Cosmic Fantasy 2™

Lose yourself in the first True Role-Playing game released for the Turbografx-CD! Meet friends, conquer enemies, and travel through time as you discover why *Electronic Gaming Monthly* rated Cosmic Fantasy 2 the best RPG of 1992-*for any system!* The game features over 20 colorful animated sequences, the most of any Turbo-CD yet released. Van's sweetheart Laura has been kidnapped by Galam. Can you save her?





Exile

Become Sadler the desert warrior as he travels through the known world in his first Turbografx adventure. Join forces with Rumi, Kindi, and Fakhyle to piece together the puzzle that will allow you to find the Holimax and use it to overthrow the ruthless Klispin Crusaders! But keep your cool! You'll need to defeat terrifying monsters if you're going to get anywhere. Hurry there's only one Holimax and the enemy forces are closing in.





Vasteel™

TURBO CD CRAFT SEAL OF APPROVAL

WORKING DESIGNS

Thank You!



We are glad that you have chosen *Vasteel* for play on your Turbografx-CD Super System. We hope that you will continue to enjoy this and our other products for the TurboGrafx and TurboDuo. Due to the large amount of requests we received for this product this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country. Please drop us a line so we can continue to bring you the best!

Working Designs
18135 Clear Creek Road
Redding, CA 96001

Please keep in mind:

1. This game contains images that may flash in a pattern that could trigger an epileptic seizure. Persons with epilepsy should not play *this or any high-action videogame.*
2. Be sure power is turned off when inserting or removing TurboCD's
3. Never play TurboGrafx CD's in your stereo CD player.
4. Never forcibly bend your CD Game. (Duh!)
5. Do not clean the CD with volatile liquids such as paint thinner or benzene.
6. Always keep this TurboCD in its case when not in use.
7. Eat your vegetables.
8. Do not leave your Turbografx on and unattended, as leaving a paused or still image from any video game system on your television screen for a prolonged period may cause a burn-in image on your television screen - which means permanent damage!
9. Do not play any game for an extended period of time without taking a break. Take a walk, read a book, play some B-Ball, in essence, get a life beyond your TurboGrafx-CD system.

Duplication, copying, or rental of this software or manual is prohibited.

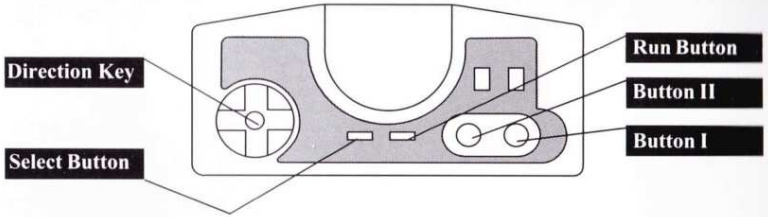
Story

Near the center of the Vasteel Solar System lies the planet Belose. Since the beginning of recorded history, Belose (and its outposts on neighboring planets) has been ruled by a succession of emperors from the Faracia lineage. But this generation will be different.

The people of Belose have grown discontent with their system of rulership, and the current emperor, Rodriguez Faracia, has been proven ineffective. Rodriguez has two sons. Faliall, his eldest son, is in line to become the next emperor of Belose. Stefan, the idealistic younger brother, wants desperately to change Belose for the better, but sees little opportunity to make his dream a reality.

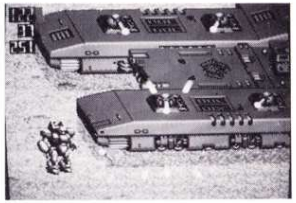
But cries of the people cannot be ignored. Change will come to Belose in unexpected ways. Here begins the bloodiest chapter in the history of the Vasteel System...

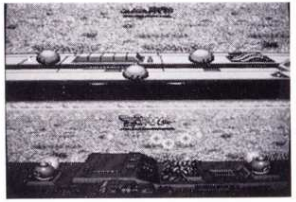
Using the TurboPad



	MAP SCREEN Movement of ATAC	BATTLE SCREEN Operation of ATAC
BUTTON I	Used to Select menu items.	Fires main weapon.
BUTTON II	Cancels selected commands.	Fires sub weapon.
RUN BUTTON	Opens the command menu.	Pauses game.
SELECT BUTTON	Opens the setup menu.	Not Used.
DIRECTION KEY	Moves cursor on the map. By holding down Button II the cursor will move faster.	Moves player's ATAC.

	BATTLE SCREEN Battleship VS ATAC	BATTLE SCREEN Battleship VS Battleship
BUTTON I	Fires main weapon.	Fires main weapon.
BUTTON II	Not Used.	Holding Button II and using the direction key will change your battleship's speed, allowing you to dodge incoming artillery.
RUN BUTTON	Pauses game.	Pauses game.
SELECT BUTTON	Not Used.	Changes from single shot to rapid fire.
DIRECTION KEY	Moves targeting crosshairs on the screen.	Moves targeting crosshairs. Also, holding Button II and moving the direction key left and right changes your battleship's speed.





Modes of Play

Vasteel can be played in either Scenario or Versus Mode. The Scenario Mode follows the story of the war between the two brothers and features animations between each battle. The versus mode features over thirty different maps to choose from for play against another human player or the computer.

SCENARIO MODE



✯ START

After the beginning animation scene select either Faliall or Stefan to begin the game.

✯ CONTINUE

Allows you to continue playing from your last save location.

VS MODE

✯ 1P VS 2P

Allows two players to fight against each other. Player 1 will be Faliall and Player 2 will be Stefan.

✯ 1P VS COM

After selecting either Faliall or Stefan prepare to fight the Computer.

✯ COM VS COM

This mode is similar to a demonstration mode because the game will play itself.

Note: In the case of 1P VS 2P a TurboTap and an additional TurboPad is required before play begins.

Understanding the Menus

Map Screen

Royal Army (Faliall) Status

C - - - Number of Cities controlled.
F - - - Number of Factories controlled.
U - - - Number of Units on the map.
M- - - Amount of money earned.

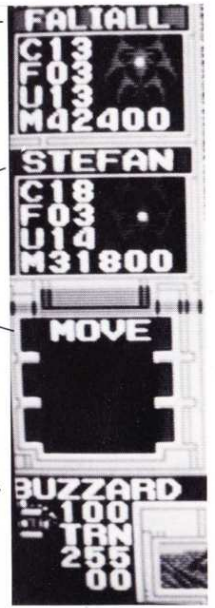
Rebel Army (Stefan) Status

Command Indication Window

If there is no command menu displayed, the turn number will be indicated.

Unit Data Indication Window

Name - Row 1 is the name of the ATAC
HP - Row 2 is the Hit Points of the ATAC
Type - Row 3 is the ATAC's terrain design.
Sub weapon, (Number of bullets remaining).
Main weapon, (Number of bullets remaining).
Geographic indication window.

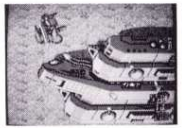
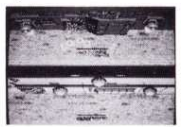


Battle Modes & Saving

Battle Screen

When fighting against another ATAC you must fight until you have destroyed all of the enemies HP. In battleship combat, you must destroy all the batteries in order to achieve victory. If you fight for a prolonged period of time your fuel supply will start to run out and you will begin to lose HP, resulting in the eventual death of your ATAC.

HP
Main weapon
(No. of bullets)
Sub weapon
(No. of bullets).



Destroy the Core!

In order for you to achieve victory and move to the next map, you must destroy your enemy's core. However, if your core is destroyed you will lose instead. Therefore, it is a good idea to keep your core heavily guarded. (Duh!)

HOW TO SAVE IN THE SCENARIO MODE

1. Due to the amount of data required for each save there is only one save file with four data slots. The game may be saved anytime during gameplay. If you save in the middle of a map the save will be put into the "**VasteelM**" file. *After* you finish each map you can choose one of three data slots to put the save information in.
2. To load a game select from one of the four data slots. You may also enter the password that you received after completing the previous map. To input the password simply move your direction key to the appropriate number or letter and press button I (Use button II to cancel).

HOW TO SAVE IN THE VERSUS MODE

1. The game may be saved only during gameplay. Due to the amount of data required for each save there is only one save file. This data is shared with the file used in the Scenario Mode. If you save a versus game during a battle you will erase the scenario mode data.

Command Menu



Move: Use the cursor to select which unit you want to move then push button I. The unit can then be moved only within the limits shown by the glowing hexes. After selecting where the unit is to be moved, use button I to move the unit. If you move your unit onto an enemy unit you will go to the battle screen. Use button II to cancel the move. A moved unit is indicated with "END".

OK: After you have moved a unit to a desired position the OK option will appear in the command menu. You must then push button I to confirm your decision or button II to cancel.

Save: Allows you to save your game during battle. See page 6 for more information.

Info: This will display all the available units that you are allowed to use during battle. After choosing which unit you would like to know more about, push the I button. The computer will then explain tell you about it. To exit the information screen push button II.

Setup

BATL: Select AUTO to allow the computer to fight during the battle or MANUAL to allow you to control your ATAC during battle.

BGM: Select from either CD (from the disc), PSG (from the TurboGrafx) or OFF (no music). The CD music takes a little bit longer to load than the PSG music.

CRTL: Select which part of the simulation will be thinking AUTO or MANUAL.

Map: A map of the whole battle area is displayed. By moving the white frame and pushing button I, you can move the main viewing area to another part of the map.

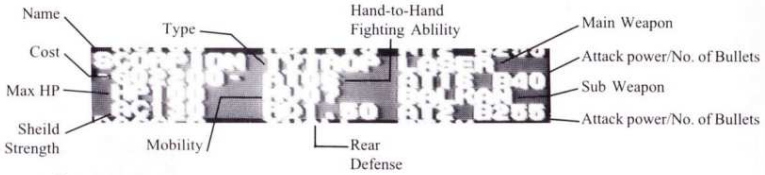
Find: Allows you to find any ATAC you've deployed. After selecting which ATAC you want push button I and it will take you to that units location on the map.



Command Menu (cont'd)

End: Select this option when you have completed your turn.

Production: Your base has the ability to manufacture ATAC's. To select a new ATAC, put the cursor on your base and push button I. A menu is then displayed showing all available units and their costs. After selecting which unit you want, the unit will be placed outside your base. Both armies are able to put a maximum of 32 units on the map.



Load: An ATAC can be loaded into a transport ship or battleship by moving the ATAC onto the ship and pushing button I. A wounded ATAC when loaded into the battleship or transport ship will be re-supplied with weapons. The number of ATACs that a battleship or transport ship can carry is determined by which kind of ship you choose. A transport ship cannot be loaded onto a battleship.

Battle and Transport ship commands



UNLD: Allows you to unload an ATAC from a transport or battle ship. If you have loaded more than one ATAC you can select which ATAC you wish to unload by moving up or down on the direction key at the unit data indication screen.

FIX: Battleships cannot enter into a city or equipment buildings to receive maintenance. This command is used to repair destroyed batteries. Only one battery can be repaired at a time. Transport ships can receive maintenance by entering a city or an equipment building.

The Main Characters

Faliall Faracia



Emperor Rodriguez' eldest son, and the heir to the throne. He became the 49th emperor after Emperor Rodriquez was killed by Terrorists.



Stefan Faracia

Emperor Rodriquez' second son, and second in line to the throne. His political views are radically different from Faliall's, and this moves him to confront his brother in a military action.

Buster



A capitalist who wants to gain the mining rights to the planet of Vasteel. He prods Stefan into revolt against his brother.



Phillip

Captain of the imperial guard. After war breaks out he becomes the chief of the Royal Army and Faliall's chief agent.

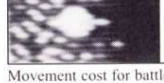
Cadar



Chief of the Rebel Army. His advice is highly valued by Stefan, but his breath is quite disgusting.

Planetary Geography

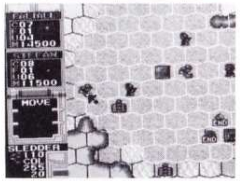
Indication	Name	Move costs	Special features
	Base	3	Capable of producing units for battle.
	Factory	2	Rich with supplies necessary to advance your army.
	City	2	Highly valued for the income they provide.
	Plain	1	Since there are no obstacles here, the ATAC's range of motion is good.
	Forest	2	The foilange reduces the ATACs range of motion.
	Jungle	2 Tropical type 1	Due to the dense jungle movement is restricted except for tropical ATACs.
	Mountain	3	Movement is drastically decreased, and watch out for falling rocks.
	Desert	3 Tropical type 2 Desert type 1	The harsh climate restricts movement except for desert type ATACs.
	Tropical	3 Tropical type 1	Movement is greatly decreased unless you have a tropical ATACs.
	Sea	2 Marine type 1	Because of obstacles movement is reduced except for marine types.

Indication	Name	Move costs	Special features
	Deep Sea	3 Marine type 1	It is highly advisable only to use a marine type ATAC here.
	Snow	2 Cold type 1	Because of the harsh climate normal movement is decreased.
	Ice	3 Cold type 1	A cold type ATAC is highly recommend for this type of climate.
	Silver Thaw	4 Cold type 2	This is the worst climate for an ATAC. Movement is drastically reduced.
	Space Base	3	Capable of producing units designed for space exploration.
	Space Factory	2	Rich in valuable supplies to advance your army.
	Space City	2	Supplies are low but the income makes it a must to conquer.
	Space	1	Since there are no obstacles the moving range of the ATAC is normal.
	Asteroid	3	Filled with debris that can damage your ATAC.
	Space Current	2	During battle the movement of an ATAC is restricted.

Movement cost for battleships and transport ships is always 1.

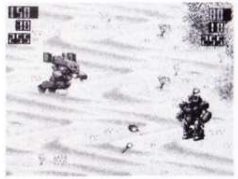
Destroy the Enemy Base

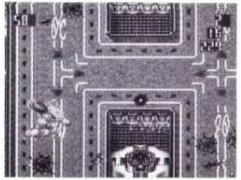
Strategy



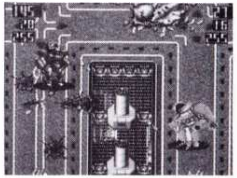
If you begin the simulation game as Stefan you will start at Nohma. You need to break through Faliall's front line and destroy the core. After the core is destroyed the next battle will begin.

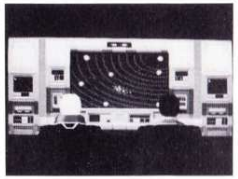
Arcade Action





If the city, factory, or base is occupied with one of the enemy's units you must destroy it in order to conquer the base. Otherwise, all you have to worry about will be the core.

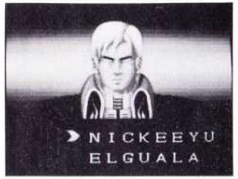




After winning Nohma, Stefan must decide where to go next.



Cadar offers valuable information to Stefan.

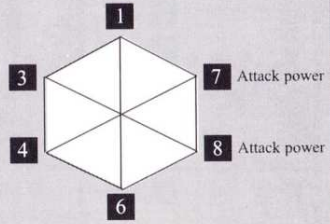


You must decide where to send your troops next. Choose your move carefully!

The Royal Army

Understanding the ATAC Graph

1. Regular Price
   - This is the international currency used by all the planets in the Vasteel Solar System.
2. Type
3. Max. No. of HP
4. Shield Strength
5. Rear Defense
6. Mobility
7. Main Weapon
8. Sub Weapon
9. Hand-to-Hand fighting ability



Royal Weapons

The History of the ATAC

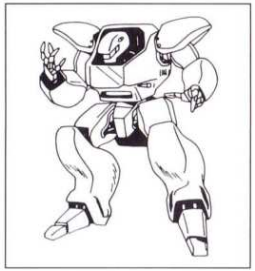
The ATAC was originally developed by mining interests on Belose with the goal of automating the mining process. When revolution began to be whispered throughout the planets of Vasteel, the engineers of the Royal Army quickly decided to turn the ATAC into an efficient combat and patrol tool. Thus, ATACs were turned from peaceful, beneficial activity to a malignant control tool...

To claim the reward offered by Buster, a terrorist organization broke into the military complex and stole the plans that were used in the design and building of these Advanced Technology Armored Combatants. The terrorists delivered the plans to Buster, who set about re-tooling his factories to produce these advanced war machines.

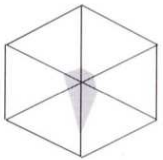
After the security breach was discovered, Emperor Faracia decided to start a new development think tank dedicated to improving on the first generation designs stolen by the terrorists. At Faliall's request, the production of the first generation ATAC's was stepped up until the newer ATAC's were fully tested for mass production.

The Royal Army

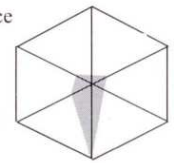
Grunt



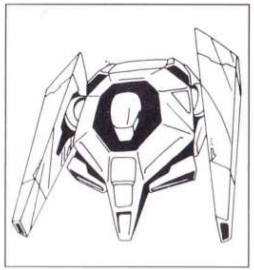
1. ₺200
2. All
3. 40
4. 64
5. 1.15
6. 5
7. Beam
   Attack power 7
   No. of Bullets 30
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 4



1. ₺200
2. Space
3. 40
4. 50
5. 1.07
6. 10
7. Beam
   Attack power 6
   No. of Bullets 25
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 3



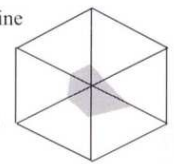
Intruder



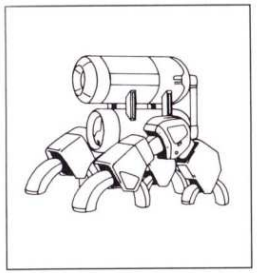
Aqagrunt



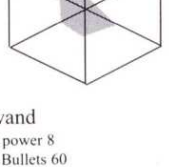
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2. Marine
3. 60
4. 80
5. 1.50
6. 4
7. Beam
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   No. of Bullets 50
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 6



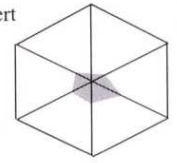
Burndog



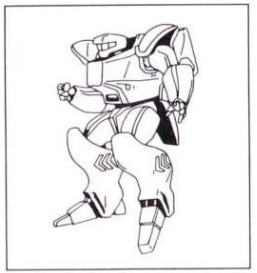
1. ₺500
2. Cold
3. 70
4. 80
5. 1.70
6. 4
7. Firewand
   Attack power 8
   No. of Bullets 60
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 6



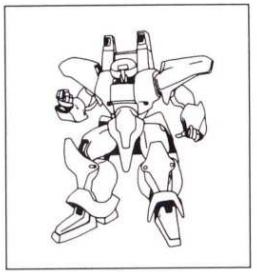
1. ₺500
2. Desert
3. 60
4. 75
5. 1.62
6. 4
7. Beam
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   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 6



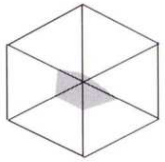
Sangrunt



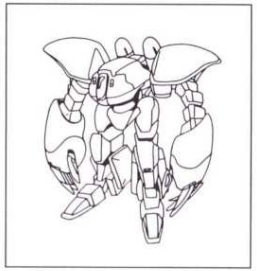
Disruptr



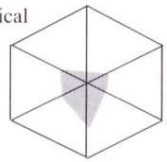
1. ₺500
2. All
3. 64
4. 90
5. 1.50
6. 4
7. Beam
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   No. of Bullets 35
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 7



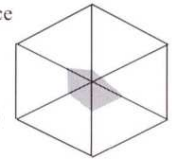
GREENAPE



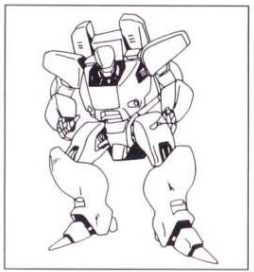
1. ₹700
2. Tropical
3. 80
4. 80
5. 1.62
6. 5
7. Shokwave
   Attack power 8
   No. of Bullets 40
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 7



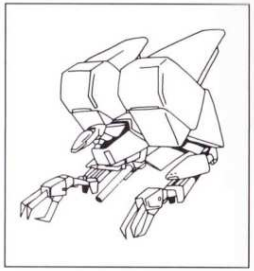
1. ₹800
2. Space
3. 80
4. 80
5. 1.50
6. 5
7. Beam
   Attack power 9
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 3



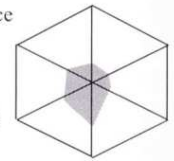
BODYBLOK



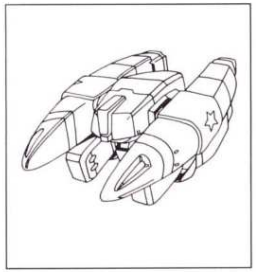
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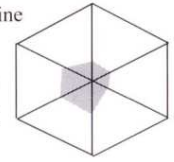
1. ₹1200
2. Space
3. 70
4. 90
5. 1.54
6. 7
7. Beam
   Attack power 14
   No. of Bullets 30
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 4



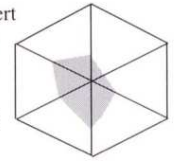
STARFROG



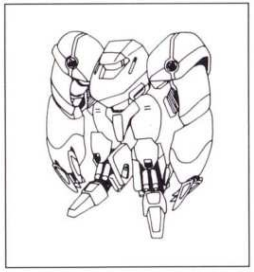
1. ₹1200
2. Marine
3. 80
4. 130
5. 1.82
6. 4
7. Missile
   Attack power 15
   No. of Bullets 30
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 7



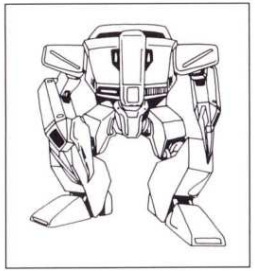
1. ₹1200
2. Desert
3. 100
4. 100
5. 1.75
6. 6
7. Beam
   Attack power 8
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 8



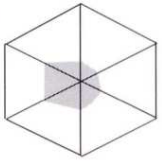
SANDAPE



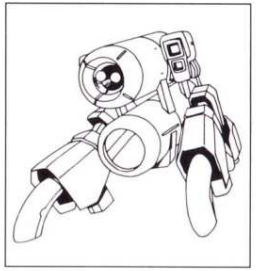
SNOWBEAR



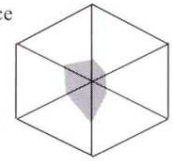
1. ₹1500
2. Cold
3. 100
4. 130
5. 1.50
6. 4
7. Beam
   Attack power 13
   No. of Bullets 50
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 9



LASERDOG

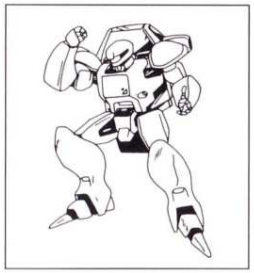


1. ₺1500
2. Tropical
3. 100
4. 120
5. 1.75
6. 5
7. Laser
   Attack power 16
   No. of Bullets 35
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 3

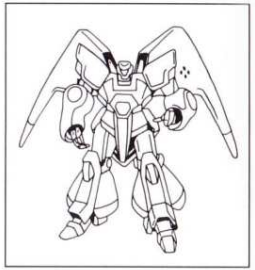


1. ₺1600
2. Space
3. 100
4. 110
5. 1.75
6. 6
7. Beam
   Attack power 12
   No. of Bullets 40
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 6

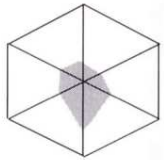
RUDEBOY



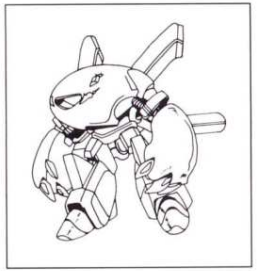
GARGOYLE



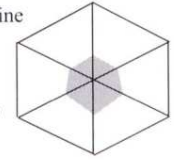
1. ₺1700
2. All
3. 90
4. 120
5. 1.58
6. 6
7. Beam
   Attack power 12
   No. of Bullets 30
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 8



SQUIDGIT

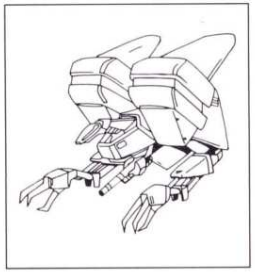


1. ₺1800
2. Marine
3. 80
4. 150
5. 1.87
6. 6
7. Beam
   Attack power 13
   No. of Bullets 50
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 12

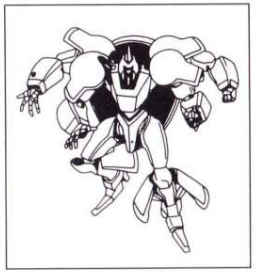


1. ₺1900
2. Space
3. 80
4. 110
5. 1.70
6. 8
7. Missile
   Attack power 18
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 7

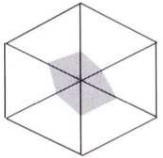
FASTKILL



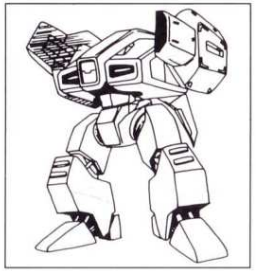
BLYZZARD



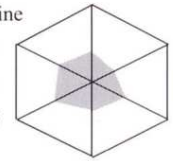
1. ₺2000
2. Cold
3. 100
4. 100
5. 1.25
6. 6
7. Missile
   Attack power 15
   No. of Bullets 20
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 7



IRONFIST

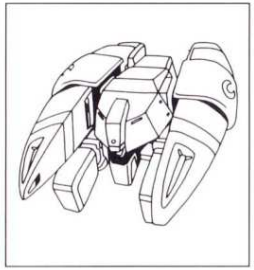


1. ₺2000
2. Desert
3. 120
4. 140
5. 1.78
6. 4
7. Megasmas
   Attack power 13
   No. of Bullets 40
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 5

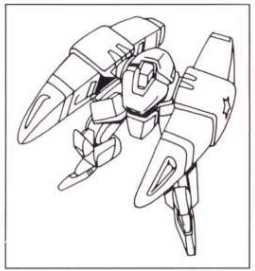


1. ₺2200
2. Marine
3. 100
4. 150
5. 1.75
6. 5
7. Beam
   Attack power 16
   No. of Bullets 30
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 7

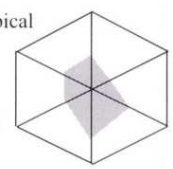
MOONFROG



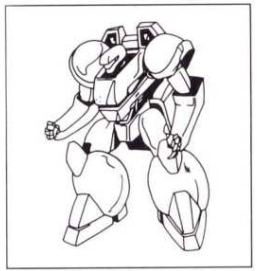
SCORPION



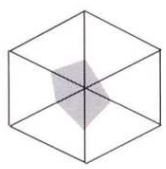
1. ₺2200
2. Tropical
3. 100
4. 130
5. 1.50
6. 7
7. Laser
   Attack power 16
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 6



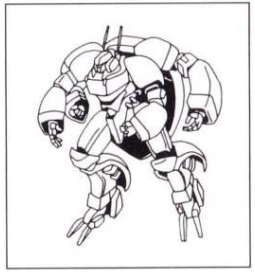
DAGGER



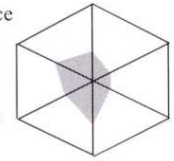
1. ₺2500
2. All
3. 110
4. 120
5. 1.66
6. 7
7. Beam
   Attack power 18
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 7



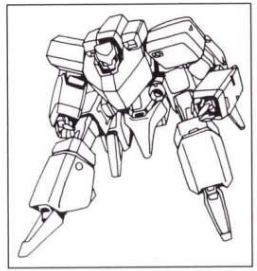
RUNNER



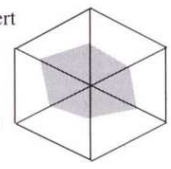
1. ₺2500
2. Space
3. 120
4. 120
5. 1.25
6. 7
7. Missile
   Attack power 15
   No. of Bullets 35
8. Balkan
   Attack power 1
   No. of Bullets 255
9. 7



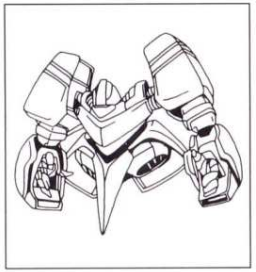
SPHYNX



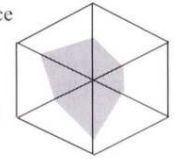
1. ₺3200
2. Desert
3. 140
4. 150
5. 1.70
6. 5
7. Missile
   Attack power 22
   No. of Bullets 35
8. Balkan
   Attack power 3
   No. of Bullets 255
9. 5



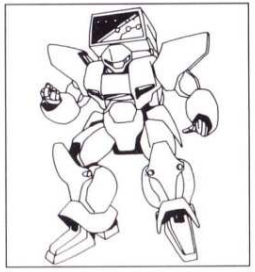
SORCERER



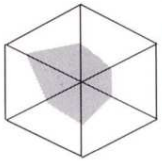
1. ₹3500
2. Space
3. 140
4. 130
5. 1.75
6. 8
7. Plasbeam
   Attack power 20
   No. of Bullets 50
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 10



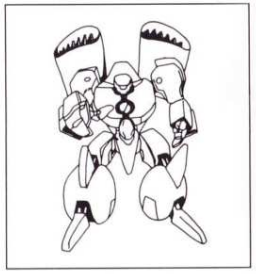
STORMER



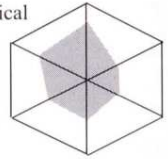
1. ₹3500
2. All
3. 150
4. 140
5. 1.87
6. 6
7. Missile
   Attack power 20
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 10



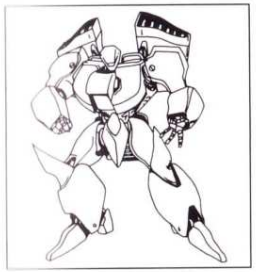
HAMMER



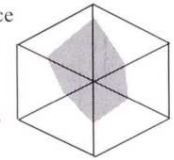
1. ₹3800
2. Tropical
3. 140
4. 130
5. 1.75
6. 6
7. Beam
   Attack power 20
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 15



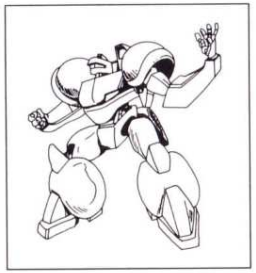
REDHULK



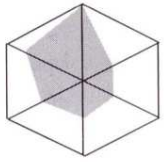
1. ₹4800
2. Space
3. 140
4. 140
5. 1.66
6. 7
7. Mixbeam
   Attack power 25
   No. of Bullets 40
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 11



SCYTHE



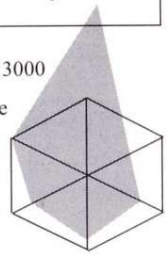
1. ₹5500
2. All
3. 160
4. 180
5. 1.58
6. 6
7. Beam
   Attack power 20
   No. of Bullets 50
8. Balkan
   Attack power 2
   No. of Bullets 255
9. 15



REAPER

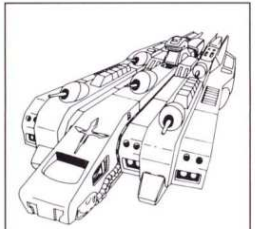


1. ₹13000
2. Space
3. 200
4. 200
5. 1.00
6. 8
7. B-Launch
   Attack power 40
   No. of Bullets 30
8. Balkan
   Attack power 4
   No. of Bullets 255
9. 9

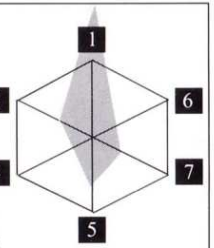


The Royal Army

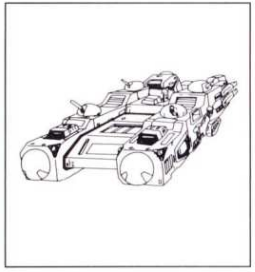
Destroyr



1. Price: ₰8000.
2. Type: Ground Battleship.
3. Batteries: 6.
4. Protective power: 50.
5. Moving power: 6.
6. Anti-ship attack power: 8.
7. Dogfight attack power: 15.
8. Max. No. of ATAC's: 3.

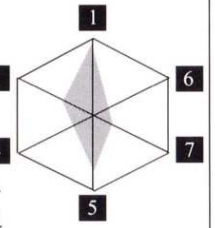


Lunchbox

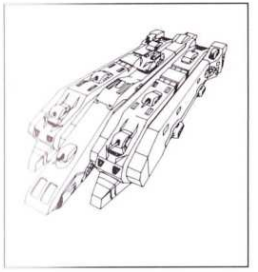


1. Price: ₰4000.
2. Type: Ground Battleship.
3. Batteries: 4.
4. Protective power: 35.
5. Moving power: 7.
6. Anti-ship attack power: 10.
7. Dogfight attack power: 10.
8. Max. No. of ATAC's: 1.

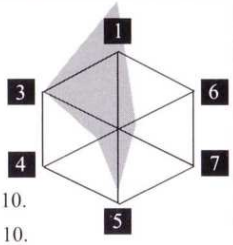
Note: Ground and space type battleships cannot enter into a base, factory, or a city. Ground type battleships cannot cross mountains, forest, jungle, or silver thaw terrain.



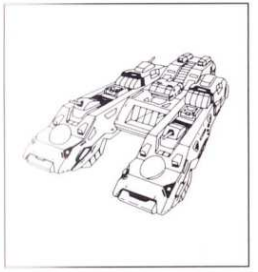
Bertha



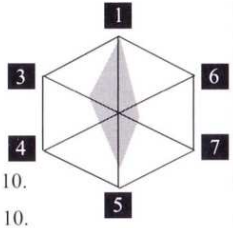
1. Price: ₰8000.
2. Type: Space Battleship.
3. Batteries: 8.
4. Protective power: 45.
5. Moving power: 6.
6. Anti-ship attack power: 10.
7. Dogfight attack power: 10.
8. Max. No. of ATAC's: 3.



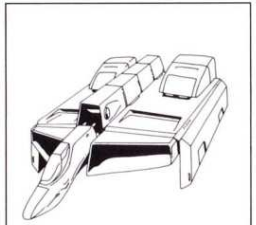
Meatmovr



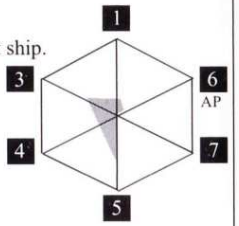
1. Price: ₰4000.
2. Type: Space Battleship.
3. Batteries: 4.
4. Protective power: 35
5. Moving power: 7
6. Anti-ship attack power: 10.
7. Dogfight attack power: 10.
8. Max. No. of ATAC's: 1.



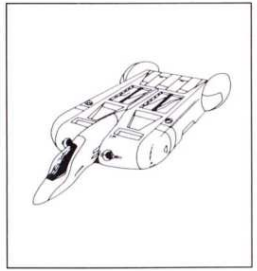
BUZZARD



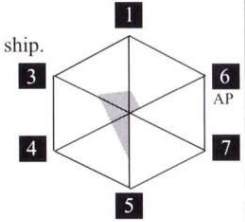
1. Price: ₹ 1000.
2. Type: Ground Transport ship.
3. Max HP: 100.
4. Protective power: 64.
5. Moving power: 6.
6. Balkan
   Attack power 1.
   No. of Bullets 255.
7. Max. No. of ATAC's: 1.



HAWK

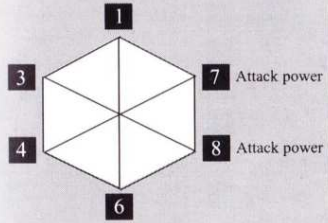


1. Price: ₹ 1000.
2. Type: Space Transport ship.
3. Max HP: 100.
4. Protective power: 64.
5. Moving power: 8.
6. Balkan
   Attack power 2.
   No. of Bullets 255.
7. Max. No. of ATAC's: 1.



Understanding the ATAC Graph

1. Regular Price
   ₹ This is the international currency used by all the planets in the Vasteel Solar System.
2. Type
3. Max. No. of HP
4. Shield Strength\
5. Rear Defense
6. Mobility
7. Main Weapon
8. Sub Weapon
9. Hand-to-Hand fighting ability



Rebel Weapons

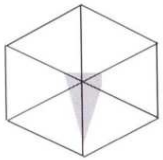
The History of Rebel ATAC.

After the Royal Army began their campaign of converting the mining machinery to military purposes, terrorist organizations put a price on the capture of this technology. Buster, the wealthy industrialist that was to persuade Stephan to start a civil war, obtained these secret plans for converting ATACs. The price paid to the terrorist organization that had stolen them was steep, but it paled in comparison to the amount of money he stood to make by supplying Stephan's army. Knowing that success in battle requires a technological advantage, Buster set about hiring brilliant engineers to improve upon the Royal army's ATAC designs.

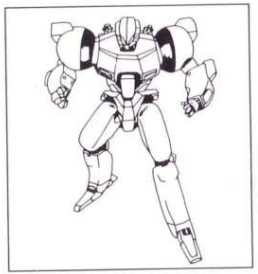
The Royal Army was fearful at the prospect of someone like Buster being able to produce mass quantities of ATACs to be used against the Belosian Empire. Through his network of palace spies, Buster learned that the Royal army knew about and planned to destroy his secret factories. Using this advance knowledge, he was able to move the sites before the Imperial forces arrived.

After Buster convinced Stefan to declare war, Stephan smuggled some of the newer technology used in the Royal Army's ATACs with him to Jaroa. Using this information, the Rebel Army began developing some of the most powerful ATACs ever built.

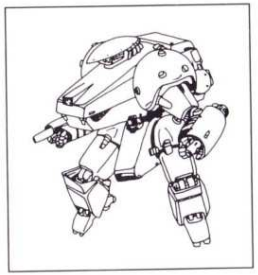
1 ₹200
2 All
3 40
4 40
5 1.11
6 7
7 Missile
Attack power: 6.
No. of Bullets: 60.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 4



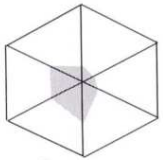
SCOUT



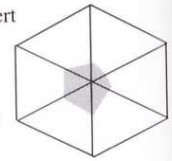
BLENDER



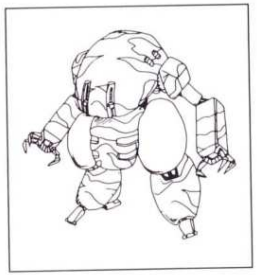
1 ₹500
2 All
3 70
4 100
5 1.50
6 5
7 Missile
Attack power: 8.
No. of Bullets: 30.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 6



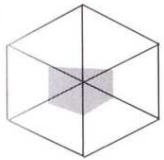
1 ₹600
2 Desert
3 70
4 90
5 1.62
6 4
7 Missile
Attack power: 8.
No. of Bullets: 25.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 6



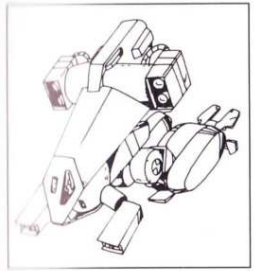
SANDRAT



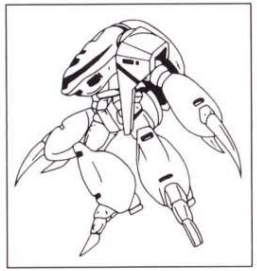
1 ₹700
2 Cold
3 80
4 100
5 1.78
6 4
7 Missile
Attack power: 10.
No. of Bullets: 20.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 6



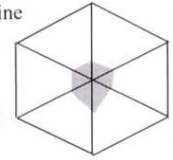
SLAYER



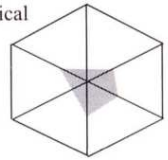
GALAM



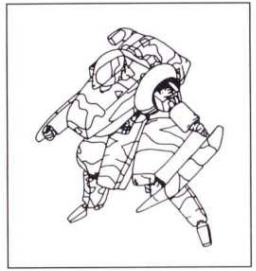
1 ₹700
2 Marine
3 80
4 80
5 1.50
6 4
7 Wave
Attack power: 8.
No. of Bullets: 30.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 6



1 ₹700
2 Tropical
3 64
4 80
5 1.75
6 4
7 Beam
Attack power: 10.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 6

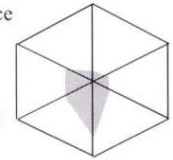


NUTCASE

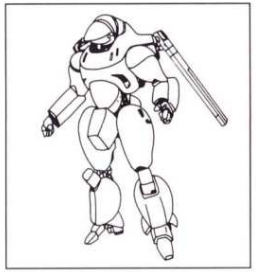


The Rebel Army

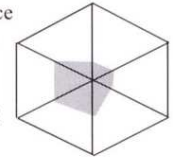
1 ₡800
2 Space
3 70
4 100
5 1.54
6 6
7 Cannon
Attack power: 9.
No. of Bullets: 40.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 8



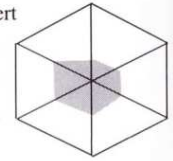
Guard



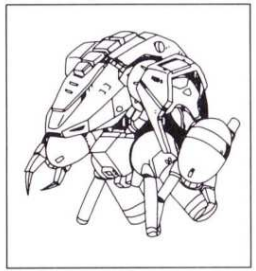
1 ₡1200
2 Space
3 100
4 130
5 1.82
6 4
7 Missile
Attack power: 12.
No. of Bullets: 35.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 7



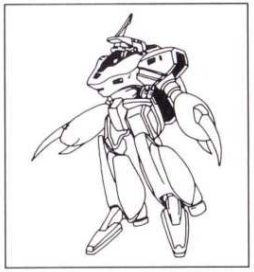
1 ₡1200
2 Desert
3 100
4 110
5 1.74
6 5
7 Cannon
Attack power: 10.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 8



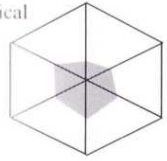
Protobot



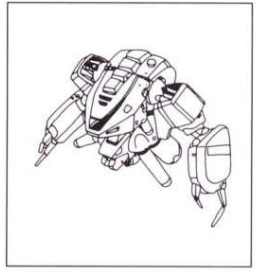
Boxer



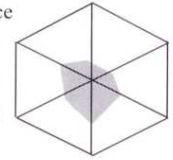
1 ₡1200
2 Tropical
3 90
4 100
5 1.72
6 5
7 Beam
Attack power: 12.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 7



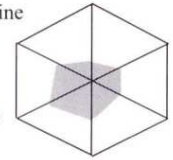
Replica



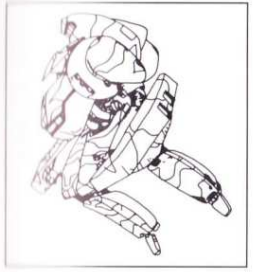
1 ₡1500
2 Space
3 100
4 100
5 1.75
6 6
7 Cannon
Attack power: 10.
No. of Bullets: 40.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 8



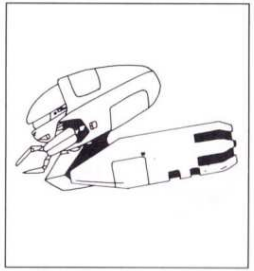
1 ₡1500
2 Marine
3 100
4 144
5 1.70
6 5
7 Missile
Attack power: 20.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 7



Phreak

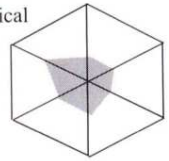


Leech

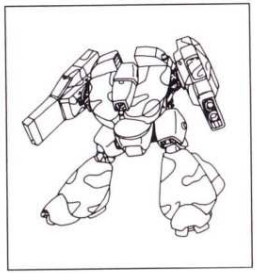


The Rebel Army

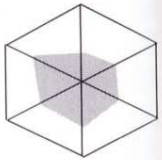
1 ₹1600
2 Tropical
3 120
4 110
5 1.75
6 5
7 Missile
Attack power: 15.
No. of Bullets: 30.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 7



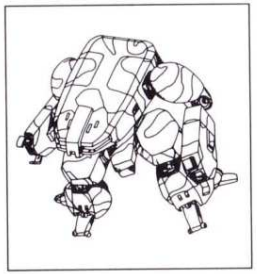
Marauder



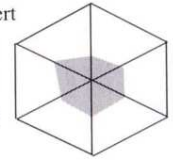
1 ₹1800
2 Cold
3 110
4 130
5 1.75
6 5
7 Missile
Attack power: 20.
No. of Bullets: 20.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 6



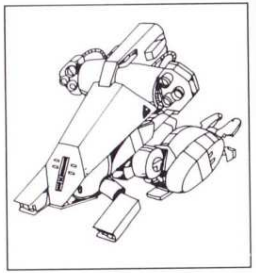
Grinder



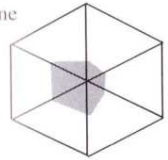
1 ₹1700
2 Desert
3 120
4 135
5 1.78
6 5
7 Cannon
Attack power: 16.
No. of Bullets: 25.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 5



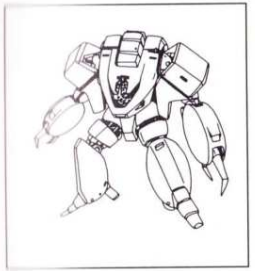
Sledder



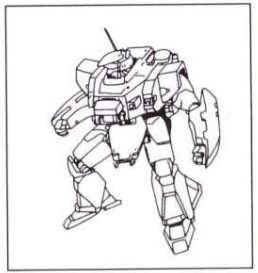
1 ₹1800
2 Marine
3 100
4 130
5 1.70
6 6
7 Wave
Attack power: 12.
No. of Bullets: 35.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 10



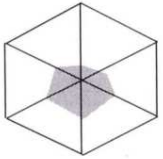
Poorboy



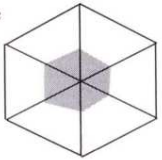
Rebel



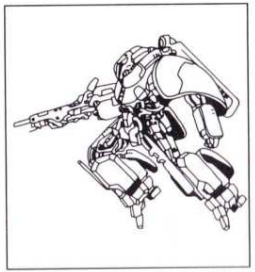
1 ₹1800
2 All
3 100
4 140
5 1.75
6 5
7 Missile
Attack power: 12.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 7



1 ₹2000
2 Space
3 100
4 130
5 1.75
6 5
7 Cannon
Attack power: 14.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 8

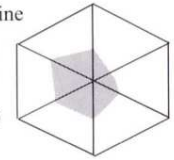


Raven

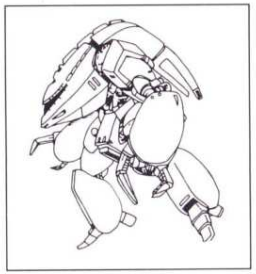


The Rebel Army

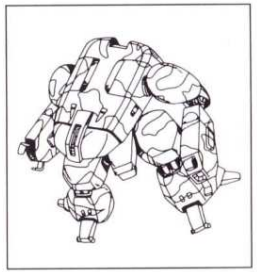
1 ↻2400
2 Marine
3 120
4 140
5 1.70
6 6
7 Wave
Attack power: 14.
No. of Bullets: 35.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 8



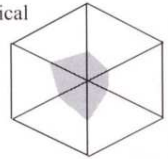
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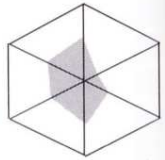
Enforcer



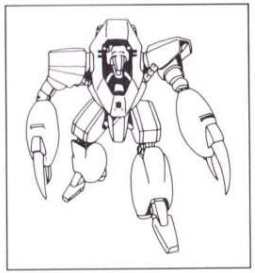
1 ↻2500
2 Tropical
3 130
4 110
5 1.75
6 6
7 Missile
Attack power: 20.
No. of Bullets: 20.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 7



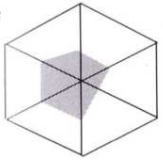
1 ↻2500
2 All
3 110
4 130
5 1.75
6 6
7 Missile
Attack power: 16.
No. of Bullets: 35.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 11



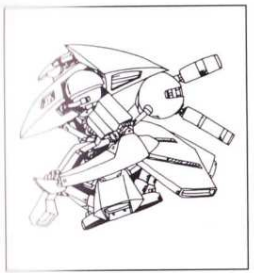
Pitbull



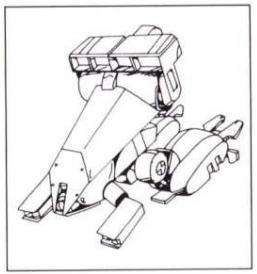
1 ↻2500
2 Space
3 100
4 144
5 1.50
6 5
7 Beam
Attack power: 18.
No. of Bullets: 40.
8 Balkan
Attack power: 1.
No. of Bullets: 255.
9 9



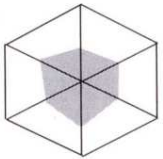
Darius



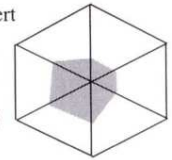
Shredder



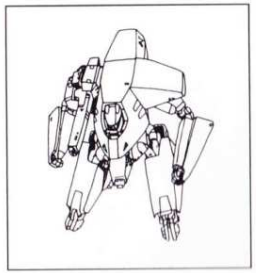
1 ↻2600
2 Cold
3 130
4 140
5 1.70
6 6
7 Laser
Attack power: 25.
No. of Bullets: 40.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 6



1 ↻2600
2 Desert
3 120
4 150
5 1.50
6 7
7 Cannon
Attack power: 22.
No. of Bullets: 20.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 5

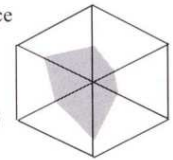


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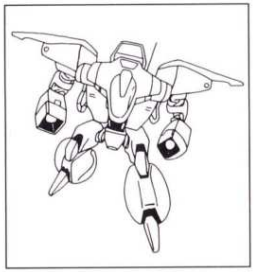


The Rebel Army

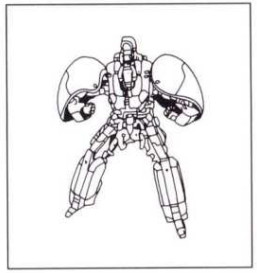
1 ₺2800
2 Space
3 130
4 110
5 1.75
6 8
7 Cannon
Attack power: 15.
No. of Bullets: 40.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 6



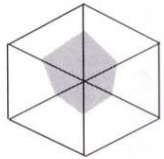
Killer



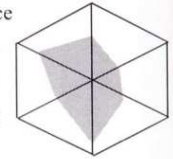
Shocker



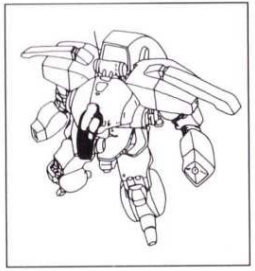
1 ₺3200
2 All
3 120
4 120
5 1.75
6 6
7 Beam
Attack power: 22.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 12



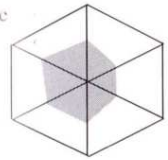
1 ₺3400
2 Space
3 140
4 128
5 1.75
6 9
7 Cannon
Attack power: 20.
No. of Bullets: 40.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 7



Explorer



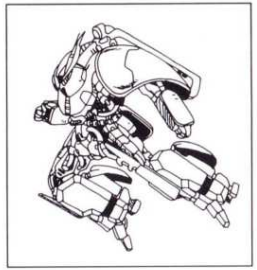
1 ₺3800
2 Space
3 130
4 140
5 1.58
6 7
7 Cannon
Attack power: 25.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 10



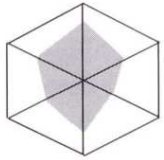
Evileye



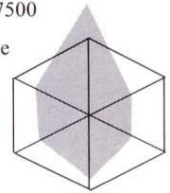
Electro



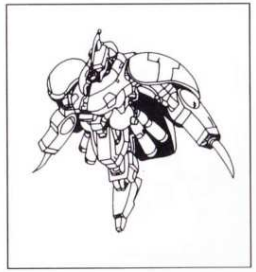
1 ₺4500
2 All
3 140
4 140
5 1.70
6 7
7 Beam
Attack power: 26.
No. of Bullets: 30.
8 Balkan
Attack power: 2.
No. of Bullets: 255.
9 12



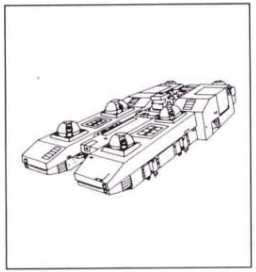
1 ₺7500
2 Space
3 160
4 160
5 1.31
6 9
7 Cannon
Attack power: 32.
No. of Bullets: 30.
8 Balkan
Attack power: 3.
No. of Bullets: 255.
9 12



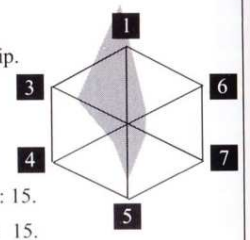
Stripe



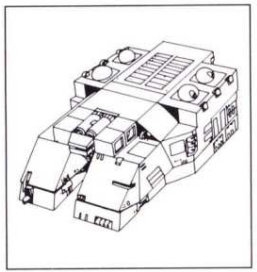
CARRIER



1. Price: ₡8000.
2. Type: Ground Battleship.
3. Batteries: 6.
4. Protective power: 50.
5. Moving power: 6.
6. Anti-ship attack power: 15.
7. Dogfight attack power: 15.
8. Max. No. of ATAC's: 3.

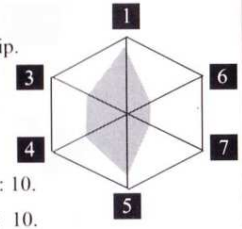


TOASTER

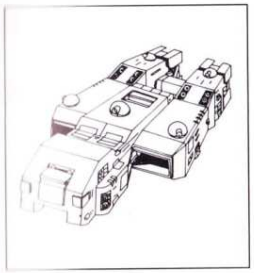


1. Price: ₡4000.
2. Type: Ground Battleship.
3. Batteries: 4.
4. Protective power: 35.
5. Moving power: 7.
6. Anti-ship attack power: 10.
7. Dogfight attack power: 10.
8. Max. No. of ATAC's: 1.

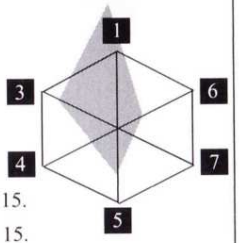
Note: Ground and space type battleships cannot enter into a base, factory, or a city. Ground type battleships cannot cross mountains, forest, jungle, or silver thaw terrain.



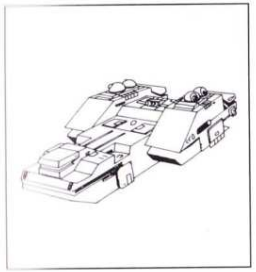
CRUSHER



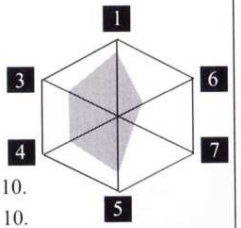
1. Price: ₡8000.
2. Type: Space Battleship.
3. Batteries: 5.
4. Protective power: 55.
5. Moving power: 6.
6. Anti-ship attack power: 15.
7. Dogfight attack power: 15.
8. Max. No. of ATAC's: 3.



SPRINTER

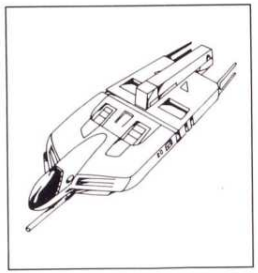


1. Price: ₡4000.
2. Type: Space Battleship.
3. Batteries: 4.
4. Protective power: 40.
5. Moving power: 7.
6. Anti-ship attack power: 10.
7. Dogfight attack power: 10.
8. Max. No. of ATAC's: 1.

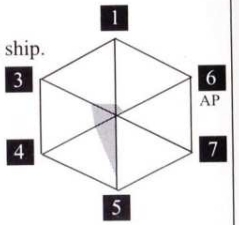


The Rebel Army

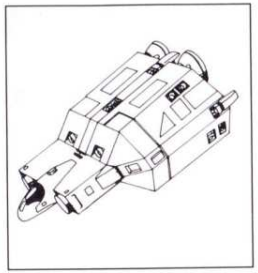
Eagle



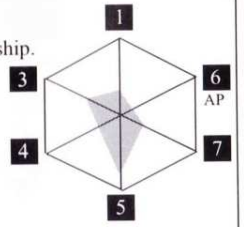
1. Price: ₹1000.
2. Type: Ground Transport ship.
3. Max HP: 100.
4. Protective power: 64.
5. Moving power: 6.
6. Balkan
   Attack power 2.
   No. of Bullets 255.
7. Max. No. of ATAC's: 1.



Startruk



1. Price: ₹1000.
2. Type: Space Transport ship.
3. Max HP: 100.
4. Protective power: 64.
5. Moving power: 8.
6. Balkan
   Attack power 1.
   No. of Bullets 255.
7. Max. No. of ATAC's: 1.



Native Creatures



Largon

Habitat: Ellita.
Overall Length: 22.35m.
Weight: 94 tons.
Character: Ferocious.
The Largons live mainly underwater and prey on innocent fish. Its rumored 180,000 volt "Thunder Breath" strikes fear into the native people of the planets it terrorizes.

Murker

Habitat: Elguala.
Overall Length: 21.25m.
Weight: 127 tons.
Character: Hostile.
The thick shell on Murker's back can rebel attacks from any ATAC. Its sharp talons can easily shred an ATAC to pieces.



Stephan Scenario Mode Checklist

	WON	LOST
Belose	❑	❑
Elquala	❑	❑
Ellita	❑	❑
Galandia	❑	❑
Huma	❑	❑
Jaroa	❑	❑
Jinarl	❑	❑
Kengola	❑	❑
Laysark	❑	❑
Nickeeyu	❑	❑
Noborn	❑	❑
Nohma	❑	❑
Versai	❑	❑

Faliall Scenario Mode Checklist

	WON	LOST
Belose	❑	❑
Elquala	❑	❑
Ellita	❑	❑
Galandia	❑	❑
Huma	❑	❑
Jaroa	❑	❑
Jinarl	❑	❑
Kengola	❑	❑
Laysark	❑	❑
Nickeeyu	❑	❑
Noborn	❑	❑
Nohma	❑	❑
Versai	❑	❑

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Warranty, Etc.

Working Designs warrants this product to be free from defects in material or workmanship under the following terms:

WARRANTY PERIOD
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchase. Proof of purchase is required to process warranty claims.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in North America or Mexico by Working Designs or which is not purchased from an authorized Working Designs dealer.
2. Damage, deterioration, or malfunction resulting from:
   a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product.
   b) repair or attempted repair by anyone not authorized by Working Designs;
   c) any shipment of the product (claims must be submitted by the carrier);
   d) removal or installation of the product;
   e) any other use that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call (916) 243-3417 ext. 420, Monday-Friday 9:30 a.m. to 4:30 p.m. Pacific Time.

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

EXCLUSION OF DAMAGES
LIABILITY FOR ANY DEFECTIVE PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT, AT OUR OPTION. NOT LIABLE FOR:

1. Damage to other property caused by any defects in this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Game Help

Vasteel was created so that it would be easy to learn and difficult to master. But if you want to be a wimp and take the easy way out, there *is* help available. For tips on playing *Vasteel*, call the TTi hotline at **1-310-337-6916**. *Please ask your parents before calling.*