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EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, any involuntary movement or confusion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand box closer than 3 feet to the television screen, as to away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 15 minutes per hour while playing a video game.

WARNING TO OWNERS OF PROJECTION TELEVISION.

Still pictures or images may cause permanent picture tube damage or rank phosphor on the CRT. Avoid repeated or extended use of video games in the large screen projection televisions.

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Credits

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-711-3772.

STARTING UP

1. Set up your 3DO system as described in its instruction manual. Plug in Controller. Note that Cannon Fodder is for one player only.
2. Push the Power Switch to ON. After a few seconds, the 3DO system logo will appear. When the Title Screen is shown you are ready to play Cannon Fodder.

PLAYING CANNON FODDER

Take Control

Before you begin to play, take the time to familiarize yourself with the movements and functions of the Controller.

CONTROL PAD

DIRECTION BUTTON -
Select Direction

STOP BUTTON -
Select Status Panel

PLAY/PAUSE BUTTON -
Move to Pointers

A BUTTON -
Fires machine gun

B BUTTON -
Toggles special weapon

C BUTTON -
Toggles between teams

LEFT SHIFT BUTTON -
Toggles between teams

RIGHT SHIFT BUTTON -

THE TITLE SCREEN

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

WAIT

Before setting down for a spot of war action, you first have the exclusive chance to watch a video. The antics of your squaddies will leave you most confident about your chances of success. Enjoy. Press any button to skip the video.

FROM CONSCRIPTS TO TROOPERS

Before you get to play, you need to call up some fit young men to become troopers. As luck would have it, over at Boot Hill there is a supply of some 360 eager conscripts waiting to go to war, but only 3 of them are allowed to volunteer for each mission. Can you see them coming over the hill? Fortunately for all concerned, the innocent are added to the experienced troop of survivors from previous missions.
THE TROOPS LOGO
Shows the logo of the troop. There can be a maximum of three different troops - see Form A New Troop (or Two) on page 7.

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

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

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

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

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

- Press the Control Pad to move the pointer around the screen.

MOVING TROOPS
Move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.
- Press the A Button to move the troop leader towards the pointer's tip. The rest of the troop will follow in rank and file.
USING WEAPONS
It couldn't be simpler...
- Press the B Button to turn the pointer into a crosshair and make the trooper or troop shoot at the center of the crosshair.
- Press the B-A Buttons to make the troop leader throw a grenade or fire his bazooka at the center of the crosshair.
- Press the C Button to toggle between grenades and bazookas.

USING VEHICLES
Five types of vehicle become available in Cannon Fodder. Each vehicle holds up to eight troopers. For details of the vehicles and their special functions, see Know Your Vehicles on page 10.

BOARDING VEHICLES
Move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the vehicle may be boarded.
- Press the A Button to make the trooper (or troop) board the vehicle.
- Press and hold the A Button to make the vehicle move towards the trooper destination determination pointer. The longer the A Button is held down, the faster the vehicle will travel.
- Press the B Button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES
Move the pointer until its tip touches the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.
- Press the A Button to make the trooper (or troop) leave the vehicle.

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

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

FORM A NEW TROOP (OR TWO)
There are times when the strategy dictates that the troopers split up - perhaps to execute a classic 'pincer movement'. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and these are: Eagle Troop and Panther Troop.
- Press the Play/Pause Button to access the Status Panel.
- Use the pointer to select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has split in two.
- Select the troop's logo to form a new troop with the troopers whose names were highlighted.
- Select a troop logo then press the Play/Pause Button to resume play in control of the active troop.

For your convenience, there's no need to access the Status Panel to choose a troop when more than one has been formed.
- Press the Left Shift or Right Shift Button to take control of another trooper.
- Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

SHARE AND SHARE ALIKE
Hold on - who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are distributed. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons - all, half or none - that the new troop will take.
- The solid outline represents all the weapons.
- The dotted outline represents half of the weapons.
- No outline represents none of the weapons.

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

A MISSION REMINDER
Select the map at the bottom of the Status Panel for an overview of the area and the active troop's position (indicated by a big red cross). Note that enemy troops are not shown on this map - it'd spoil the surprise.

- Press the A button and then the Play/Pause Button to return to play. You have to press A first before hitting Play/Pause.
MISSION COMPLETE
You did it - you saved the day. And you can save your state of play, too ... At the end of every mission you are returned to Boot Hill to admire the view. From here you can save your progress in one of four save-game slots.

SAVE GAME Notice the cute little icons in the top left and right hand corners? Well, click on the right hand one and a new screen will magically appear. Select a save slot and press the A, B, or C Button to save your game.

LOAD GAME Now whenever you switch the game on you can go straight back to where you left off. Handy as it is a long game and in places quite difficult. Click on the top left hand icon and select the slot from which to return.

HOLD IT!
If you need to halt your assault ...
- Press the Play/Pause Button to access the Status Panel and freeze the action.
- Press the Play/Pause when the action is frozen to resume play.

TRY AGAIN
So you screwed up? Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough gadgets or inclination to continue and you want to try again?
- Select the White Flag on the Status Panel and press any Button (except Start) twice quickly to surrender. Your surviving troops will be available to replay the phase.

HIGH SCORING HEROES
When a trooper dispatches an enemy, one point is added to his personal score. Note that all grenades, bazooka and vehicle weapons are activated by the trooper leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten - unless he didn't score enough points to register with the High Scoring Heroes Bureau (no matter the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES
Those seven primary objectives are revealed in full ...

KILL ALL ENEMY Including troopers, enemy Big Guns, vehicles, buildings - and the rest.
DESTROY ENEMY BUILDINGS All those buildings with doors from which the enemy emerge.
DESTROY ENEMY FACTORY Or Computer even.
RESCUE ALL HOSTAGES Return up to nine hostages to safety. Free a hostage by shooting his (or her) captor; then tape the trooper (or troop) up to the hostage to tag him (or her). The hostage will follow the trooper (or troop) to the nearest friendly MASH outpost - so take him (or her) there as quickly as possible.

KIDNAP ENEMY LEADER This cunning fellow is dressed to look like a hostage, but he’s not. Don’t be angry and kill him - take him to the nearest allied outpost.
PROTECT ALL CIVILIANS Whatever happens, don’t let any civilians die.
GET CIVILIANS HOME Innocent civilians are caged like wild animals. Destroy their barricade to free them then ensure that they make it home alive.

KNOW YOUR TERRAIN
There are five different climates to conquer in Cannon Fodder - and here’s the rundown on all of them ...

THE JUNGLE
Look out for the following:
TREES Plants for that matter. They aren’t just here for decoration - they also provide much-needed cover for exposed troopers. Note that you can blow up some trees (and plants).
QUICKSAND Or ‘sucky sucky’ as it’s known. Every time we put up warning signs they disappeared, so beware.
WATER It’s either shallow or deep. Troopers cannot use their weapons when they are in deep water - because they need to swim across it.

BIRDS You can’t shoot them down - or can you? If not, why not? Otherwise, why are they here? Or are they simply red herrings?

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

THE DESERT
CASHIS They make the Cheddar Gorge look like a small crack - so there’s no good reason for your troopers to fall into one.
HANGARS Not for the troopers’ clothes you understand, but for cover from enemy fire.
CACTI Very scarce thanks to the even scarcer giant cactus-eating rodents.
KNOW YOUR ENEMY

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

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

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

ARTILLERY They handle BigGunz and Tanx which are best destroyed.

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

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

KNOW YOUR SUPA DUPA BOOSTAS

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

SUPA DUPA MISSILE BOOSTA A complement of 50 heat-seeking missiles are yours, with our compliments.

SUPA DUPA BULLET-PROOF-VISTA BOOSTA Makes a trooper Invincible from bullets and explosives for the duration of the phase.

SUPA DUPA RANCA BOOSTA The trooper becomes an Instant General - and will probably take control of the troop, too.

SUPA DUPA TROOPER BOOSTA Excellent value - it gives the trooper a Missile Boosta, Bullet-Proof-Vista Boosta AND a Ranca Boosta!

SUPA DUPA TROOP BOOSTA Incredible - it gives the whole troop a Trooper Boosta!
KNOW YOUR RANKS
Just the thing to help you avoid embarrassing faux pas at Aprs battle parties. Note that the higher a trooper’s rank, the better the gravestone he receives on Boot Hill.

PRIVATE  CORPORAL  SERGEANT  STAFF SERGEANT
SERGEANT FIRST CLASS  MASTER SERGEANT  SERGEANT MAJOR  SPECIALIST 4
SPECIALIST 6  WARRANT OFFICER  CHIEF WARRANT OFFICER  CAPTAIN
MAJOR  COLONEL  BRIGADIER GENERAL  GENERAL

BE THE FITTEST
And survive with the following handy hints:

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

UK CREDITS
Original Design  3DO conversion
Sensible Software  Krisalis
Producer  Quality control  Product Manager
Peter Hickman  Tony Byus  David Miller
Original manual  Manual conversion
Gary Penn  Tony Byus & David Miller
Manual Design and layout
Mick Lowe Design