FASELEI!

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NEOP0090

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NEOGEO POCKET

FASELEI!™



SACNOTH DIGITAL ENTERTAINMENT

NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Foreword

Thank you for purchasing the "Faselei" NeoGeo Pocket software cartridge. Before playing, be sure to read this instructional manual, as it contains important information on how to play "Faselei". Also, be sure to store it in a safe place.

Note: The information and screen illustrations in this manual are accurate as of the time of writing. Although every effort was made to ensure it is as accurate as possible, some features may have been changed during the development of the game.



CONTENTS

Prologue	04
Game Controls	06
Starting a Game	07
Playing Faselei	08
The Game Screen	10
Combat	11
The Menu Screen	13
The Base Screen	14
Characters	16
The Toy Soldier	21
Game Set-up	22
Weapon Characteristics	26
Items	30
Program Chips	32
Character Parameters	34
Vs. Battle Mode	36

PROLOGUE

Winter, 2075: The flames of world war, which erupted in the Middle East and went on to engulf Europe, Asia, and even America, have at last died down.

Taking advantage of the lack of any world order, several ethnic separatist movements declare independence, resulting in the birth of new nations.



Spring, 2099: The peace that had been brought to the tiny Mediterranean nation of Istar following its independence World War III shattered two years ago with the assassination of the country's first king.

With the loss of its leader, the kingdom plunged into civil war and anarchy. The kingdom is divided between two warring armies, each led by one of the country's two princes, both of whom are receiving military aid from neighboring countries. There is no area of Istar that has not been touched by this bloody struggle.



You are a member of the 13th Independent Armored Division "Faselei", a mercenary group attached to the rebel forces under the command of Istar's younger prince. Around you, the struggle between the Istar government forces and the revolutionary forces for control of the kingdom rages on. Will you be able to find victory as you pilot your "Toy Soldier", a powerful mechanized man-shaped fighting machine, on the field of battle?

FASELEI!

Game Controls

The following controls are used in Faselei.



Basic Controls

Joystick Move cursor

A Button Confirm/perform commands

B Button Cancel commands; return to previous screen

Option Button Pauses game during battle(pressing again unpauses the game)
Opens/closes the menu window when using a program chip

Pressing the A, B, and Option buttons simultaneously for more than 1 second resets the game.

Starting a Game

Make sure the Faselei game cartridge is properly inserted into your NeoGeo Pocket unit and press the Power button. The opening demo for the game should begin playing. Press the A button to stop the demo and go to the Title screen. If you want to begin a new game, select [New Game]; if you want to continue a previously-saved game, select [Continue] and press the A button.



New Game

Selecting New Game will begin a new game.

You will be asked to input the name you wish to use for the main character as well as a codename and a name for your Toy Soldier. Use the Joystick to select a character, and press the A button to enter that character, or the B button to delete it. Once you have finished inputting all names, the game begins.



Continue

Selecting Continue allows you to continueplaying a previously-saved game.

Saving Games

You can save games by selecting Save from the Base menu.

Note: You may only save one game at a time.

Playing Faselei

FASELEI!

In "Faselei", you become the pilot of a TS (Toy Soldier), a giant man-shaped war machine. The object of the game is to successfully complete each mode by meeting the Mode Clear objectives. The game ends if all your TS are destroyed, or it becomes impossible to clear an objective.



There are three separate game modes: the Command Mode, where you must complete various scenarios, the Task Mode, which features only combat, and the Vs. Battle Mode, where you can play with and compete against friends.



Command Mode

In this mode, you advance the story of "Faselei" by completing various missions, which also earns you money and items.

Task Mode

This mode allows you to get items, earn money, and fight. There are no objectives or background scenarios–the object of the mode is to fight. Maps for this mode are taken from scenarios that have been cleared in the Command Mode. Some rare items exist that can only be found in the Mission Mode–try to find them!

Vs. Battle Mode

Using the NEOGEO POCKET LINK CABLE, you can use your TS to fight against your friends'. Whoever wins gets to take items from the loser, up to and sometimes including that player's TS itself! See Page 36 for more details.

Note: Any items found, money earned, and modifications made to your TS in one mode will be carried over into all other modes.

The Game Screen



1	Command Guide	Displays an explanation of Program Chip functions.
2	Field Map	Displays your current surroundings.
3	Action Area	Displays the selected Program Chips.
4	Program Area	Displays the available Program Chips.
5	Map View Button	Used when displaying the entire map.
6	Radar Screen	Displays a miniature version of the scenario map.
7	Weapons Window	Displays currently equipped weapons and remaining ammo.

Combat

TS are controlled using Program Chips. By sequencing Program Chips together, you can move your TS and activate its weapons. New Program Chips can be bought at the Base Shop.

01 Using Program Chips

Your TS cannot move by itself–you must learn how to control your TS. Use the Joystick to select the Program Chip you want to use, and press the A button to input it. The selected Program Chips will be displayed in the order they were selected in the Action Area. (To delete a Program Chip from the Action Area, press the B button.) Once all slots in the Action Area are filled, the [OK] signal will flash. Press the A button to confirm input. The Program Chips you have selected show how your TS will move for that turn. (Each unit in the game–friend as well as foe–has its own number of slots in the Action Area.)

02 Battle



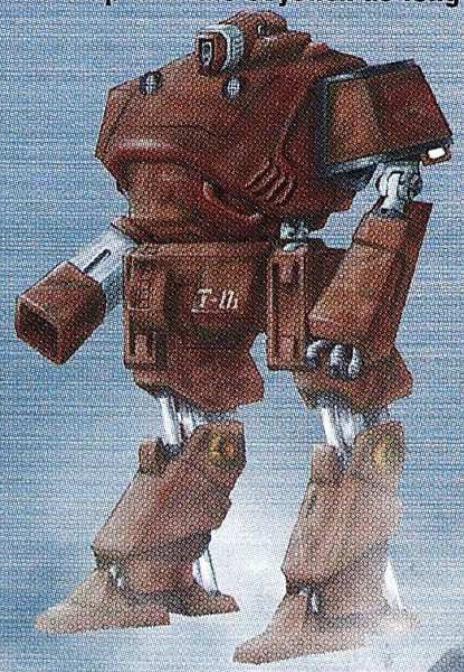
Combat begins once you press the A button in the Action Area to confirm your Program Chip selection. Your TS will follow the commands you have given it, moving around the map and attacking enemy units. All units on the map move simultaneously.

03 Turn End

Once all the actions you have selected are completed, the turn ends. If at the end of turn, you have completed the mission objectives, the stage will end as well.

04 Using the Map Button

When selecting Program Chips, you can display hidden parts of the map to help you determine what commands to enter. Move the cursor to the Map View button and press and hold the A button. You can scroll across the map with the Joystick as long as the A button is held down.



The Menu Screen can be displayed by pressing the Option button while the Program Chip Selection screen is active.

Map



Selecting this option allows you to view the scenario map. You can use the Joystick to scroll the map and display areas off the screen. Pressing the B button returns you to the Menu screen.

Radar

If toggled to ON, a miniature version of the scenario map will be displayed in the upper right-hand corner of the screen.

Guide

If toggled to ON, an explanation of a Program Chip's function will be displayed on the top of the screen when that Program Chip is selected.

Suspend

Choosing this option suspends the game, allowing you to turn off your NEOGEO POCKET unit. However, this does not save the game. When you next turn on your NEOGEO POCKET unit, you will be asked if you wish to continue from when you suspended your game, or from your last saved data. If you remove the "Faselei" cassette from your NEOGEO POCKET unit, the suspended game data will be deleted.

Back

This closes the Menu window and returns you to the Program Chip Selection screen.

The Base Screen

FASELEI!

All game functions in "Faselei" are controlled through menus accessed through the Base screen.



Shop

You can buy new weapons, items, Program Chips, and other equipment here, as well as sell equipment you no longer need.



Dock

The Dock screen is used for equipping and tuning your TS. You can outfit your TS by installing weapons bought at the Shop or found during missions here. (See also page 22.)

Cmd.(Command)

The "Faselei" storyline is played out through scenarios accessed by selecting the Command Mode.

Task

This option allows you to play through already completed scenario maps in order to gain more experience or items.

State

Selecting this option displays the current status of all Faselei units, including yours.

Vs.

Selecting this option allows you to play an interactive battle with another human. See page 36 for details.

Lib.(Library)

Selecting this option allows you to view data on units you've encountered in completed scenarios.

Save

Selecting this options allows you to save your game.
Note: You can only save one game at a time.

Characters

FASELEI!

Here are some of the characters you will meet as you explore the world of "Faselei."



Shotaro Kurosawa (Sho)

SHOTARO KUROSAWA

Age: 21
Sex: Male
Outfit: 13th Independent Armored Division "Faselei"
Rank: Second Lieutenant
Origin: Japan

Raised by the best friend of his deceased father, Capt. Brest, Sho is still young but has already seen his share of battle. Sho is a born tactician, a skill that has earned him the trust and respect of his comrades. He is regarded as one of the best, if not the best, TS pilot in the unit.





Dorothy Burton (Doris)

DOROTHY BURTON

Age: 20
Sex: Female
Outfit: 13th Independent Armored Division "Faselei"
Rank: Sergeant
Origin: USA

A war orphan who joined the military to escape poverty, Doris soon established a reputation as a troublemaker. After being discharged for repeatedly disobeying orders, this TS pilot met and joined up with Faselei.





Johnny Brest (John)

JOHNNY BREST

Age: 51
Sex: Male
Outfit: Istar Rebel Forces, 13th Independent Armored Division "Faselei"
Rank: Captain
Origin: Unknown

A legendary war hero who fought everywhere from Europe to South American during the last world war. After his home country was devastated by a nuclear strike, he dropped out of sight, only to appear years later as the leader of a band of soldiers for hire.

Richald Hill (Rico)

RICHALD HILL

Age: 26
Sex: Male
Outfit: Istar Rebel Forces, 13th Independent Armored Division "Faselei"
Rank: Corporal
Origin: Australia

A former member of the French Foreign Legion, Rico is the latest recruit to Faselei. A bright, cheerful, he quickly became Sho's best friend. A practitioner of karate since his childhood, Rico prefers to fight hand-to-hand using his TS.





Hummer Chan (Hummer)

HUMMER CHAN

Age: 22
Sex: Male
Outfit: Istar Rebel Forces, 13th Independent Armored Division "Faselei"
Rank: Corporal
Origin: Hong Kong

The son of a Chinese diplomat and a Japanese mother, Hummer joined Faselei after meeting Brest during his travels.

Agnes Besson (Agnes)

AGNES BESSON

Age: 20
Sex: Female
Outfit: Istar Rebel Forces, 13th Independent Armored Division "Faselei"
Rank: None
Origin: France

A new recruit to Faselei, Agnes acts as the unit's communications officer even though she is not enlisted in the Rebel Forces. She is being hunted by a mysterious assailant.



Characters

FASELEI!



Alen Zemeckis (Alen)

ALEN ZEMECKIS

Age: 27
Sex: Male
Outfit: Istar Government Forces
Rank: Captain
Origin: Istar

The ace pilot of the Istar Government Forces, Zemeckis's red TS is known and feared by the Rebel Forces.

Yuko Tominaga (Yuko)

YUKO TOMINAGA

Age: 34
Sex: Female
Outfit: Istar Government Forces
Rank: Lieutenant
Origin: Istar

A Lieutenant in the Royal Intelligence Agency, Yuko is more often found behind her desk than at the controls of a TS. Still, she is an accomplished TS pilot whom even Zemeckis respects.





God Takatsu (Takatsu)

GOD TAKATSU

Age: 33
Sex: Male
Outfit: Istar Government Forces
Rank: Captain
Origin: Istar

An boisterous Istaran who pilots a new type of TS provided by an unknown supplier.

Macott

MACOTT

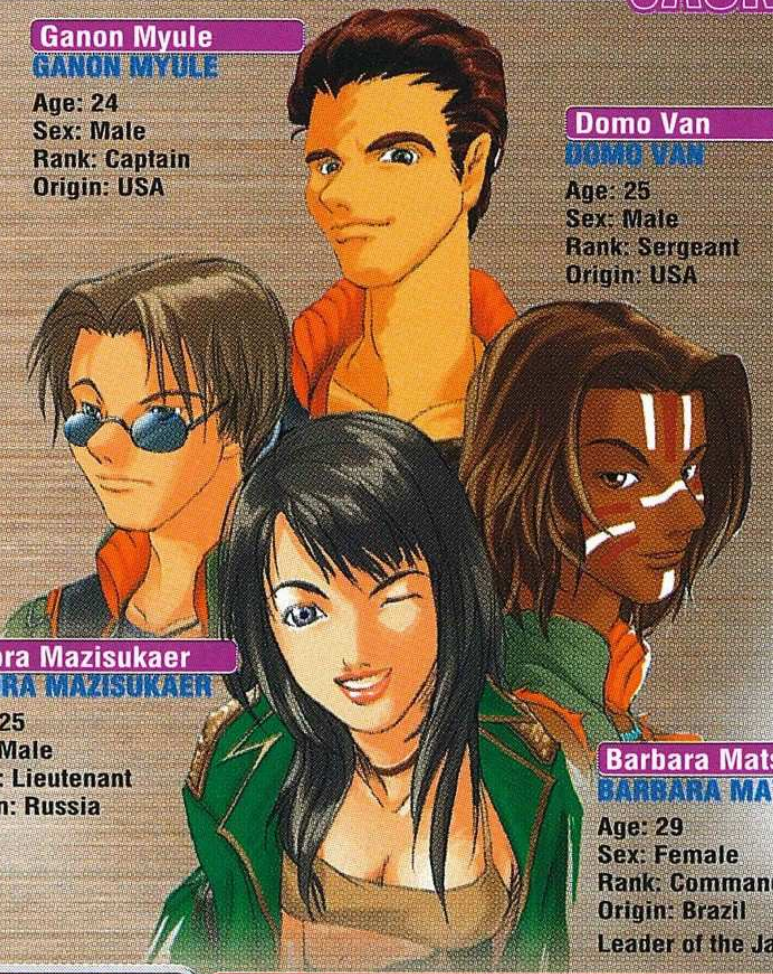
Age: Unknown
Sex: Male
Outfit: Istar Government Forces
Rank: Lieutenant
Origin: Unknown

Lt. Tominaga's driver, he is also a skilled fighter.



Istar Government Forces Special Division "Jackals"

JACKALS



Ganon Myule

GANON MYULE

Age: 24
Sex: Male
Rank: Captain
Origin: USA

Domo Van

DOMO VAN

Age: 25
Sex: Male
Rank: Sergeant
Origin: USA

Rivora Mazisukaer

RIVORA MAZISUKAER

Age: 25
Sex: Male
Rank: Lieutenant
Origin: Russia

Barbara Matsubara

BARBARA MATSUBARA

Age: 29
Sex: Female
Rank: Commander
Origin: Brazil

Leader of the Jackals



Pain Prio

PAIN PRIO

Age: 32
Sex: Male
Outfit: Istar Government Forces
Rank: Lieutenant Colonel
Origin: Istar

An elite officer and a graduate of the Royal Military Academy who has been assigned as liaison to the Jackals.

Characters

FASELEI!



Kein Adublerw

KEIN ADUBLERW

Prince of Istar (Younger brother)

As a result of the coup d'etat five years ago, Prince Kein was forced to flee to America. With support from Western backers, he began forming a rebel army two years ago as part of preparations for his return to Istar. Vowing to live up to their father's dream of what Istar should be, he plunged Istar into civil war by issuing a declaration of hostilities against his brother. He places the survival of Istar and his father's vision above all else.

Aerbel Adublerw

AERBEL ADUBLERW



Prince of Istar (Older brother)
Ruler of Istar

A man whose lust for power led him to assassinate his own father, Aerbel policies have plunged Istar into ruin. He is now little more than a puppet for the manipulative Dr. Yoshia.



Dr. Yoshia.

Dr. YOSHIA

Umbra Research Scientist. Age unknown.

Yoshia is obsessed with developing the perfect weapon—a passion that consumes his every waking hour. To him, the country of Istar is nothing more than a laboratory to use for his experiments.

FASELEI!

The Toy Soldier

Here are some of the Toy Soldiers you will encounter as you play "Faselei."



[Kajia Industries (Japan)]

Ninja

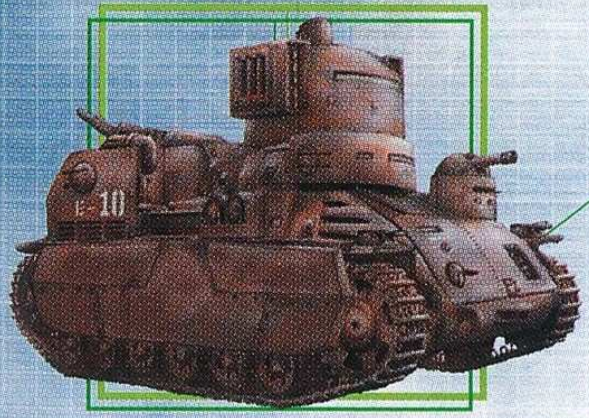
A high-quality, recently introduced model with good mobility.



[Hauser Corp. (Germany)]

Cobra (Modified Falke)

TS used by the Istar Govt. Forces' ace pilot Alen Zemeckis, who has personally modified it starting with a Falke base model.



Toybox "Orchid"

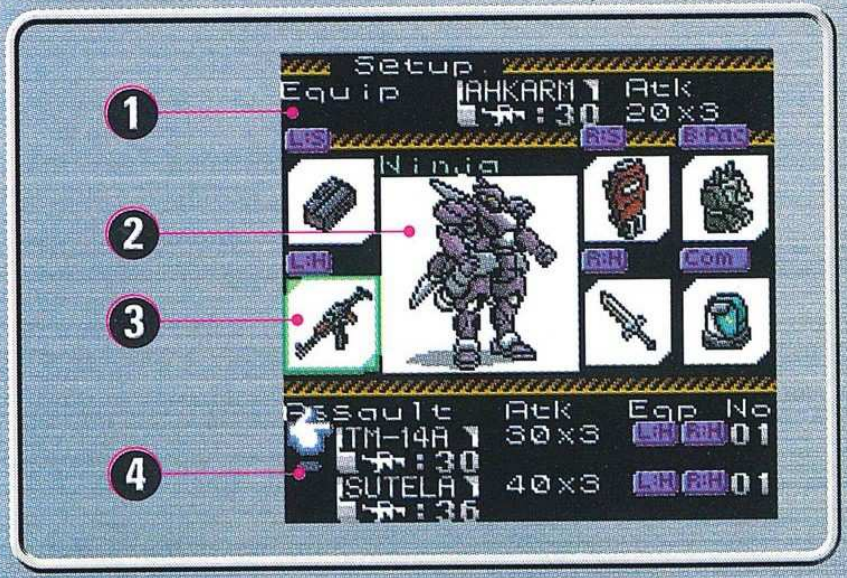
DH mothership used by Faselei. Large enough to transport several TS simultaneously.

FASELEI!

Game Set-up

The Set-up screen is used to equip your TS with weapons and parts you have bought or found.

The Set-up screen is accessed by selecting [Dock] from the Base Menu.



1. The weapon(s) currently attached to your TS are shown here. The weapon's name, ammo, and firepower are displayed. (The notation [12x3] means that the weapon can make a 12-point attack 3times.)

2. The currently selected TS is displayed here. Selecting this display with the cursor and pressing the A button causes a list of the TS that can be set-up to be displayed. You can also use this screen to change the name or coloration of a TS.

3. This displays the region of your TS that can be outfitted with new parts. Selecting this display with the cursor and pressing the A button cause a list of the weapons and parts that can be equipped to be displayed.

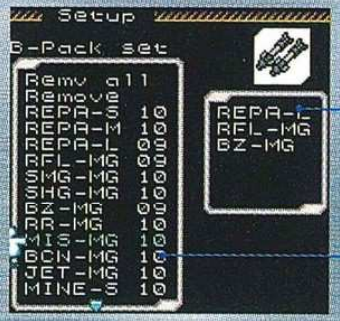
L:S	Left Shoulder Equip	R:S	Right Shoulder Equip
L:H	Left Hand Equip	R:H	Right Hand Equip
B·Pac	Backpack	Com	CPU Equip

4. This window displays the weapons and TS available.

Backpack



Your TS comes equipped with a backpack that you can use to store items (repair kits, extra ammo, mines, and so on). The amount of items you can carry is determined by the size of the backpack; you can equip larger backpacks to increase your carrying capacity.



This displays the contents of your currently equipped backpack.

This shows the items you currently have. In order to take these items into battle with you, you must first place them in your backpack.

Note: Before going into battle, you should always remember to put extra ammo for the weapons you're using into your backpack!

Computer



The computer is the CPU that executes Program Chips in your TS. The more powerful the computer you have, the more Program Chips you can use with your TS.

[Equipping Program Chips]

In order to use Program Chips, you must first install them into the computer onboard your TS.



This displays the Program Chips you have.

The Program Area displays the Program Chips currently installed in your TS's computer.

[Weapon Slots]

In order to use weapons in combat, you must first install them into a Weapon Slot and assign them a Program Chip from W1 to W6. Note that shields, armor and other defensive items will work wheninstalled without having a Weapon Chip assigned to them.



This displays the weapons currently equipped on your TS.

Here, you may assign equipped weapons to a Weapon Slot. Once a weapon has been installed in a Weapon Slot, you may assign a Weapon Chip to it.

Note: If you want to change weapons between slots, move both weapons to the right-side area and press the A button for each weapon you wish to change. If you want to remove a weapon from a slot, line up the selection icon for both and press the A button.

Weapon Characteristics FASELEI

There are many different kinds of weapons available in "Faselei," and each has its own special characteristics. The following list describes some of the weapons you will find as you explore the world of "Faselei."

Short-Range Firearms

These are the weapons typically attached to a TS. They are effective at close range, and their effectiveness is limited by the user's range of sight.

Assault Rifle

A firearm combining the power of a rifle and the ease-of-use of a machine gun.


AHKARM


TM-14A


SUTELA

Submachine Gun

A firearm with a high rate of fire.


TM-3MG


UZER


KRT-J

Shotgun

Has the best hit rate and power of any short-range firearm.


REM-40


PAPASU


DEVIL9

Gatling Gun

Rather than carried in a hand, this gun is braced against the TS body.


MINIGG


TM-5GG


ARASHI

Bazooka

Although not very accurate, this weapon boasts impressive firepower.


TM-7BZ


DREAD


TITAN

Long-Range Firearms

This weapons are typically equipped on TS used for extended duty.

Sniper Rifle

Non-automatic rifle used for taking down targets at a distance.


TM4000


TYPE38


NATEBA

Grenade Launcher

Has reasonable accuracy but a low fire rate.


VULCAN


TYPE-4


KRATE

Rocket Launcher

Low accuracy but capable of sustaining a high fire rate.


CRAST


SPIDER


COUGAR

Missile Pod

Fires powerful missiles with a high degree of accuracy.


QUAIL


ROBIN


MILAN

Beam Cannon

A large particle beam weapon that, while incredible powerful, can only be fired in a straight line.


NT-RAY


F-BEAM


BLASTO

Hand-to-Hand Weapons

These weapons can only be used in hand-to-hand combat.

Rods

Basic combat club.


PLSROD


HUMMER


14-BAT

Blades

Swords designed to be used by a TS. Several varieties are available, from knives to sabres.


KNIFE


T-NATA


SWORD

Claws

Large claws designed for combat use.


P-NAIL


H-FANG


BANGER

Other Weapons

Mines

Anti-tank mines that explode when they are stepped on. Also effective against enemy TS.


MINE-S


MINE-M


MINE-L

Remote Control Explosive

Explosives that can be triggered with a remote detonator.


T-BOMB

Other Equipment

Shield

A large alloyed shield designed for use by a TS. Available in several varieties.


SHLD-1


SHLD-2


SHLD-3

ECM

Electronic devices that raise a TS's defensive rating. Also includes stealth electronics.


CHAFF


ECMPOD


HIDECT

Ablative Armor

Additional armor for a TS. Unlike a shield, ablative armor continues to provide protection until it is completely destroyed.


ARMOR1


ARMOR2

Items

FASELEI

Here are some of the items you will find in "Faselei."

Repair Kits

These are used to restore HP in combat. The amount of HP restored depends on the type of repair kit.

REPA-S	Small
REPA-M	Medium
REPA-L	Large

Ammo Cartridges

These are used to reload your TS's weapons. Different weapons types require different cartridges, as per the following chart.

RFL-MG	For Assault Rifle, Sniper Rifle
SMG-MG	For Submachine Gun, Gatling Gun
SHG-MG	For Shotgun
BZ-MG	For Bazooka
RR-MG	For Grenade Launcher, Rocket Launcher
MIS-MG	For Missile Pod
BCN-MG	For Beam Cannon
JET-MG	For Banger

Computer

CPU used to control your TS in combat. The better the computer (the faster its processing speed), the more Program Chips you can install in it.

	Capacity
PT-008	8
JOE009	9
R10000	10
ING-11	11
MNK-12	12
FR-13D	13
VTD-14	14
AP-G15	15

Backpack

Bag attached to a TS's back and used to carry items. The larger the backpack, the more items it can hold.

	Capacity
BPAC-1	6
BPAC-2	8
BPAC-3	10

Program Chips

FASELEI!

Program Chips are absolutely essential, as everything your TS does is controlled by them. Here is a list of the various Program Chips available.

Movement Programs

Fw	Forward	Moves TS forward 1 step
Da	Dash	Moves TS forward 2 steps
Bc	Back	Moves TS backwards 1 step
RT	Right Turn	Turns TS 90° to the right
LT	Left Turn	Turns TS 90° to the left
RS	Right Slip	Moves TS 1 step to the right
LS	Left Slip	Moves TS 1 step to the left
Tn	Turn	Turns TS 180°
Wt	Wait	Holds TS in current position

Weapon/Attack Programs

W1	Weapon 1	Fire weapon in Weapon Slot 1
W2	Weapon 2	Fire weapon in Weapon Slot 2
W3	Weapon 3	Fire weapon in Weapon Slot 3
W4	Weapon 4	Fire weapon in Weapon Slot 4
W5	Weapon 5	Fire weapon in Weapon Slot 5
W6	Weapon 6	Fire weapon in Weapon Slot 6
Sp	Snipe ※1	Increases accuracy by 10%
He	Heat ※2	Increases firepower by a factor of 3

(※1: This command can be entered up to three times, for a total of +30%.)
(※2: Using this command doubles the ammo consumption rate.)
(Note: You cannot use both Snipe and Heat in the same combat.)

Defensive Programs

Gd	Guard	Increases defense by a factor of 2
A1	Avoid 1 ※3	Increases dodge rate by 10%
A2	Avoid 2	Increases dodge rate by 20%
A3	Avoid 3	Increases dodge rate by 30%
Sd	Shield	Use equipped shield for defense

(※3: The use of these programs is not cumulative.)

Other Programs

CB	Backup	Call for backup
RL	Reload	Reloads selected weapon
AN	Analyze	Analyze systems of selected enemy unit
It	Item	Use an item in your backpack
LM	Lay Mine	Set a land mine (if equipped)
BB	Blow Bomb	Detonate a remote control mine
BM	Blow Mine ※4	Detonate a land mine in a neighboring hex

(※4: A neighboring hex refers to the area in a 1-step radius around your TS. You can also use this command to detonate mines you have set if they are within the 1-step range.)

Character Parameters

FASELEI!

In "Faselei," there are two types of parameters: one for the player's status, and one for your TS.

Player's Status



Experience This parameter is increased by winning battles.

Level Your level increases once you have collected a certain amount of experience points.

Rank As you go up in level, you will be promoted to higher ranks. As you gain levels, the types of items you can purchase at the Shop will also increase.

TS Status

H P Hit Points. This number shows how much damage your TS can take. When it reached 0, your TS will be destroyed. You can recover HP at your base or by using items.

A P Action Points. This number shows how many actions your TS can make. This number determines how many Program Chips you can input in the Action Area. (A TS's AP are set and cannot be changed.)

Accuracy This determines your chances to hit an enemy unit in combat.

Avoidance This determines your chances of dodging an enemy unit's attack.

Defense This affects how much damage your TS will take when hit by an enemy unit's attack.

HTH This number represents how much damage your TS will do in hand-to-hand combat.

With the exception of AP, all TS parameters change depending on what weapons and items the TS has been equipped with.

Vs. Battle Mode

FASELEI!

You can enjoy interactive battle with your friends using "Faselei." Refer to the instructions below.

※Be sure to read the manual and follow the recommended operating procedures when using the link cable.

Required items:

NEOGEO POCKET COLOR (or NEOGEO POCKET) unit……2
"Faselei" game cartridge……2
NEOGEO POCKET LINK CABLE……1

Set-up:

After confirming both NEOGEO POCKET units are turned off, attach the link cable.

After confirming that the game cartridges have been properly inserted into both NEOGEO POCKET units, turn the units on.

Use the Joystick to select [Vs.] from the Base menu, and press the A button.

MEMO