicles due to their speed. They are very good as scouting units, to quickly discover hidden places on the battlefield.



ARMORED VEHICLE

450 Light Factory 1 H Light Cannon Short 50 Light M 25

Agile, light, cannon-equipped vehicles.



LIGHT TANK

540 Light Factory 2 H Dual Light Cannons Short 75 Light H 25

The most powerful of the light vehicles, thanks to its dual cannons.



OIL TANKER

750 Light Factory 2 M N/A N/A N/A Light M 5

Send it to an oil tower. It will then automatically be transporting oil to the Refinery - a key to making credits. So, protect it well.



OIL DRILLER

1050 Light Factory 2 M N/A N/A N/A N/A L 5

Once sent to an oil field, oil driller turns into an oil tower, ready to harvest the precious liquid.



TUNNEL CV

720 Light Factory 3 M N/A N/A N/A N/A L 0

Deploy it anywhere, and it creates a tunnel to the Tunnel Entrance (wherever you built it). Send units inside to quickly and securely travel underground.



MEDIUM TANK

660 Medium Factory 1 M Medium Cannon M 50 Light M 50

It's slower, but more destructive then a Light Tank. Good for attacking any type of ground units.



MARAUDER TANK

840 Medium Factory 1 L Dual Medium Cannons M 75 Medium M 65

Similar to Medium Tank, but stronger due to its dual cannons.



ROCKET LAUNCHER

750 Medium Factory 1 L Rockets Long 33 Light L 70

An important medium-power unit, because it can launch rockets against both ground and air units.



PYRO TANK

810 Medium Factory 2 L Flame Cannon Long 33 Light M 70

Very good unit for close combat. However, it won't shoot if your units are in the path of a destructive blaze.



MOBILE CV

2430 Medium Factory 3 M N/A N/A N/A N/A Low 0

This vehicle builds a new Command Base anywhere on the battlefield.



NAPALM LAUNCHER

960 Medium Factory 3 L Napalm Bombs Long 50 Light L 80

Very effective napalm bombs can be used for long range attacks. Not good against fast vehicles, but it's the best medium unit for building destruction.



TRIPLE TANK

1140 Heavy Factory 1 L Triple Cannon Long 75 Heavy M 100

Triple, hard-hitting canon makes this the strongest tank. Due to its strong and heavy armor it's very slow.



ARTILLERY

1020 Heavy Factory 1 L Heavy grenades Long 50 Medium L 110

Slow unit, but its heavy ballistic bombs can be fired from a long distance. Not good against fast units, but excellent to attack buildings and defense towers.

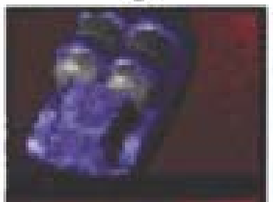


ION LAUNCHER

1230 Heavy Factory 2 L Heavy Ion Cannon Long 75 Medium L 120

Ion Cannon is very effective because it can fire against ground and air units.

6 7 8 9 10 11 12 13 14 15



NITROGLYCERIN

990 Heavy Factory 3 L Liquid Nitro Medium N/A Medium L 30

It's slow and carries no weapon. But once set off (KABOOM!), it destroys large areas of units or whole buildings.



BASTARD

1800 Heavy Factory 3 V Explosive Charges Long 33 Medium L 180

The high-end killing unit. When thrown, Explosive Charges destroy everything except air units.



SIOUX

1620 Aerospace C. 1 H Dual Rocket Launcher Long 33 N/A H 100

Well-armed and quite a fast helicopter. Good all-round attack device.



SPY PLANE

690 Aerospace C. 1 L N/A N/A N/A N/A N/A 0

Spy plane discovers the terrain that is hidden by the fog of war.



SUPPLY SHIP

1650 Aerospace C. 1 V N/A N/A N/A N/A N/A 0

Supply ship brings reinforcements.



PARATROOPS

1530 Aerospace C. 1 L Paratroopers N/A N/A N/A N/A 0

Deploys several Commandos to any destination. Useful for surprise attacks on non-guarded buildings.



CHEYENNE

3150 Aerospace C. 2 M Rapid Fire Rockets Long 90 Medium H 100

The stronger brother of Sioux. Better armed and protected. The ultimate helicopter.



NUCLEAR STRIKE

3960 Aerospace C. 2 V Nuke Bombs N/A N/A N/A N/A 0

Plane carrying deadly cargo.



TRANSPORTER

930 Aerospace C. 3 M N/A N/A N/A Medium H 10

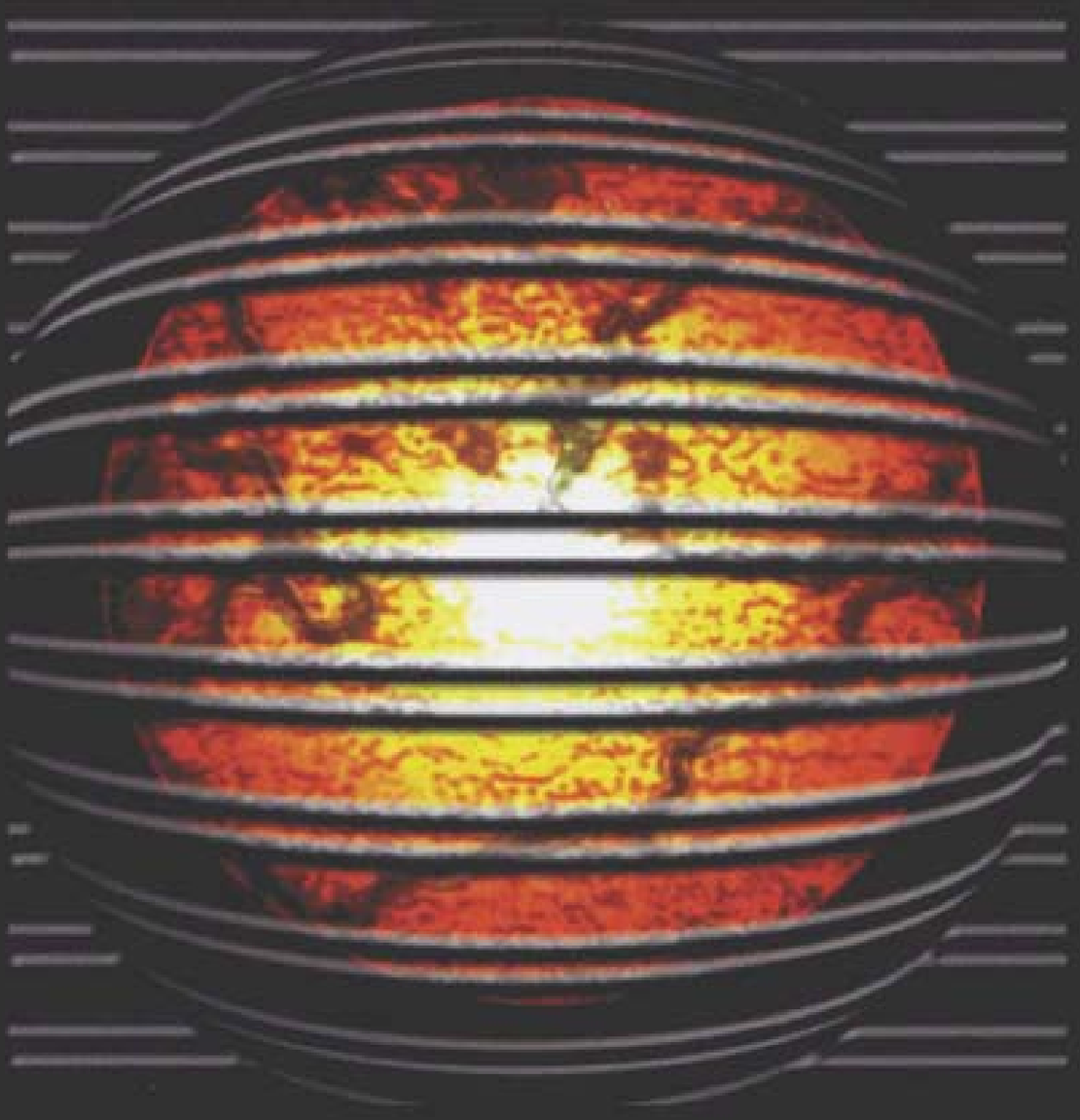
Not armed, but important. Quickly transports soldiers.



NAPALM STRIKE

4860 Aerospace C. 3 V Napalm Bombs N/A N/A N/A N/A 0

Total destruction attack. Try it, you'll like it.



ROBOT FORCES

Buildings

1 - Control Panel icon
2 - Name
3 - Price
4 - Upgrade
5 - Required for

H = High
M = Medium
L = Low
V = Very Low

Units

6 - Control Panel icon
7 - Name
8 - Price
9 - Built in which factory
10 - Factory Tech level required
11 - Production rate
12 - Equipment
13 - Range
14 - Accuracy
15 - Armor
16 - Respectability

1 2 3 4 5



COMMAND BASE 7650 N/A **Tunnel Entrance, Solar Powerplant**
Command Base is the main building. It can only be built by Mobile CV (unless it is already built on certain levels). It allows construction of other buildings. If it's destroyed no other buildings can be built!



TUNNEL ENTRANCE 480 N/A N/A
Entrance for the underground tunnel. Once the exit is manufactured with Tunnel CV units can then quickly and securely travel underground.



SOLAR POWERPLANT 450 N/A **Nuke Powerplant, Barracks, Refinery, Radar Station**
Provides power for the base. If there is not enough power then the production is much slower.



NUKE POWERPLANT 780 N/A N/A
Provides more energy than Solar Powerplant.



BARRACKS 510 N/A **Light Factory**
This is where new soldiers are being trained.



REFINERY 1020 N/A **Research Center, Repair Facility, Fuel Tanker, Defense W502**
Necessary for making credits. Oil being brought by Oil Tankers from Oil Towers gets converted here to raw credits. Also stores some credits.



RADAR STATION 330 N/A **Defense W501, Defense W503**
Shows the map in the upper right corner of the screen. It's fully functional only when there is enough power in the base.



RESEARCH CENTRE 990 N/A **Camouflage**
This building won't produce anything, but it allows other factories to be upgraded to a higher Tech Level. Upgraded factories can produce new types of units.



REPAIR FACILITY 630 N/A N/A
Send a damaged vehicle inside to be repaired. It costs some money, but it's cheaper than manufacturing a new one. Also dismantles vehicles (see Keys), giving you some credits. Soldiers can not be repaired or dismantled.



SILO 300 N/A N/A
Stores certain amount of refined oil. When Oil Refinery is full and Oil Truck arrives, credits will be lost unless this building is built! "Silos needed" sentence will be played once the refinery is full.

1	2	3	4	5



DEFENSE WS01 600 N/A N/A
Cannon-armed tower is defense against both ground and air units.



DEFENSE WS02 1110 N/A N/A
This tower is armed with very strong electrical-shock weapon, used against ground units. Also, very effective against structures.



DEFENSE WS03 1560 N/A N/A
Double flame throwers! Useful against ground units only, but very effective at it.



LIGHT FACTORY 480 2x Medium Factory
Light vehicle production facility. Once upgraded, it can produce oil vehicles, too.



MEDIUM FACTORY 870 2x Heavy Factory
Medium vehicle production facility.



HEAVY FACTORY 1800 2x N/A
Heavy vehicle production facility.



ANTIGRAV FACTORY 1410 1x Cosmic Center
Air-oriented factory.



COSMIC CENTRE 1380 2x N/A
Based on alien technology, it creates devastating-power air strikes.



CAMOUFLAGE 270 N/A N/A
Camouflaged units and structures can not be seen by your enemy. They remain invisible until they fire.



FAKE BUILDINGS N/A N/A N/A
Very cheap, come in all types. Their only purpose is to confuse enemy and have them waste time destroying cardboard buildings. Cool.



MINIGUNNER

240 Barracks 1 H Machine Gun Short 33 N/A L 21

Basic robot soldier. Medium and heavy units can run over them.



FLAMER

390 Barracks 1 H Flame thrower Medium 50 N/A L 30

Basic soldier equipped with a powerful flame thrower. However, it won't shoot if your units are in the path of a destructive blaze.



TECHNICIAN

600 Barracks 1 M N/A N/A N/A N/A L 0

Technician does not carry any weapons and is very weak. But he makes up for this with his ability to capture enemy buildings.



GRENADIER

480 Barracks 2 H Grenades Medium 75 N/A L 30

Grenadier throws high-power grenades. Best used on buildings or against non/slow-moving units.



SABOTEUR

1230 Barracks 3 M N/A N/A N/A Light L 0

Saboteur carries no weapons, but is very dangerous. He can demolish any building upon entering it.



LIGHT TANK

330 Light Factory 1 H Light Cannon Short 75 Light H 25

Mounted cannon and high speed make this a very flexible vehicle. Good for fast attacks.



LIGHT TANK 2

480 Light Factory 1 H Dual Light Cannon Short 75 Light M 28

The strongest of the light vehicles due to its dual cannons.



BUGEE

270 Light Factory 1 H Light Chain Gun Short 50 None High 20

Very flexible vehicle due to its speed. Good as a scouting unit, to quickly discover hidden places on the battlefield.



OIL TANKER

750 Light Factory 2 M N/A N/A N/A Light M 5

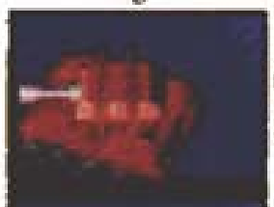
Send it to an oil tower. It will then automatically be transporting oil to the Refinery - a key to making credits. So, protect it well.



OIL DRILLER

1050 Light Factory 2 M N/A N/A N/A N/A L 5

Once sent to an oil field, oil driller turns into an oil tower, ready to harvest the precious liquid.



MED TANK

600 Medium Factory 1 M Medium Cannon Medium 50 Light M 50

Slower, but more destructive than Light Tank. Used against ground units only.



ROCKET LAUNCHER

780 Medium Factory 1 L Rockets Long 33 Light L 75

An important medium-power unit, because it can launch rockets against both ground and air units.



TIGER TANK

780 Medium Factory 2 M Dual Mid-Cannon Medium 75 Medium M 65

It is similar to Medium Tank, but stronger due to its dual cannons.



LASER TANK

870 Medium Factory 2 L Laser Medium 90 Medium M 70

Very good medium unit, with a strong laser that can fire at both ground and air units.



TRANSPORTER

750 Medium Factory 2 M N/A N/AN/A Light M 0

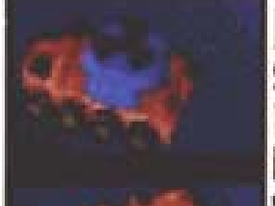
This unit has no weapons but it is very important, as it can take up to 5 soldiers onboard and safely transport them.



MOBILE CV

2430 Medium Factory 3 M N/A N/A N/A N/A L 0

This vehicle builds a new Command Base anywhere on the battlefield.



MOBILE BOMBER

900 Medium Factory 3 L Explosive Medium N/A Medium L 30

It's slow and carries no weapon. But once set off (KABOOM!), it destroys large areas of units or whole buildings.



TUNNEL CV

720 Medium Factory 3 M N/A N/A N/A N/A L 0

Deploy it anywhere, and it creates a tunnel to the Tunnel Entrance (wherever you built it). Send units inside to quickly and securely travel underground.



THREELER

1080 Heavy Factory 1 L Triple Cannon Long 50 Medium L 105

Very useful. Its triple hard cannon fires at ground and air units.



PLASMER

1170 Heavy Factory 1 L Plasma Long 50 Medium L 130

Destructive plasma blast is very effective against non-moving units.



PREDATOR TANK

1320 Heavy Factory 2 L Chain Cannon Long 50 Medium L 160

The fastest firing heavy unit. The top-of-the-line cannon fires with rapidly making this unit very dangerous.



BRAM VEHICLE

1110 Heavy Factory 2 L Rockets Long 50 Medium L 120

The best anti-air mobile unit. It also attacks ground units.



THUNDERBOLT

1590 Heavy Factory 3 V Electric Shock Beam Long 50 Medium L 200

One of the most dangerous units ever manufactured. Not good against fast units, but absolutely devastating against heavy units, buildings, and towers.



ANTIGRAV

1560 Cosmic Center 1 M Laser Long 33 N/A H 100

Well armed and quite fast air unit.



SUPPLY UFO

1560 Cosmic Center 1 V N/A N/A N/A N/A N/A 0

Supply UFO brings reinforcements.



AIRSTRIKE

2130 Cosmic Center 1 V Explosive Bombs N/A N/A N/A N/A 0

Airstrike destroys very large areas, but is not very accurate.



SPY SATELLITE

1410 Cosmic Center 1 V N/A N/A N/A N/A N/A 0

Spy Satellite shows the whole battlefield by removing the fog of war completely.



GIANT ANTIGRAV

3050 Cosmic Center 2 L Laser Long 75 Medium H 100

The stronger version of Antigrav is better armed and protected.



ATTACK UFO

6390 Cosmic Center 2 V Photon Beam N/A N/A N/A N/A 1

UFO's Photon Beam totally destroys chosen targets. Way cool.



NUKE MISSILE

4590 Cosmic Center 3 V Heavy Nuke Missile N/A N/A N/A N/A 0

Very reliable demolishing weapon. Makes Xmas wherever it goes.

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Z
THE BITMAP BROTHERS

COMING SOON
Z and T-zer0

T-zer0
A SHOOT-EM-UP TO END ALL SHOOT-EM-UPS