Family Soft

SDF-1 MACROSS
THE SUPER DIMENSION FORTRESS

SKULLLEADER

Complete pack

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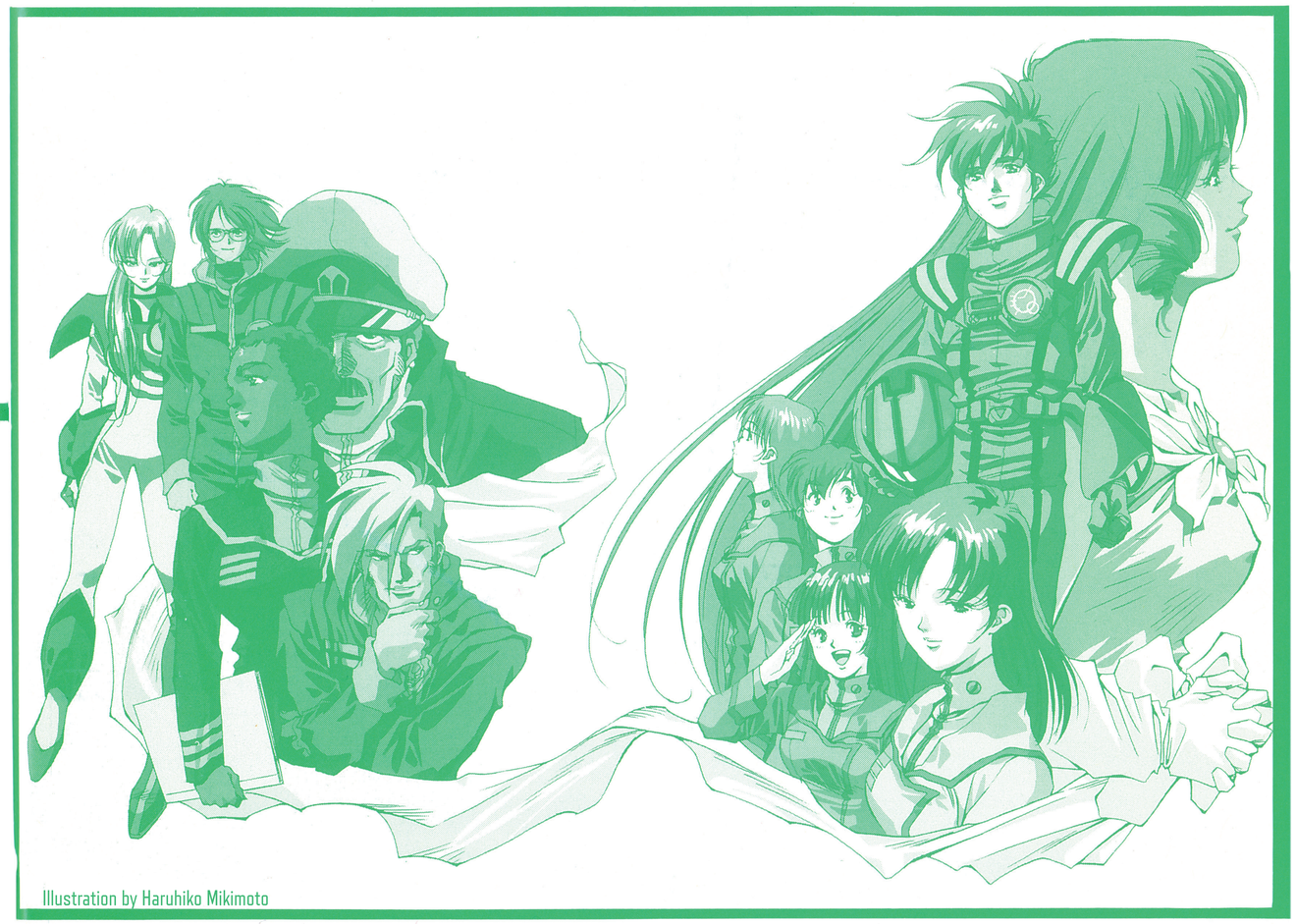
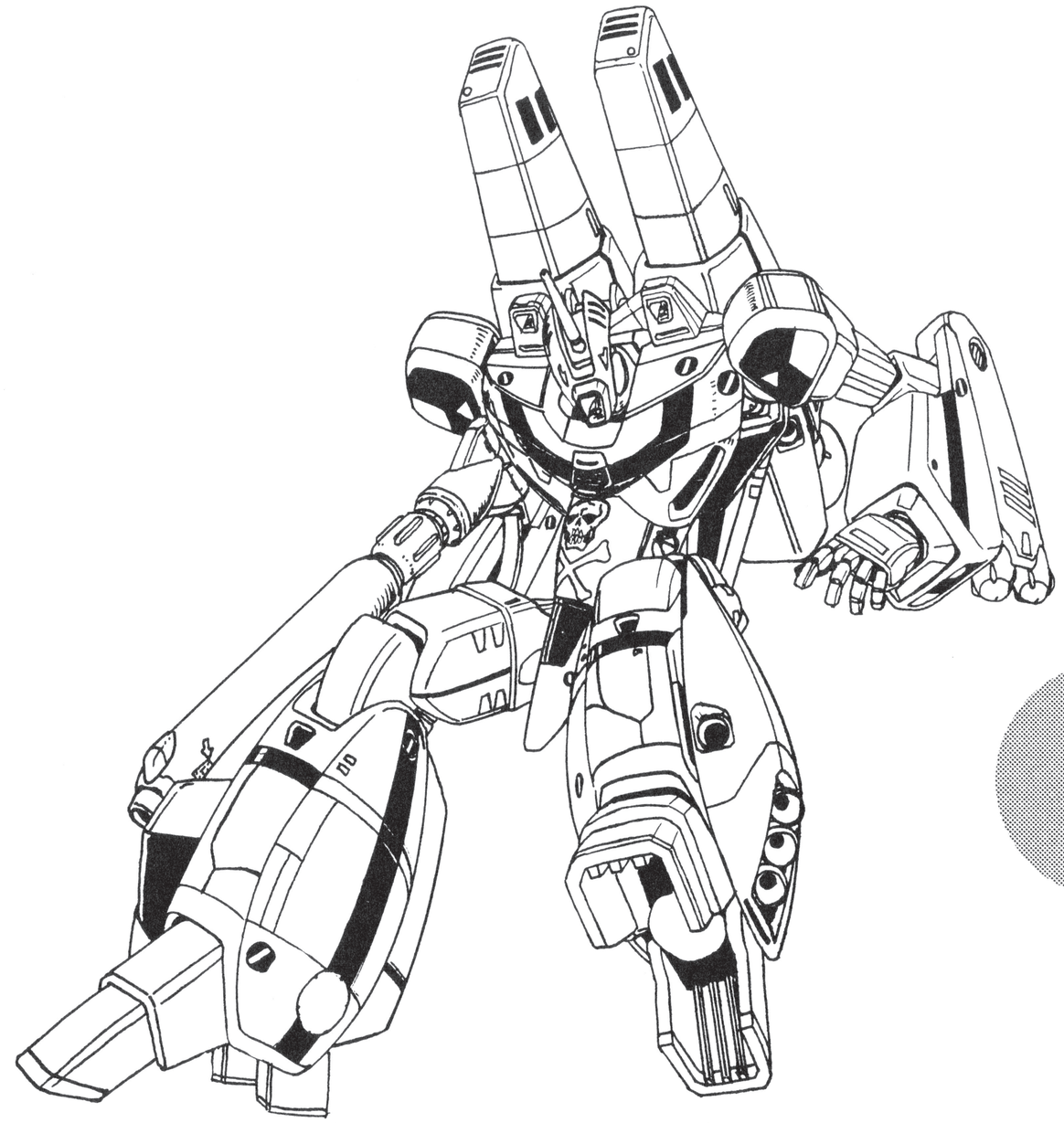


Illustration by Haruhiko Mikimoto

operation manual



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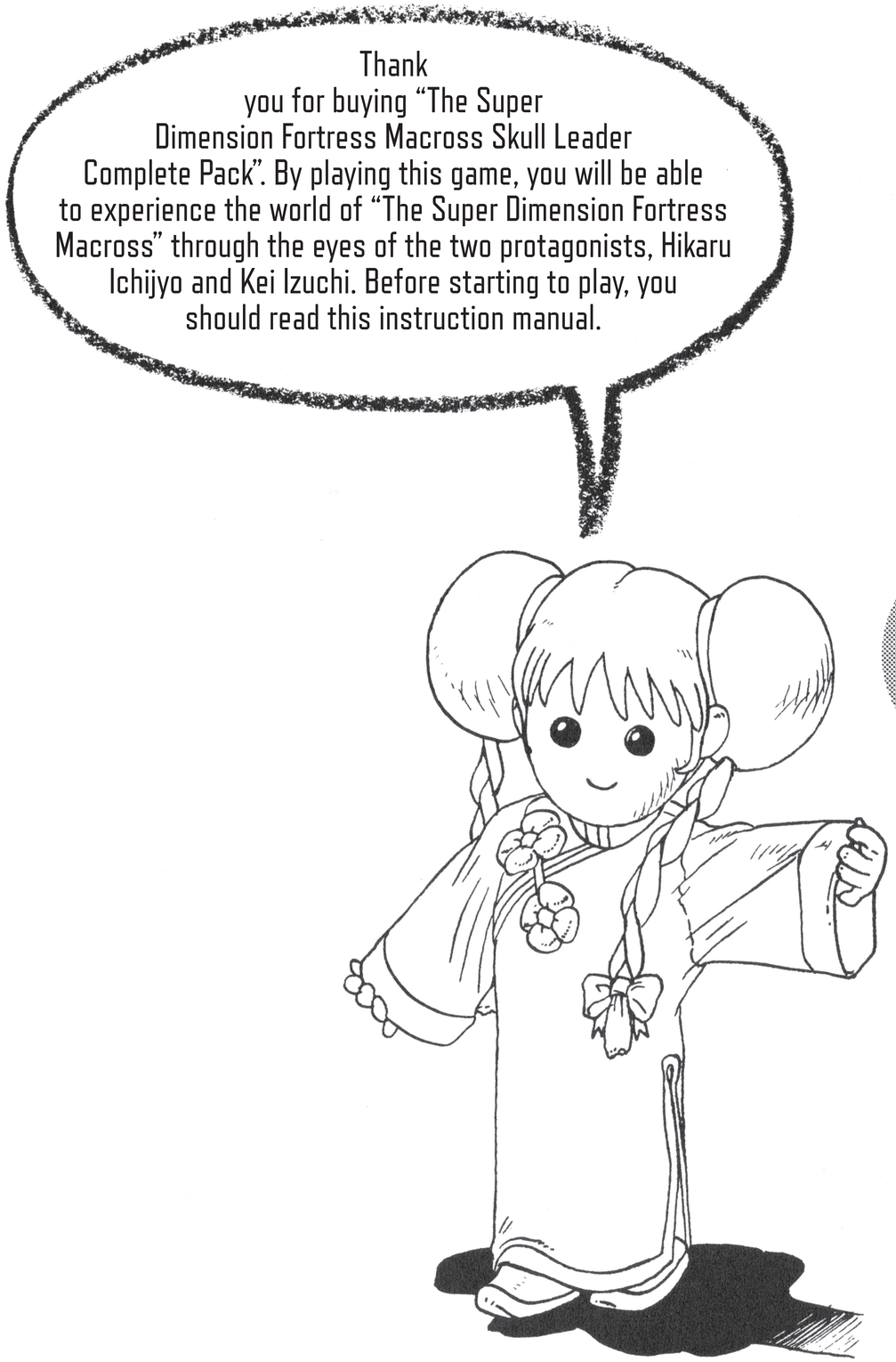


Section 2. Before starting the game

2.1 Content of the box

● The box should contain the following items. Please verify their presence.

1. Game disk	One (1) CD-ROM The Hard Disk version contains seven (7) floppy disks
2. Manual (this booklet)	One (1)
3. Survey card	One (1)
4. Illustrated card	One (1)
5. Technical support form	One (1)

2.2 System requirements

● The following hardware is required to run this game:

Compatible models	NEC PC-9821 series NEC PC-9801 series VM21/UV21 and forward (PC-9801 VM0/2/4 require a 16 colors board) (PC-9801 VM0/2/4 UV/2 require a main memory of 640kb) EPSON PC-286 - 386 - 486 - 586 series
System requirements	Main memory of 640kb or more Analog display with a resolution of 400 lines CD-ROM drive MS-DOS ver. 5.00 and forward
Supported devices	NEC official FM soundboard Hard disk Bus mouse

2.3 How to launch

In order to be launched, the game requires at least 550kb of free memory.
You can check the available memory with the MS-DOS command "CHKDSK".

`A:\>` **(This is what you'll see if you are currently in drive A)**
`A:\> CHKDSK` **(after writing this command, press return)**

After doing so, you should see these words:

Volume serial number ****_****
******* bytes : Disk total volume
**** bytes : * directories
****** bytes : ** user files
******* bytes : Available disk volume
**** bytes : Cluster size
**** : Total clusters
**** : Available clusters
***** bytes : Total memory
?????? bytes : Available memory

Please confirm that the "??????" value is at least "563200".
If the memory is not sufficient, please refer to your MS-DOS manual or other related instructions on how to free your memory.
Without enough memory, the game may not launch, and even in the case it does launch it may close itself during gameplay.

2.3.1 Launching from CD-ROM

- Turn on your system and insert the CD-ROM.
- Boot into MS-DOS.
  (If Windows has booted, remember to exit from it)
- Run the game (assuming you are inside drive A)

1. `A:\> ?:\SKULL_CD` ("?" being the name of the CD drive)
2. After writing the above command, press return.

You can also run the game directly from the CD drive

1. `A:\> ?:` (assuming you are currently inside drive A)
2. After writing the above command, press return.
3. `?:\> SKULL_CD` ("?" being the name of the CD drive)
4. After writing teh above command, press return.

WARNING for owners of a 98CanBe

The default behavior of this model is to turn off the power when exiting Windows; for this reason we suggest changing the booting mode to "Text boot mode" in the system menu. This way after exiting Windows you will be brought to the MS-DOS screen (a black screen with "?:\>" displayed).

Once inside the system menu, you can reset or turn on the power by pressing the "HELP" key (top-right of the keyboard).

2.3.2 Launching from Hard Disk (CD-ROM and Hard Disk version)

If you own the Hard Disk version, please follow the instruction on the "How to install to Hard Disk" section (following page) in order to first install the game.

1. Enter the following command once you are inside MS-DOS to run the game (assuming you are currently in drive A):

`A:\> ?:\SKULL_CD\SKULL_CD`
("?" being the name of your CD drive)
and press return.

Alternatively,

1. Enter the following command to move to the game's installation drive (assuming you are currently in drive A):

`A:\> ?:`
("?" being the name of the drive containing the game's installation data)
and press return. You will move to drive ?.

2. During the installation process, a directory called "SKULL_CD" should have been created.

`?:\> CD SKULL_CD`
and press return. You will move to the directory containing the game.

3. Finally, enter the following command to run the game:

`?:\SKULL_CD> SKULL_CD`

2.4 How to install to Hard Disk (CD-ROM and Hard Disk version)

The game requires at least 550kb of free memory.

If there's not enough memory, the game may not run properly.

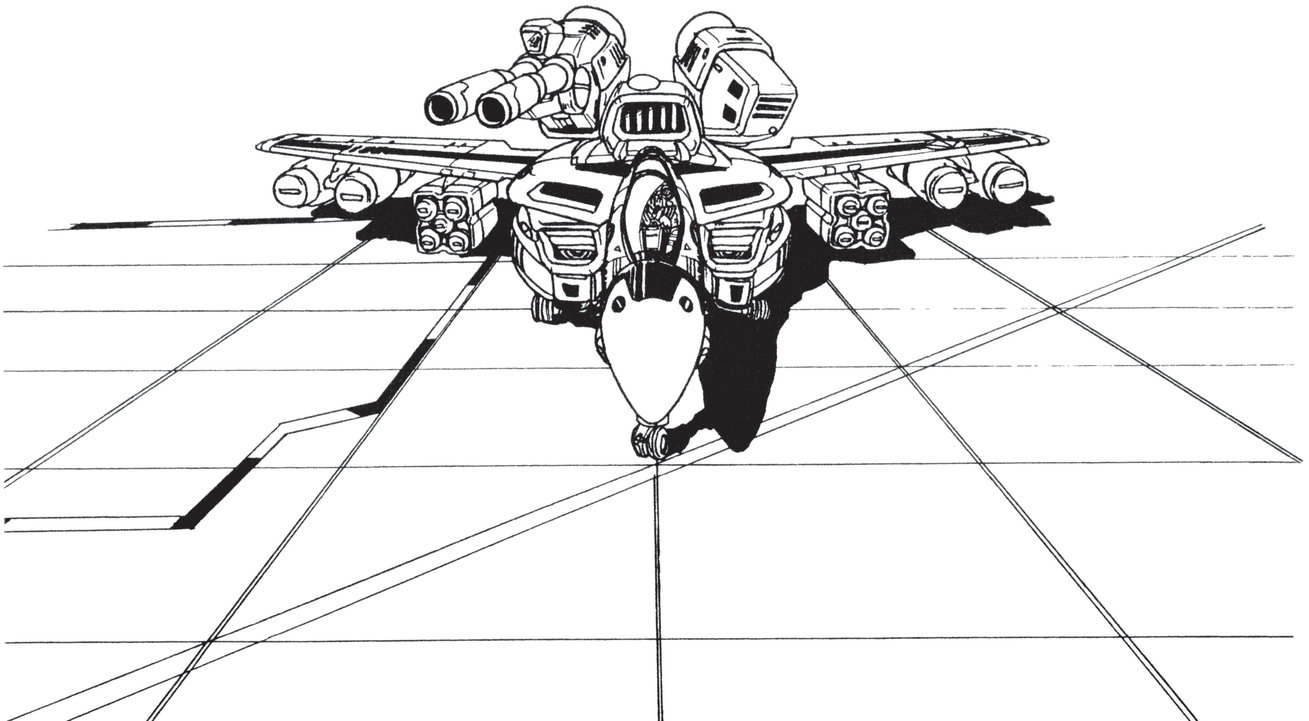
The installation will require at least 7MB of space on your hard disk.

Please be aware that a certain amount of knowledge on the use of MS-DOS (R) is required. This company will not take any responsibility for any damage caused during the installation of this game. By installing the game, you are acknowledging this fact. We will not answer any query regarding the installation of this game.

2.4.1 Installing the CD-ROM version

After starting the game and reaching the title screen, you will see an entry called "HD Install" in the menu. Select this entry and follow the instructions.

Once the installation is complete, you will be brought back to the title screen, but you should quit the game and reboot your computer before playing.



2.4.2 Installing the Hard Disk version

- Turn on your system and insert the CD-ROM.
- Boot into MS-DOS.
  (If Windows has booted, remember to exit from it)
- Insert Floppy Disk 1 into the Floppy Disk drive.

1. Enter the following command once you are inside MS-DOS to run the game (assuming you are currently in drive A):

`A:\> ?:\INSTALL` ("?" being the name of the floppy drive where you have inserted Floppy Disk 1)
and press return.

Alternatively,

1. Enter the following command to move to the floppy drive where you have inserted Floppy Disk 1 (assuming you are currently in drive A):

`A:\> ?:` ("?" being the name of the floppy drive where you have inserted Floppy Disk 1)
and press return.

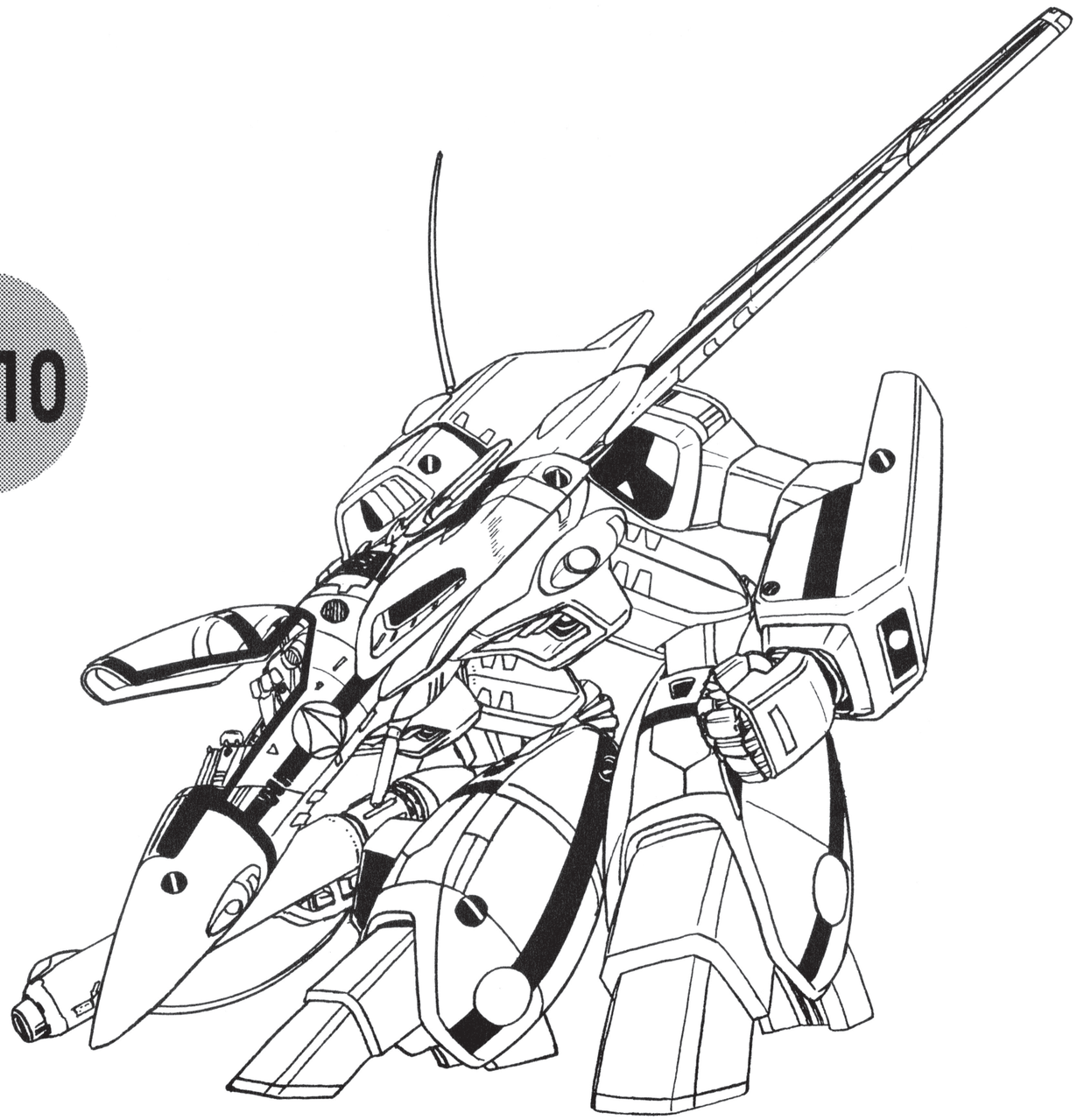
2. Now, enter the following command to enter the installation menu:

?:\> INSTALL
and press return.

2.5 Be careful

When playing the CD-ROM version, you will be asked to select a drive that will contain your save. If you would like to save your data to a floppy disk, make sure to use a floppy disk that was formatted beforehand. You may also choose to save to your hard disk.

Be extremely careful: do NOT remove the game disk while it is being used. Doing so may cause your computer to reboot or turn off, which may in turn damage your disk.



Section 3 How to play

Have you checked the system requirements? If you haven't done so yet, please go back and check whether you have all you need to play this game.

In this section we will explain the basic controls of the game.

3.1 Basic controls

This game can be played using either a mouse or a keyboard.

3.1.1 Mouse

The mouse will move the cursor on the screen.

- Left click will confirm an action.
- Right click will cancel any action.
- How to operate the message window:

  When a message is displayed in the message window, a button below the window will start blinking; click the mouse to progress.
- How to operate the choice selection window:

  During the game, you will see a window with a selection of choices, such as your next destination or action; use your cursor to make your choice.

3.1.2 Keyboard

The keys 2 (↓), 4 (←), 6 (→) and 8 (↑) will move the cursor on the screen.

- Return (Space bar) will confirm.
- ESC will cancel.

Please refer to the mouse controls for the other basic controls.

Section 4 Explanation of all modes

This game consists of two main gameplay modes.

4.1 Story mode (Adventure)

In this mode, the story will progress through illustrations and dialog.

Like in an adventure game, you will be able to move between locations and talk to various characters. Depending on your choices, you will play through different scenarios.

4.2 Strategy mode (Simulation)

In this mode, you as the player will play against the computer as the enemy, in turns. During your phase, you will have control over all of your units.

Both you and the enemy have the same kinds of formations: battleships (such as the Macross) are always alone, while mobile weapons (such as the Valkyries) are in formations of four units.

Both the battleships and the mobile weapons are able to attack either type of unit.

4.2.1 Victory conditions

- Defeat battleship : Defeat a specific enemy battleship.
- Turn defense : Protect the Macross for a specific amount of turns.
- Reach location : Reach a specific location with a specific unit.

Note that you can always check the scenario's victory conditions from the system menu.

4.2.2 Defeat conditions

- Losing the Macross is a defeat condition in all scenarios.

In the event that you lose one or more Valkyries in a team, as long as at least one is intact and you return it to the ship, the entire team will be restored. Even in the case that the entire formation has been destroyed, it will be available again in the next scenario (excluding characters that have been lost due to the plot).

4.2.3 Battle mode

Battle mode is triggered when two opposing mobile weapon teams (such as Valkyries) are adjacent to each other on the map, and "Attack" has been selected in the battle selection. The individual units from both teams will be able to engage in a one on one dogfight. The battle mode will end when either team has been eliminated, or after 5 turns have elapsed.

The transformation system allows your Valkyries to adapt to the situation and fight in different styles.

Section 5 Title Menu

After running the game, you will be brought to the title screen. The menu will have the following options:

- Start
- Continue
- BGM Library
- HD Install
- Quit

Start

After selecting this option, you will be brought to a new screen with another selection:

★Hikaru's chapter : Play the game from the perspective of Hikaru Ichijyo
★Kei's chapter : Play the game from the perspective of Kei Izuchi

Continue

Select this option to continue playing from a previously saved game. You will be able to choose which save to load.

BGM Library

You will be able to listen to all of the music tracks in the game, including music that ended up being unused.

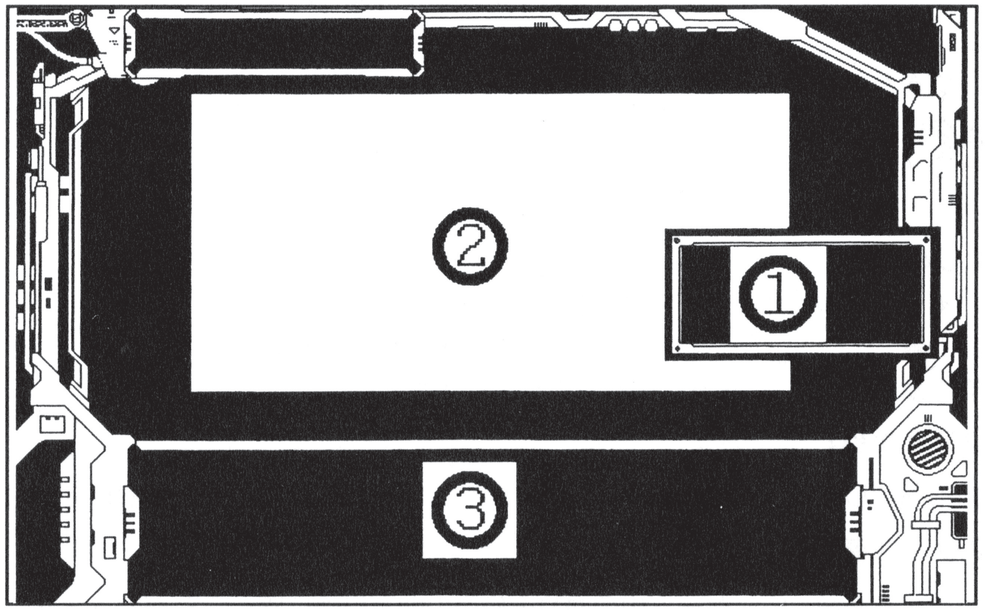
HD Install

Select this option to install the game to your hard disk.

Quit

Select this option to quit the game.

Section 6 Story mode



(1) Commands : Displays your available choices. Click on any to progress.
(2) Visuals : The area dedicated to the game's graphics, such as an illustration representing the current location, or portraits of characters you can talk to.
(3) Message box : Displays dialog and narration.

6.1 Option menu

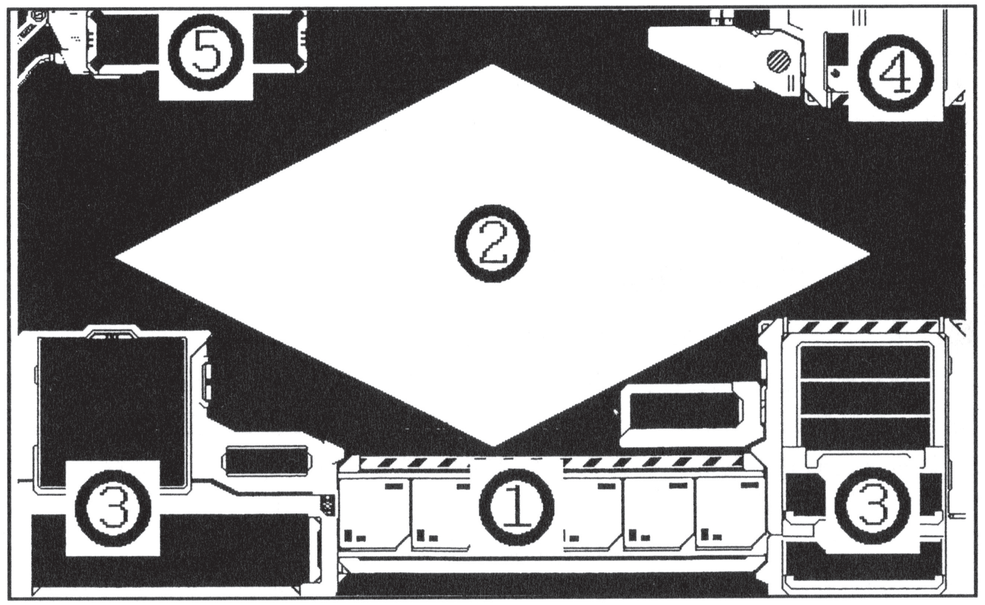
During the Story mode, whenever you return to your room you will have access to the option menu, containing the following:

- Save : Allows you to save the current status of your game.
- Load : Allows you to return to a previous saved game.
- Music ON : Turns the game music on.
- Music OFF : Turns the game music off.
- Quit : Quits the game. You can choose whether to return to the title screen or to completely quit the game.

Section 7 Simulation mode

Simulation mode is composed of two sub-modes: strategy mode and battle mode.

7.1 Strategy mode explanation



(1) Command buttons : Buttons representing various commands, such as "Move" or "Attack".
(2) Main map : Displays the battlefield in a 24x24 grid.
(3) Data display : Displays information on the squadron you have clicked on.
(4) Turn number : Displays the current and maximum turn number.
(5) Battlefield name : Displays the name of the current battlefield.

7.1.1 Strategy mode commands

When you select a unit, you will see a series of commands available on the bottom of your screen, displayed as buttons:

- Move
- Attack
- Squadron
- Deploy
- Parts
- System

7.1.2 Commands' explanation

Move

Use this command whenever you want to move a unit. Once you select this command, you will see your range displayed in different colors, depending on whether in front, to the sides or behind the unit. To move your unit, place the cursor on one of the highlighted areas and lef click to confrm. The unit will turn to face the direction of your selected area.

Your units will consume 2 points of fuel for every square. Each unit is able to move s long as it has any remaining move power. For example, you could move, attack an enemy, and move again, as long as you have not used all of your move points.

Attack

If an enemy is in range, select this command to attack it. Once you do, you will be required to select the way to attack:

★ Tactical strike

Displays a list of available weapon, each one with different range and area of effect. Once you select a weapon, move your cursor over one of the enemies in range and left click to confirm your target.

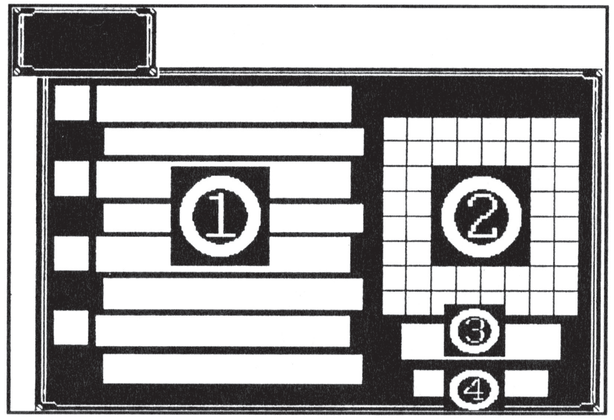
★ Fight

This command is only available for battles between mobile weapons (such as Valkyries and Battle Pods). Your squadron must be adjacent to an enemy squadron in order to select this command.

Selecting this command will take you to Battle Mode.

Squadrons

Select this command to modify the formation of your squadron and to transform your units.



- Formation

(1) Select a unit to sort from this list.
(2) Select where to place your selected unit here.
(4) Confirm here.

- Transform

(1) Select a unit to transform from this list.
(3) Select the desired form here.
(4) Confirm here.

Deploy

This command allows you to deploy one of the squadrons standing by inside the Macross. Since the squadrons deploy from your vessel, you can only deploy them within a certain range from it.

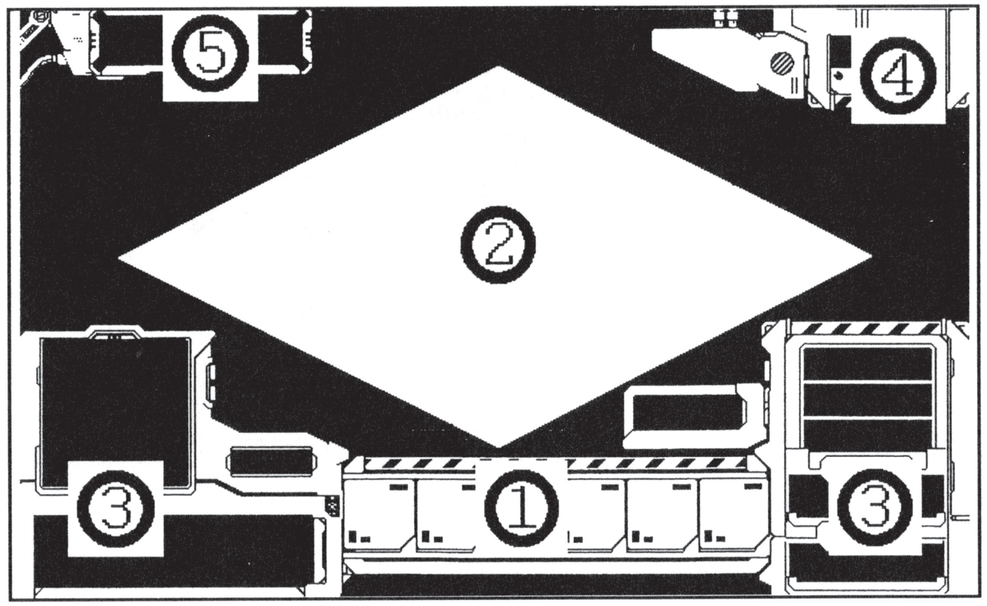
Parts

This command allows you to exchange equipment parts on the squadrons currently standing by inside the Macross. Please note that the parts available for use depend on your current technological level (which progresses with the plot) and the equipment of the other squadrons.

System

- Quit : Select this option when you want to stop playing.
- Victory conditions : Displays the victory conditions for the current scenario.
- Music ON : Turns the game music on.
- Music OFF : Turns the game music off.
- Normal mode : Restores the normal display mode if you have selected the abridged mode.
- Abridged mode : Changes the look of the attack, formation and deployment screen to a simplified mode.
- Squadron list : Displays a list of your available squadrons.
- Save : Allows you to save your current situation.
- Load : Allows you to restore a previously saved game.
- End turn : Ends your phase, switching to the enemy phase. The flow of the game always goes like this: allied forces, Zentradi and Meltlandi. If any of those forces have no available squadrons, their phase is skipped.

7.2 Battle mode explanation



(1) Command buttons : Buttons representing various commands, such as “Move” or “Attack”.
(2) Main map : Displays the battlefield in a 8x8 grid.
(3) Data display : Displays information on the unit you have clicked on.
(4) Turn number : Displays the current turn number.
(5) Battlefield name : Displays the name of the current battlefield.

7.2.1 Battle mode commands

During Battle Mode, the following commands will be available to you:

- Move
- Attack
- Transform
- End turn

Move

Select this command to move your unit. The controls are the same as in Strategy mode: first click on a unit you want to move, then move the cursor to your desired destination and left click to move. After moving, you will be able to select which direction your unit should face, which will confirm your action. A unit will consume one point of fuel for every square.

Attack

If there are enemies in range, select this command to open the weapon menu; after choosing a weapon, move the cursor on your desired enemy target and click to confirm.

Transform

This command will allow you to change the form of your Valkyrie. The different forms have different statistics.

End turn

Select this command to end your phase, switching to the enemy.

Section 8 Data explanation

In this section we will explain the meaning of all the information regarding the pilot, the units and the weapons.

The abilities of your assets available in Simulation Mode are quantified numerically. Units and pilots each have their own individual values, so even if two units are identical their effectiveness may vary depending on the pilot.

8.1 Pilot data

The following are the information available to each pilot.

- Unit name — The name of the unit the pilot is boarding.
- Name — The name of the pilot.
- Rank — The military rank of the pilot.
- Level — The skill level of the pilot.
- Experience — Once this value reaches a certain amount, the level of the pilot will increase.
- Accuracy — The higher this value is, the easier it is to hit the enemy.
- Evasion — The higher this value is, the easier it is to avoid enemy attacks.

8.2 Unit data

- Unit name — The name of the unit.
- Model name — The official name of the unit.
- Defense — The sturdiness of the unit's armor. The higher this value is, the lower the damage received when hit.
- Evasion — The unit's mobility. The higher this value is, the easier it is to avoid enemy attacks.
- Durability — The unit's durability. The higher this value is, the more enemy attacks it can withstand.
- Move range — The maximum distance this unit can move in a single turn. This is the basic value, which may be reduced due to the terrain.
- Fuel — The fuel available to this unit. Fuel is consumed when moving (2 points per square in the Strategy map, 1 point per square in the Battle map). Please note that returning the squadron inside the Macross will also restore its fuel.

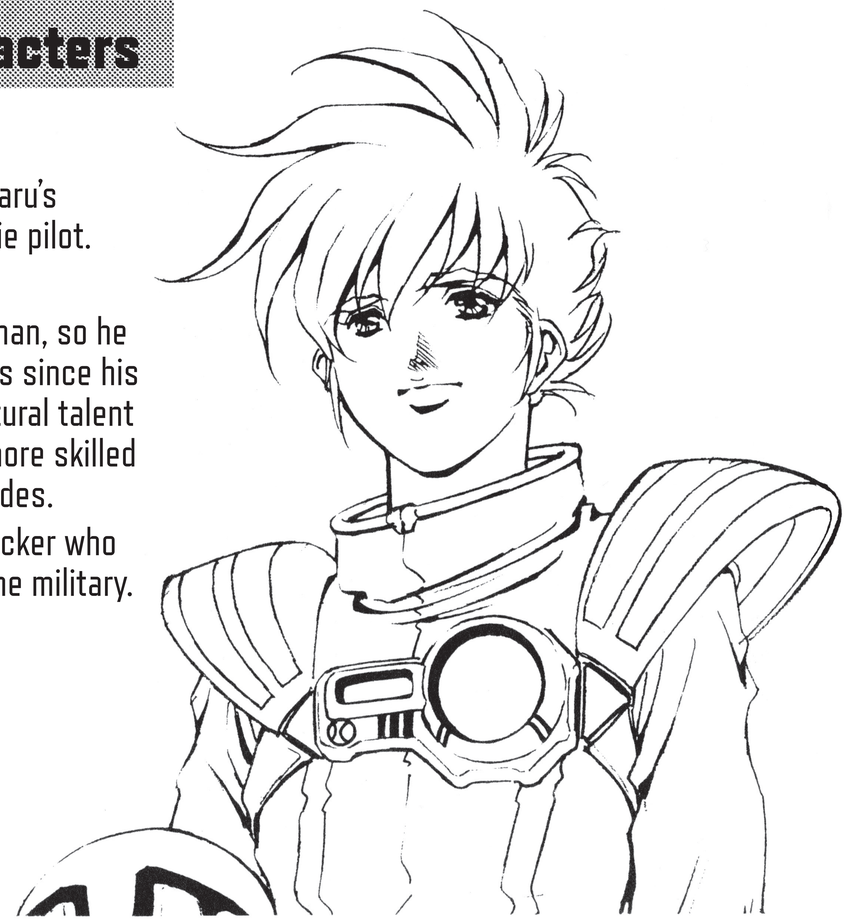
8.3 Weapon data

- Weapon name — The weapon's name.
- Type — The weapon's type, from the following three:
  - Normal — Able to attack a single enemy.
  - Straight line — Attacks everything between the attacker and the target, including allied units.
  - Area — Attacks everything in the area surrounding the attacker, including allied units.
- Use — The mode in which this weapon can be used, from the following two:
  - Strategy — The weapon can only be used in the Strategy map.
  - Battle — The weapon can only be used in the Battle map.
- Range — The range the weapon can reach.
- Accuracy — The accuracy rate of the weapon.
- Power — The attack power of the weapon.
- Ammo — The current and maximum ammunition of the weapon.

Hikaru Ichijyo

The protagonist of "Hikaru's chapter". He is a Valkyrie pilot.

His father was a stuntman, so he has been riding aircrafts since his childhood. He has a natural talent for piloting, and he is more skilled than most of his comrades.
It was his friend Roy Focker who convinced him to join the military.



Kei Izuchi

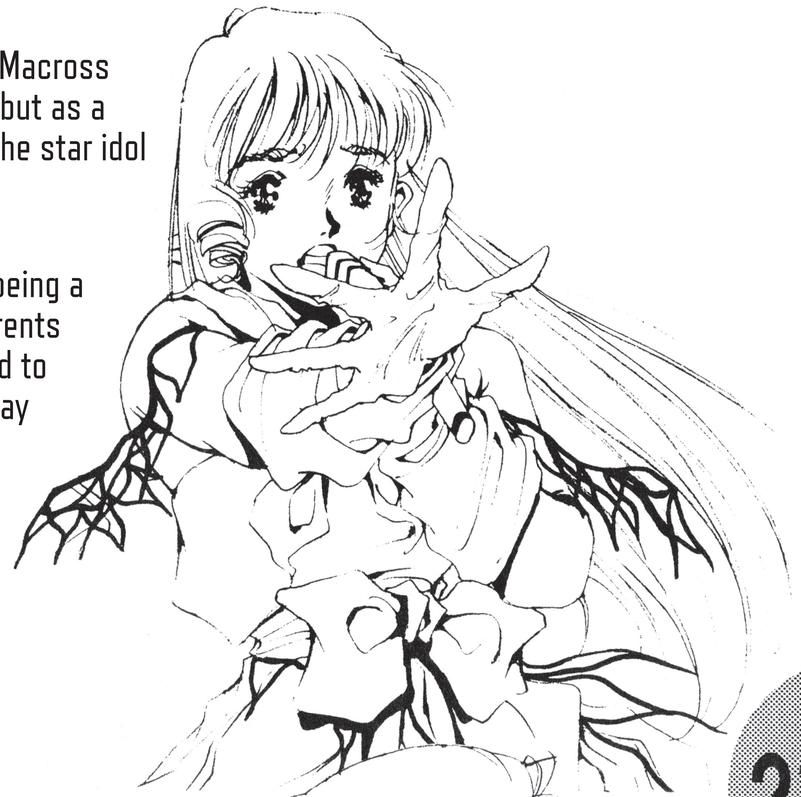
The protagonist of "Kei's chapter". He is a Valkyrie pilot.

Before becoming a pilot, Kei was a normal high school student, one of the many people celebrating the Macross's maiden flight to space; however, he found himself involved in that fateful Space Fold incident.
He later decides to enlist in the military. After receiving his training, he is assigned to Giichi Ijuin's Brown Platoon.

Lynn Minmay

The winner of the first Miss Macross contest. After making her debut as a singer, she quickly became the star idol of the ship.

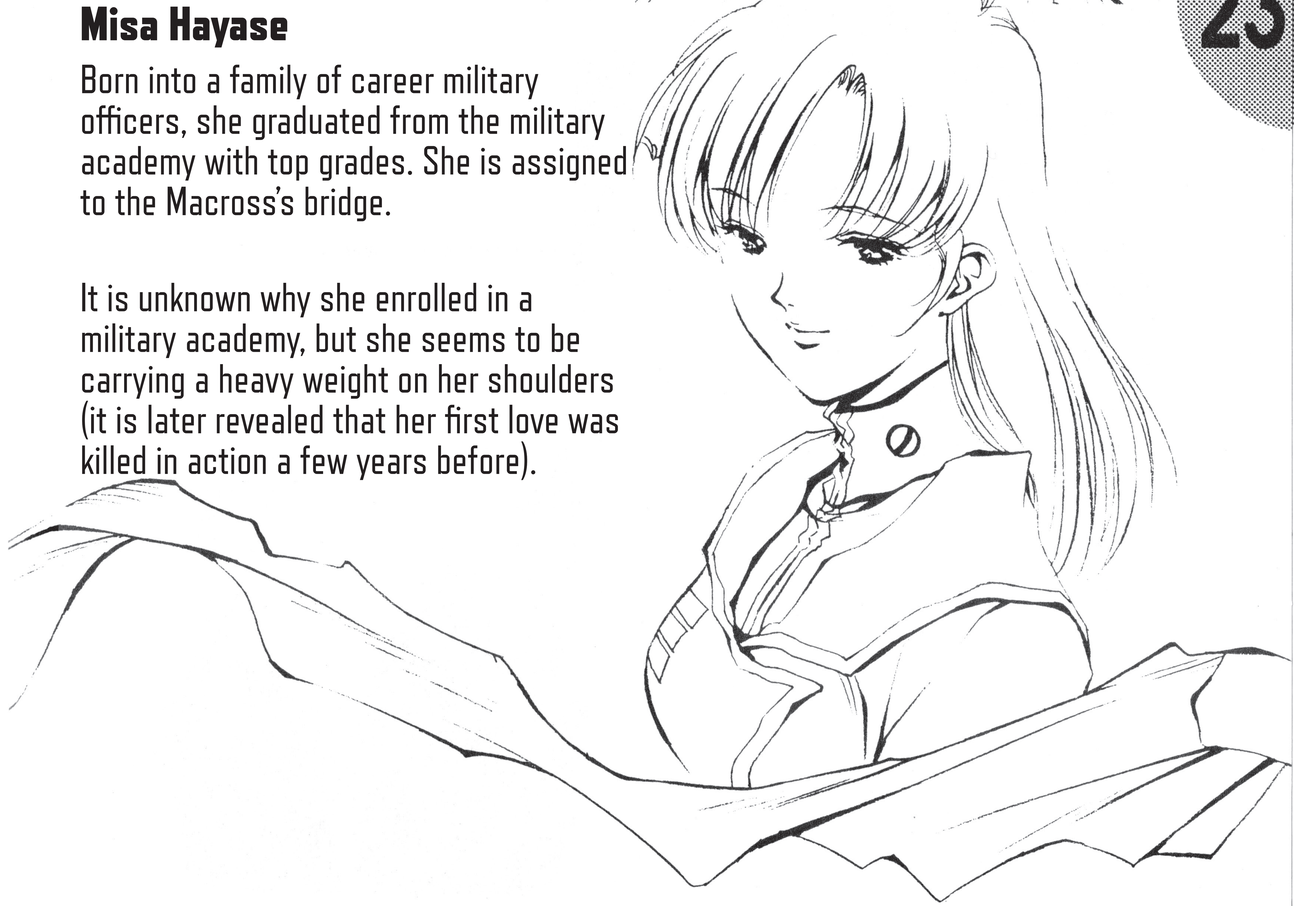
Minmay always dreamed of being a star. She fought with her parents after telling them she wanted to become a singer, and ran away from home as a result.
She took residence inside the Macross after finding herself involved in the Space Fold incident during its inauguration.



Misa Hayase

Born into a family of career military officers, she graduated from the military academy with top grades. She is assigned to the Macross's bridge.

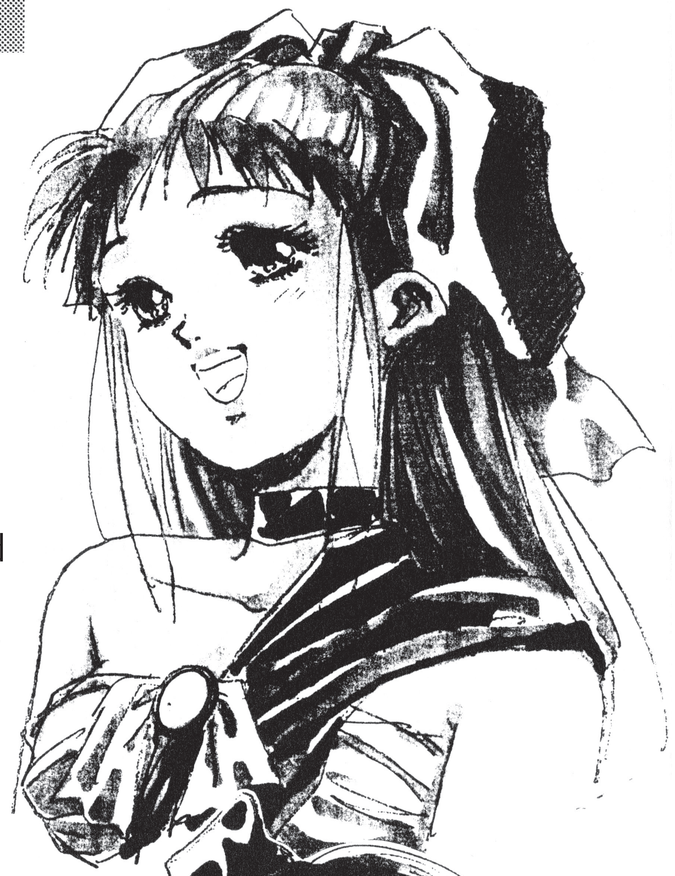
It is unknown why she enrolled in a military academy, but she seems to be carrying a heavy weight on her shoulders (it is later revealed that her first love was killed in action a few years before).



Gina A. Perona

Kei Izuchi's girlfriend. She is a student at St. Valencia's Girls College inside the Macross. She later makes her debut as an idol singer.

She was a normal high school student celebrating the Macross's maiden flight when she ended up embroiled in that fateful Space Fold incident. After reaching second place in the Miss Macross contest, she makes her debut as a singer.



Hiromi Saeki

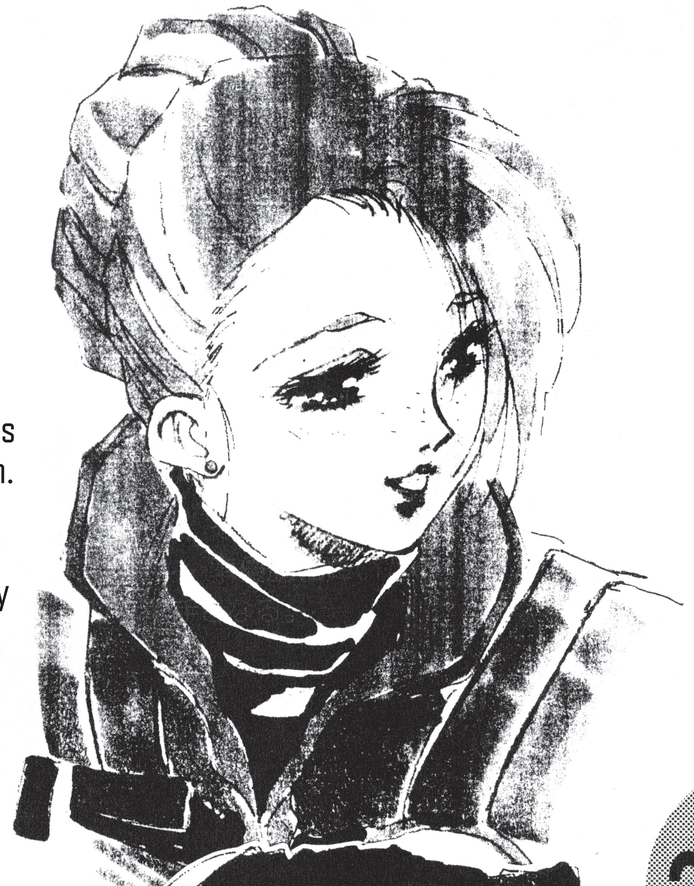
A student at St. Valencia's Girls College inside the Macross.

She was saved by Hikaru Ichijyo during that fateful Space Fold incident, and begins her new life aboard the Macross. She participates in the Miss Macross contest, but she loses during the semifinals. When the man she loved dies in an accident, she decides to join the military as a pilot.

Dee Vermeil

One of Kei Izuchi's comrades in arms.

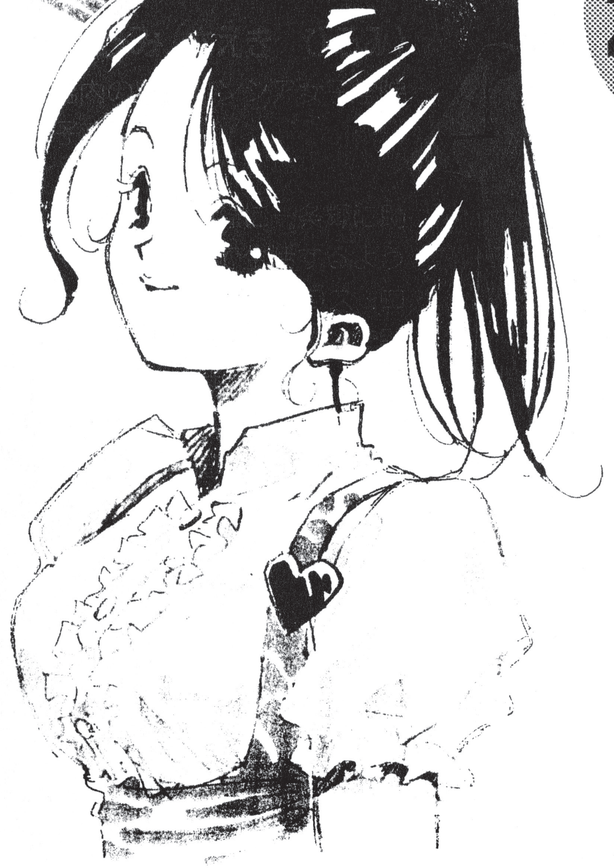
A pilot for the UN Spacy. She is first assigned to the Brown Squadron as Commander Ijuin's aide, but she is later reassigned as the leader of the Scarlet Squadron. As female pilots were a rarity, a female squadron commander was unprecedented, so she particularly stood out at the time.



Doris Glovers

A girl who works at a fast food joint inside the Macross.

A girl who wishes to become a celebrity. She works part-time at McRoss's, a fast food joint. She participates in the Miss Macross contest, winning a special award; however, rather than follow up on celebrity career, she decides to become a pilot to stay close to Kei Izuchi. She is very cheerful and optimistic.



Rianna Rajsich

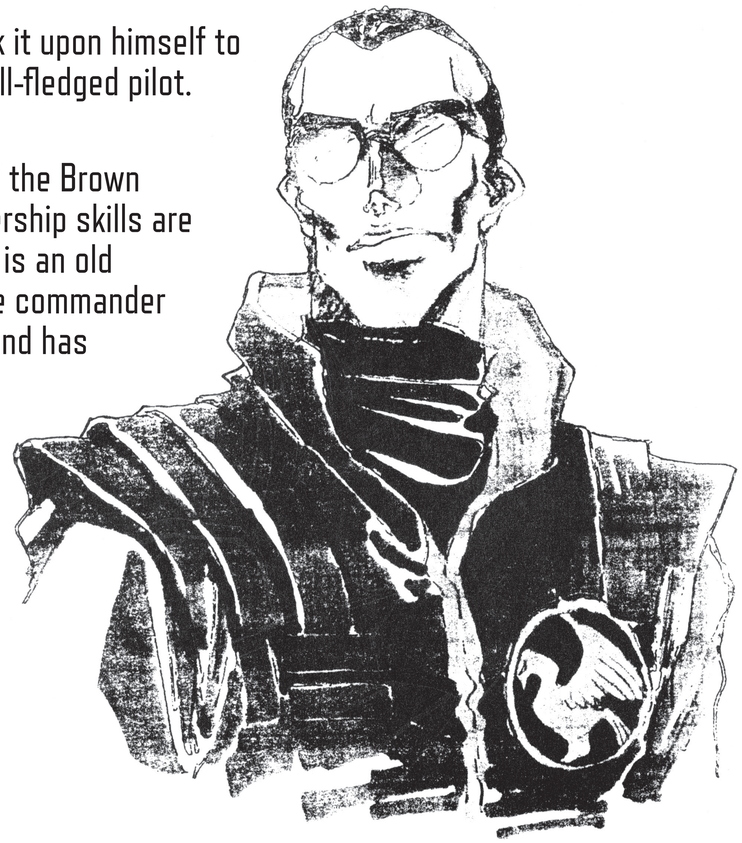
A woman who works in a pub inside the Macross.

She works at "Prometheus", a pub that Focker and other soldiers commonly frequent. As Hikaru and Kei are still young and inexperienced, she often teases them, but she also gives them words of comfort when they need them. She participates in the Miss Macross contest in order to promote her establishment. In truth, she is a former pilot, and after Focker's death she decides to make her return to military service.

Giichi Ijuin

A veteran pilot who took it upon himself to train Kei Izuchi into a full-fledged pilot.

He is the commander of the Brown Squadron, and his leadership skills are recognized by many. He is an old friend of Roy Focker, the commander of the Skull Squadron, and has maintained a friendly rivalry with him since their time as fighter test pilots.



Claudia LaSalle

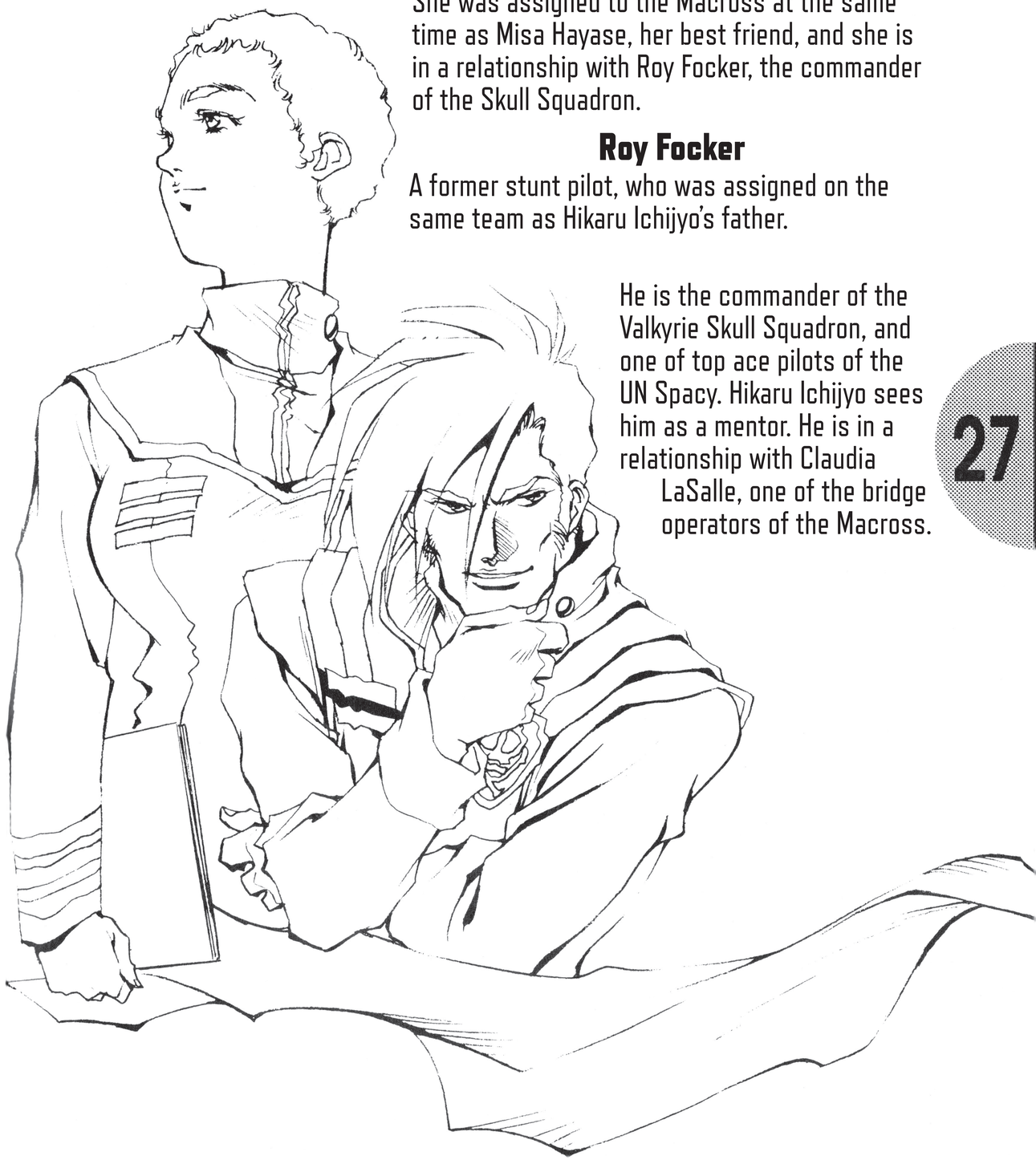
She is a bit of a leader figure for the bridge crew of the Macross. A good portion of Captain Global's achievements are due to Claudia's pieces of advice. Though her main duty is to control the weapon systems, she has proven to be able to take care of many other roles.

She was assigned to the Macross at the same time as Misa Hayase, her best friend, and she is in a relationship with Roy Focker, the commander of the Skull Squadron.

Roy Focker

A former stunt pilot, who was assigned on the same team as Hikaru Ichijyo's father.

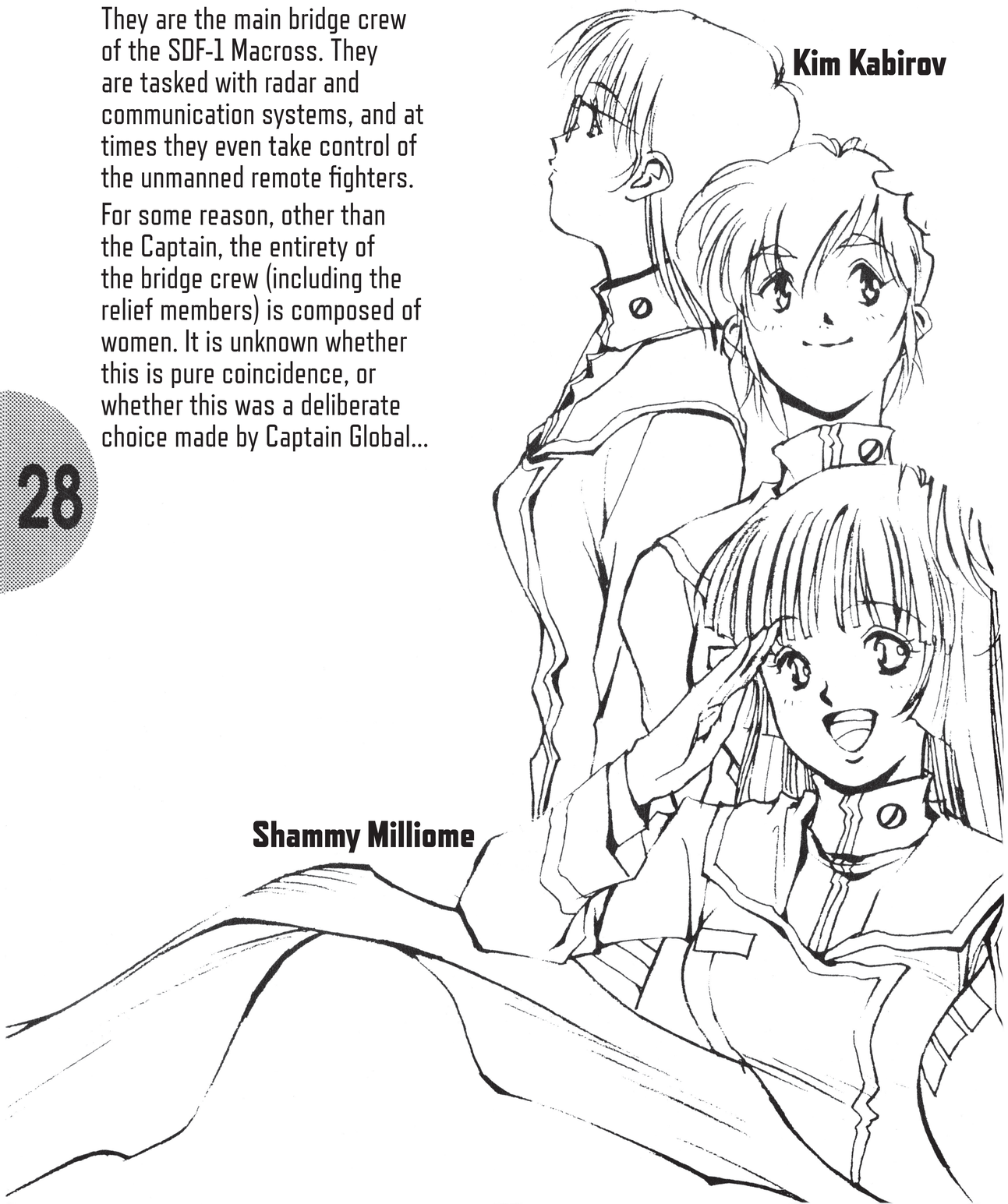
He is the commander of the Valkyrie Skull Squadron, and one of top ace pilots of the UN Spacy. Hikaru Ichijyo sees him as a mentor. He is in a relationship with Claudia LaSalle, one of the bridge operators of the Macross.

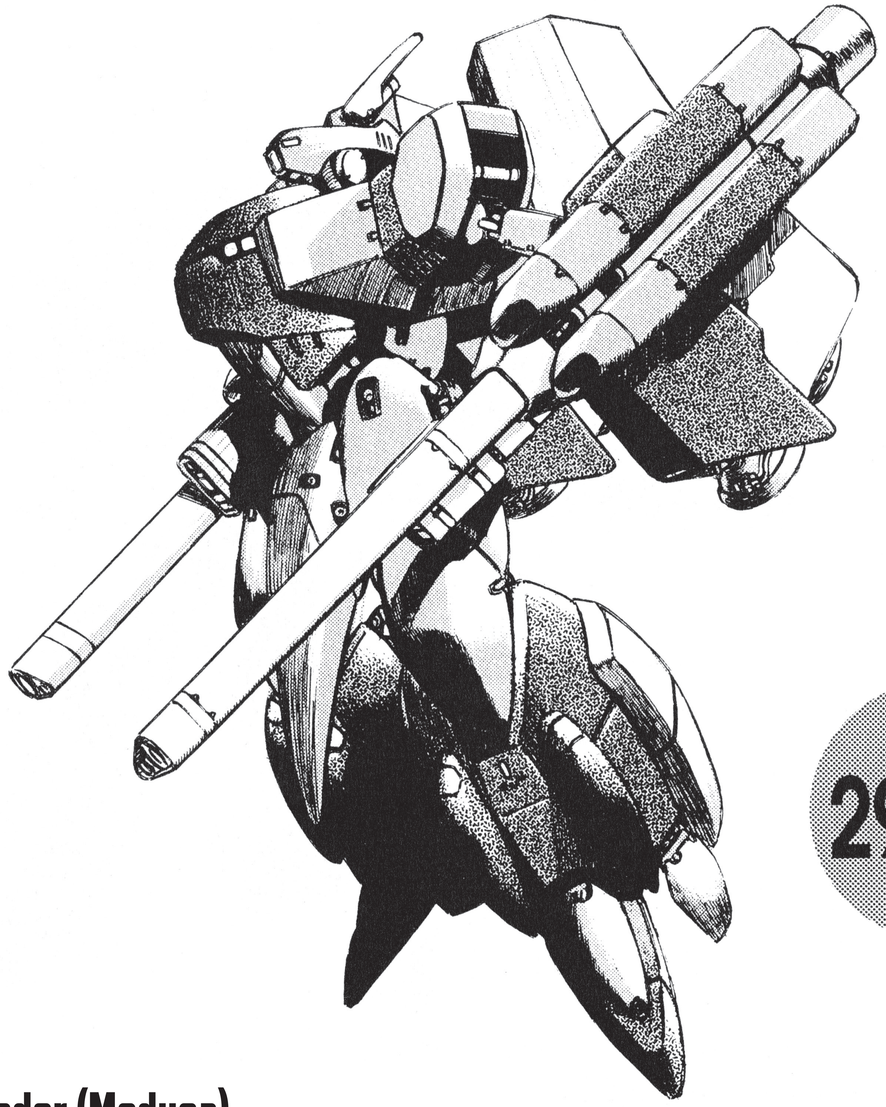


Vanessa Laird
Kim Kabirov
Shammy Milliome

They are the main bridge crew of the SDF-1 Macross. They are tasked with radar and communication systems, and at times they even take control of the unmanned remote fighters.

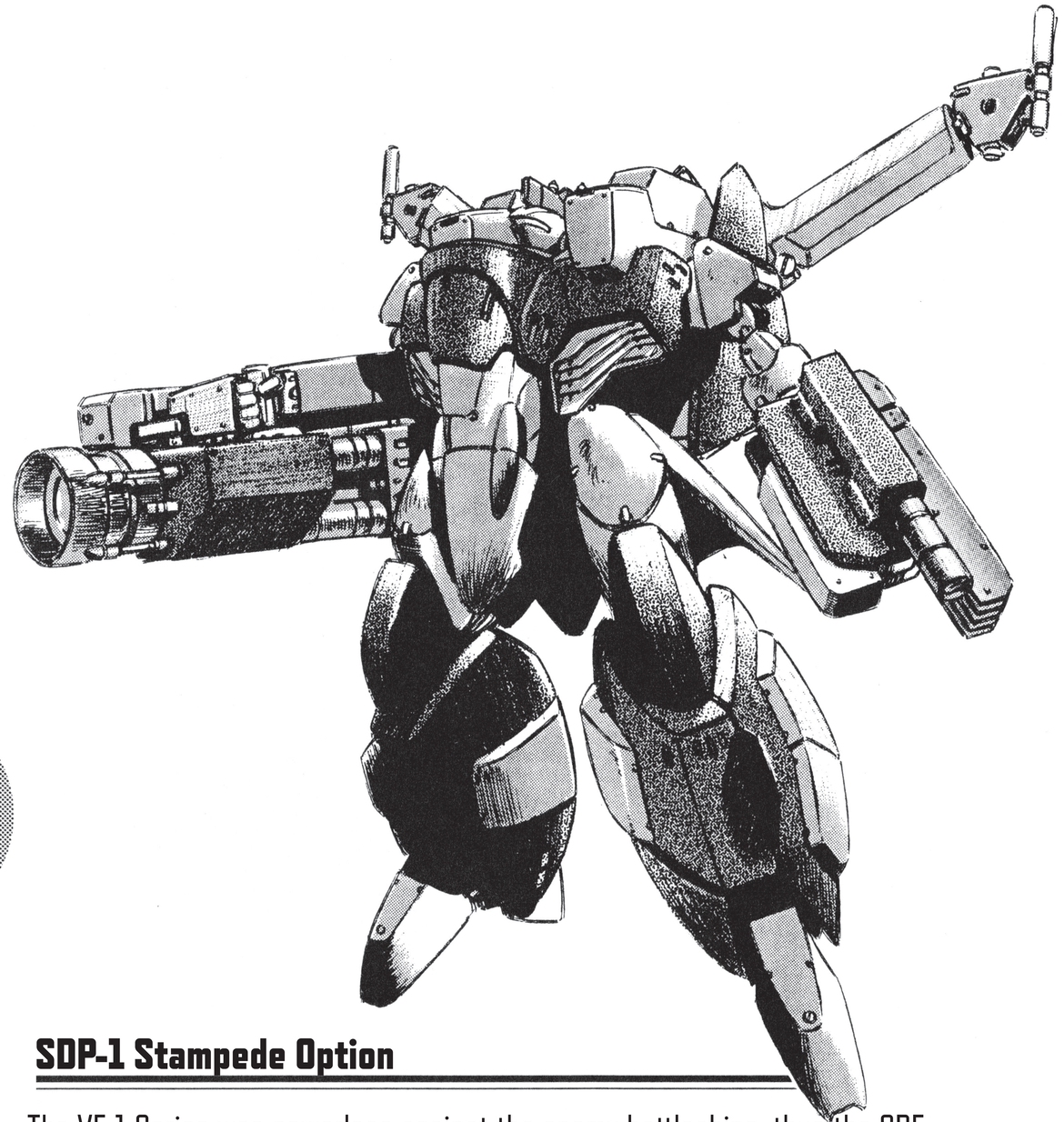
For some reason, other than the Captain, the entirety of the bridge crew (including the relief members) is composed of women. It is unknown whether this is pure coincidence, or whether this was a deliberate choice made by Captain Global...





VF-X3 Star Crusader (Medusa)

Compared to the enemy Battle Pods, the VF-1 "Valkyrie" series was at disadvantage in outer space environments. Though additional equipment packs were created to cope with the issue, the Army urged the development of an interceptor specialized in space warfare; thus the VF-X3 was born.
Compared to the VF-1 series, this new model boasted double the armor plating and triple the acceleration; the overall performance was estimated to be 32 times higher than the older model.
However, either due to inexperience, budget or time limits, the inertial control system was not properly implemented: the burden on the pilot is too high, and the project was cancelled after a pilot died while testing the prototype.
This model omits the "GERWALK" form of the VF-1 series, as it was deemed unnecessary for a unit specialized in space battles.



SDP-1 Stampede Option

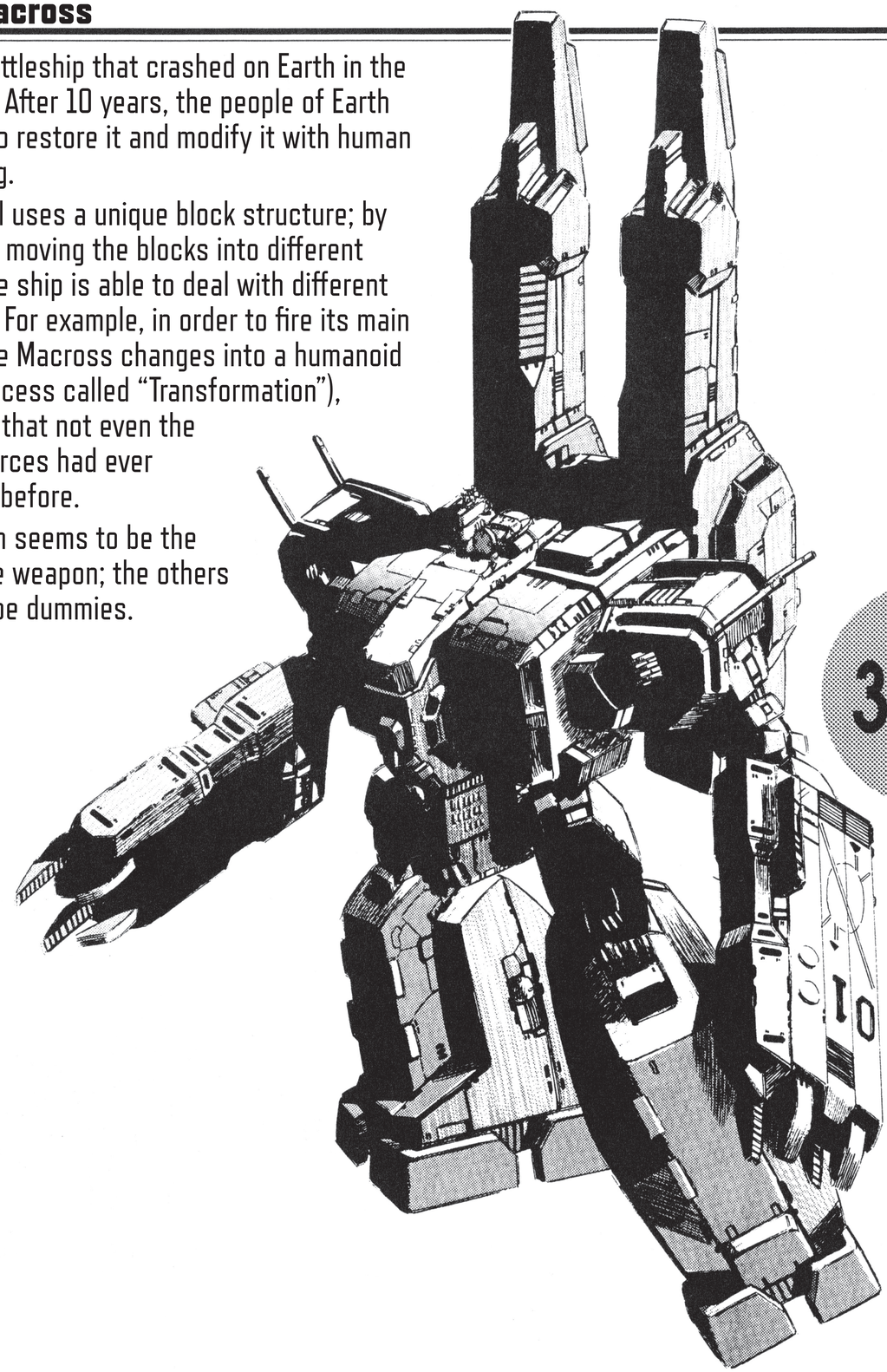
The VF-1 Series was powerless against the enemy battleships, thus the SDF-1 Macross was often forced to face them directly. This option equipment was developed in order to give the VF-1 a fighting chance.
The project was started as an upgrade to the existing Armored Option. While it was only completed after the Super Pack, the results were still deemed satisfactory, as it achieved the objectives of the initial planning.
As a result of the increased weapon and fuel load-out, mobility is reduced, requiring an escort squadron in order to deal with enemy Battle Pods. Furthermore, the "GERWALK" was omitted, as it was deemed unnecessary for outer space warfare.
While this equipment is installed over a basic VF-1 Valkyrie, the head portion needs to be replaced to fit the new weapon control system. There are no other particular changes in the unit's performance.
The pilot can forcefully remove the Option as an emergency measure.

SDF-1 Macross

An alien battleship that crashed on Earth in the year 1999. After 10 years, the people of Earth managed to restore it and modify it with human engineering.

This vessel uses a unique block structure; by sliding and moving the blocks into different shapes, the ship is able to deal with different situations. For example, in order to fire its main cannon, the Macross changes into a humanoid form (a process called "Transformation"), something that not even the Zentradi forces had ever witnessed before.

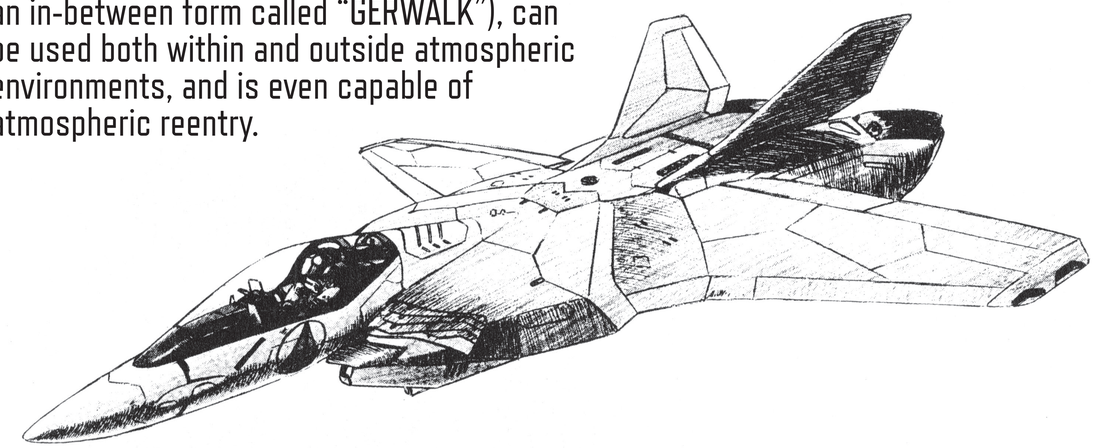
The cannon seems to be the only usable weapon; the others appear to be dummies.



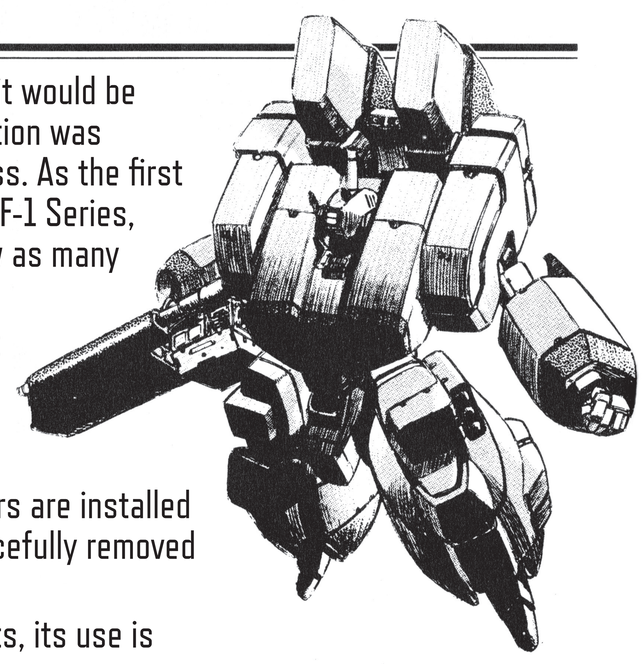
VF-1 Valkyrie

When humanity investigated the crashed vessel that was later christened SDF-1 Macross, they discovered the so-called "Over Technology", technology of alien origin that could have only be dreamed of before. After years of study, mankind was able to understand how to use the ship itself, and reverse-engineered some of the technology to develop a new type of fighter, one that could be used on land, air and space: the VF-1 "Valkyrie".

This unit is able to change between three different forms (fighter, humanoid, and an in-between form called "GERWALK"), can be used both within and outside atmospheric environments, and is even capable of atmospheric reentry.



GBP-1 Armored Option



If there is one fault of the VF-1 Series, it would be its poor armor plating. The Armored Option was developed to compensate this weakness. As the first piece of equipment developed for the VF-1 Series, Valkyries equipped with this option saw as many battlefields as their "naked" comrades.

The Armored Option doubles the weight of a Valkyrie, and it can only be used in the Battroid form. Using afterburners, it is able to hover within atmospheric environments. Multiple missile launchers are installed on its frame, and the option can be forcefully removed by the pilot as an emergency measure.

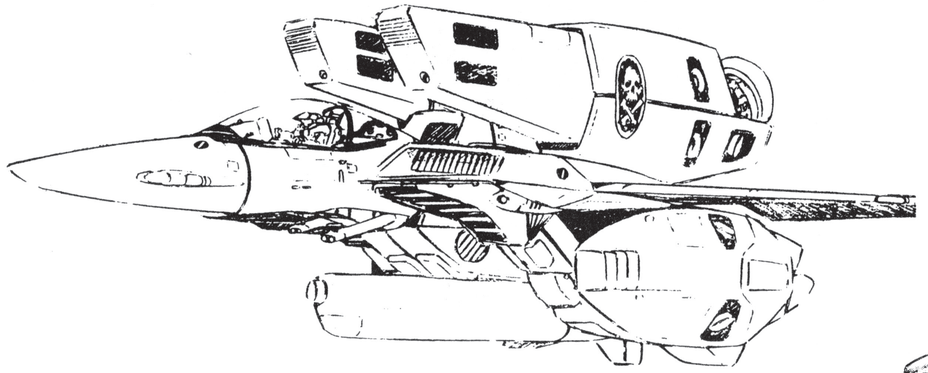
While it is a popular choice among pilots, its use is only approved for special missions.

SPP-1 Super Option

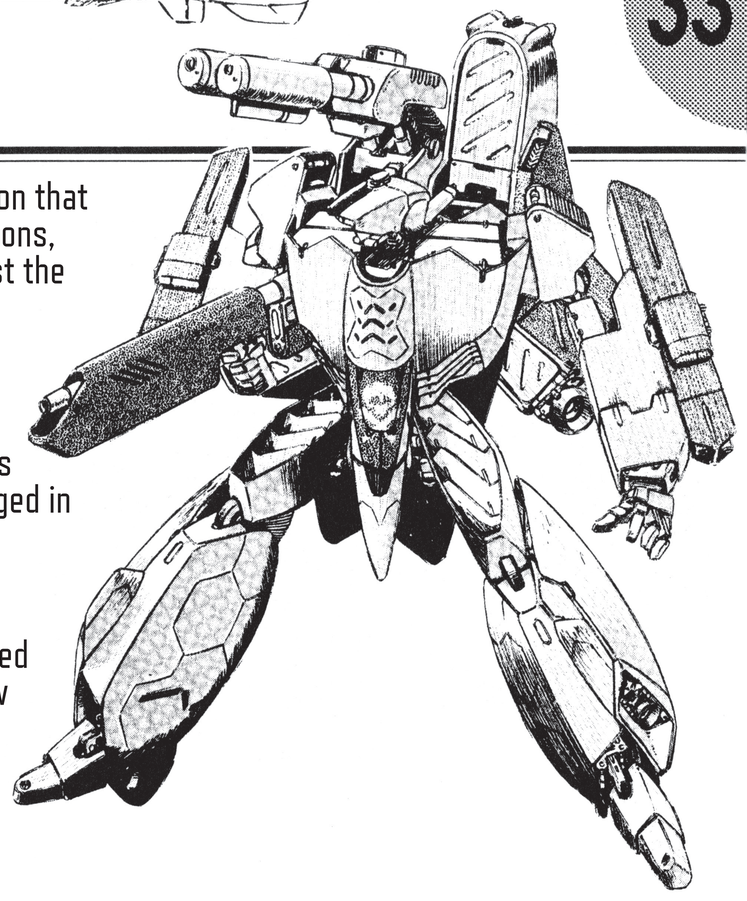
While the VF-1 Series is certainly able to act in outer space, it consumes higher amounts of fuel to maintain the same level of mobility that it would have within the atmosphere, which dramatically reduces its operation time. Soon there was a demand for a way to increase this time limit while improving its mobility and enhancing its weaponry.

That wish was granted with the development of the Super Pack. While durability is inferior compared to the Armored Option, the increased generator output meant higher speed and mobility, at levels higher than originally planned.

However, the inertial control system of the VF-1 Series cannot fully compensate the increased acceleration, thus the burden on the pilot is too high for most.



SPP-1S Strike Option



This is a variation of the Super Option that mounts two high-caliber beam cannons, improving the unit's strength against the enemy Battle Pods.

However, a certain amount of skill is required to properly use it in battle; in the worst case scenario, unskilled pilots could kill themselves alongside their enemies while engaged in close-quarter combat.

Originally it was planned for entire squadrons to be equipped with this option, but due to the aforementioned problem it was decided to only allow the S-type Valkyries used by a squadron leader to equip it.

Mobile Fortress Golg Boddole Zer

The flagship of the Boddole Fleet. It fulfills the role of a mobile dock for the rest of the fleet. Golg Boddole Zer, the supreme commander, stands at its core, controlling every system. This fortress spans over 600km, about two hundred times larger than the SDF-1 Macross.

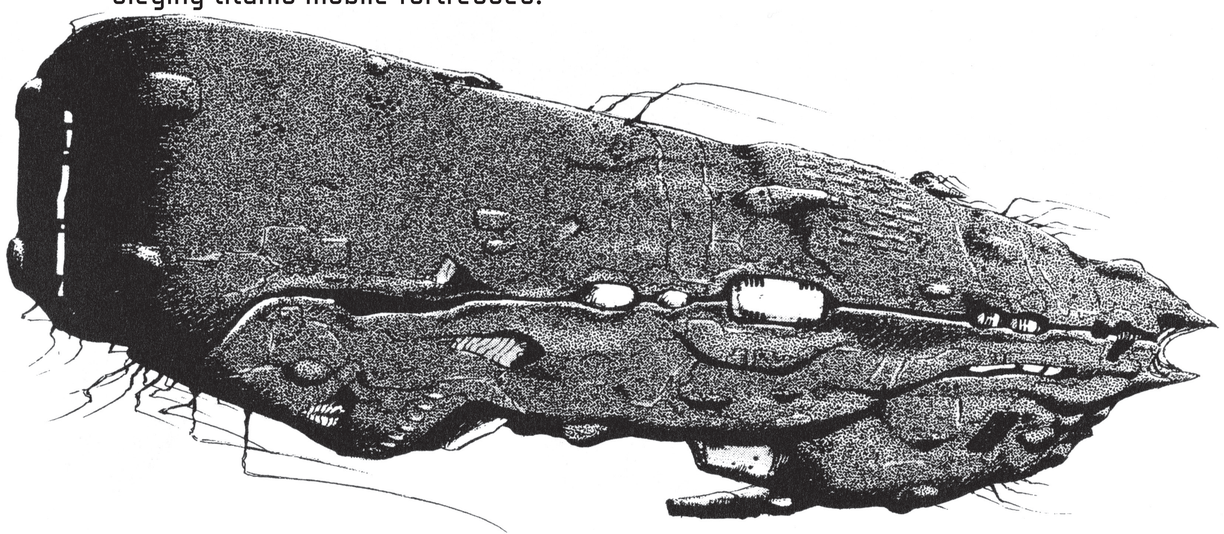
As opposed to the rest of the Zentradi technology, which is meant to be disposable, this fortress is equipped with multiple repair devices in order to keep it operational for a virtually infinite time.

Fleet Flagship Nupetiet-Vergnitzs

A large battleship appointed as the flagship of a separate Zentradi fleet. It is assumed that this vessel was created for prolonged operations, as its durability is many times higher than any of the other Zentradi battleships.

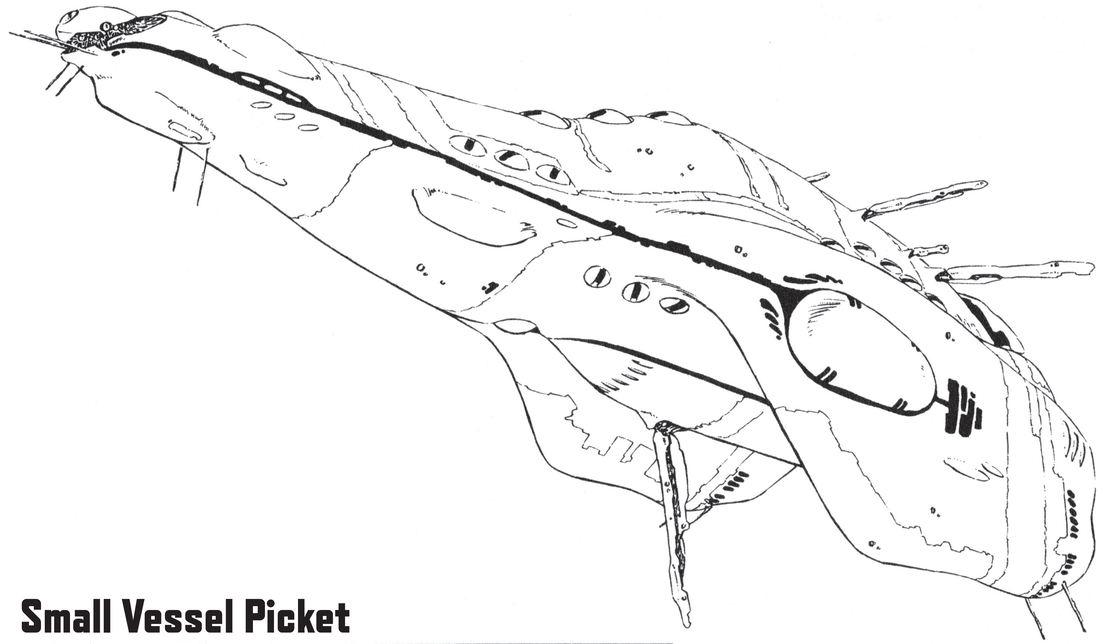
The focused beam cannon takes over half of the ship's volume; in order to fire, the lower half of the vessel must slide down.

This battleship is not meant for anti-warship warfare; it is likely that it is meant for sieging titanic mobile fortresses.



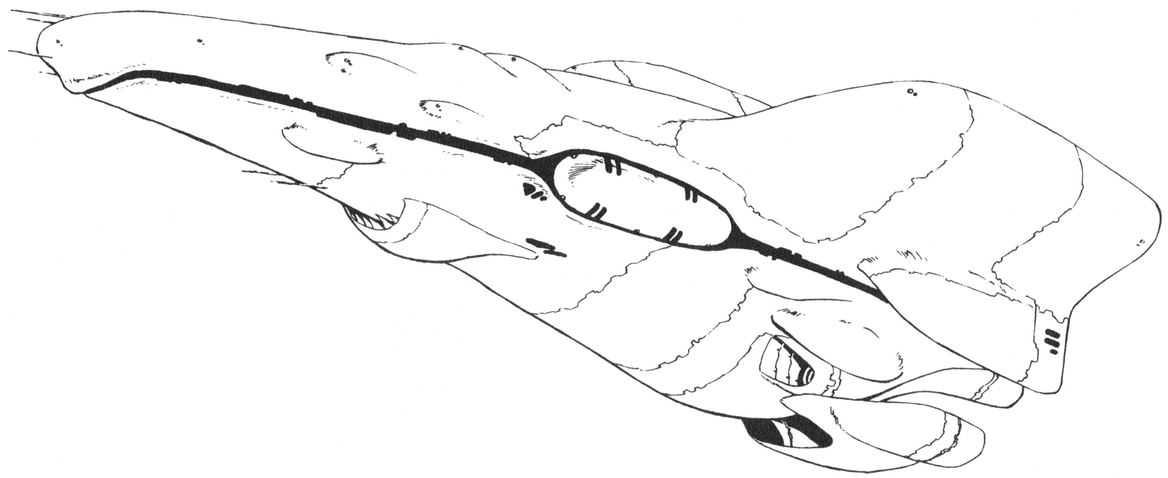
Standard Battleship Thuverl-Salan

The standard battleship of the Zentradi Army. While different designs appear to exist, there is no significant difference in performance between them.



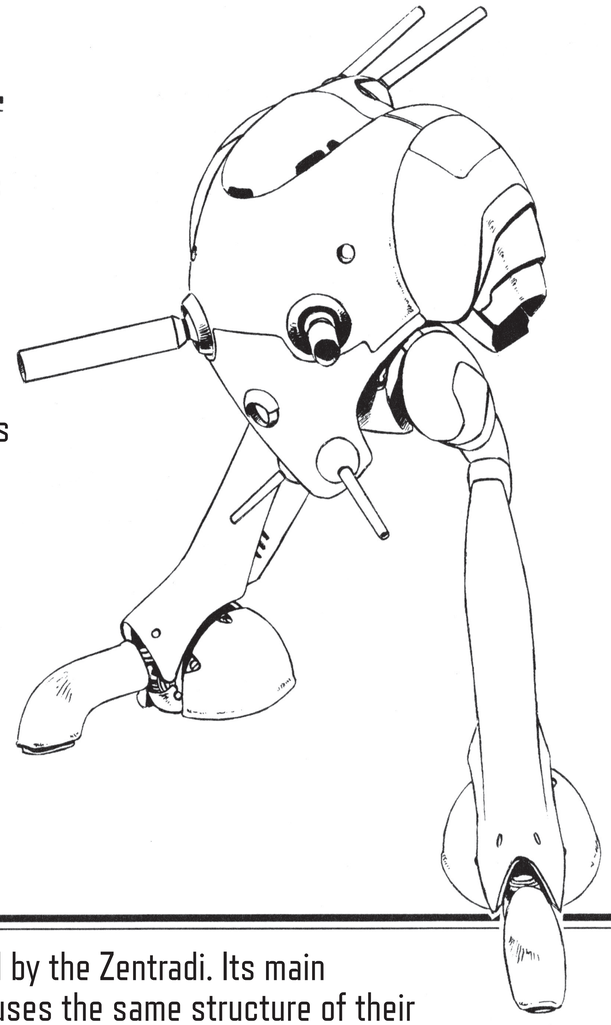
Small Vessel Picket

The smallest and fastest battleship of the Zentradi Fleet. Its main duty is reconnaissance and probing the enemy by deploying Battle Pods.



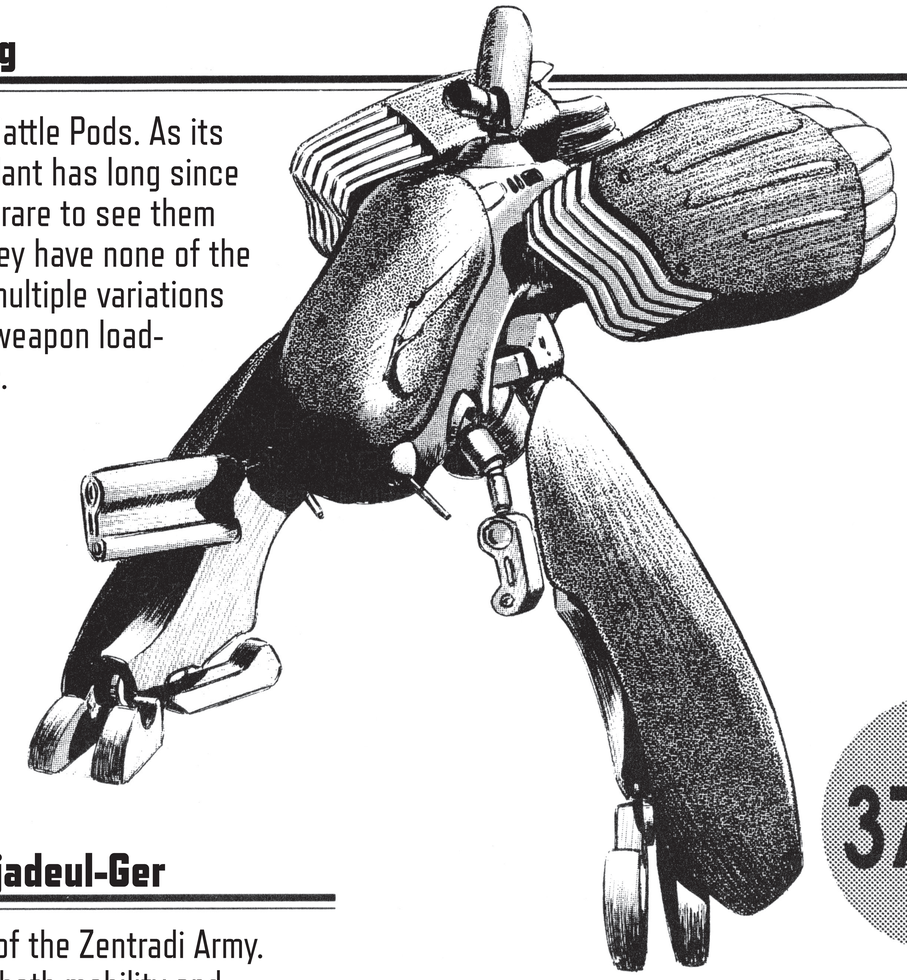
Battle Pod Regult

The standard Battle Pod of the Zentradi Army. As it's the most basic infantry unit, its systems are quite simple. Comfort of use was not considered during its development, so the pilot may experience high discomfort and stress. Easy to produce in mass, there are variations equipped with multiple missile launchers.



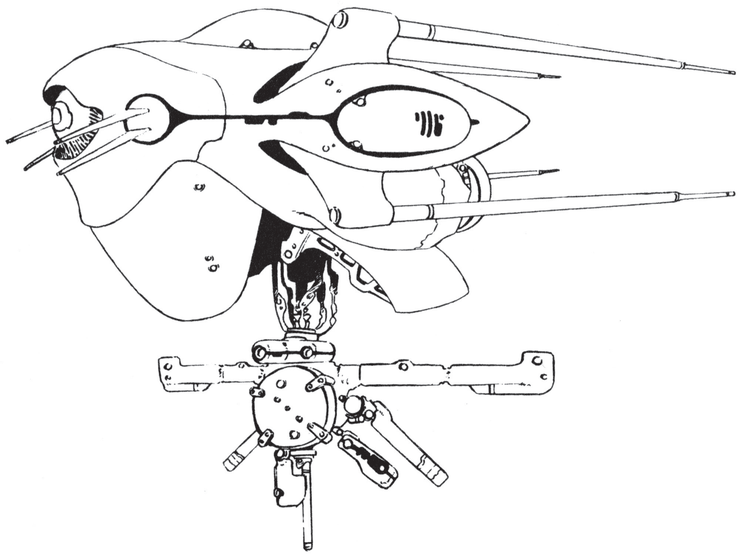
Battle Pod Glaug

One of the Zentradi Battle Pods. As its original production plant has long since been destroyed, it is rare to see them on the battlefield. They have none of the Regult's faults, and multiple variations exist, with different weapon load-outs and equipments.



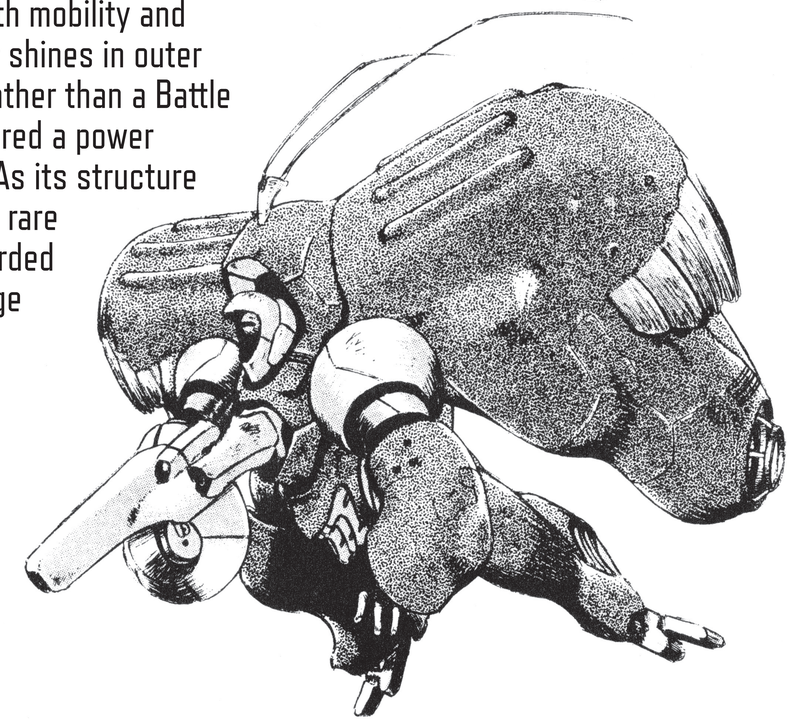
Bomber Pod Quel-Quallie

The anti-warship heavy bomber used by the Zentradi. Its main weapon is a focused beam cannon, uses the same structure of their battleships. The cannon makes up the large majority of the unit's volume; without it, it would be quite small. Even so, it is still a Battle Pod, so neither its mobility, its armor or its anti-fighter equipment should be underestimated.



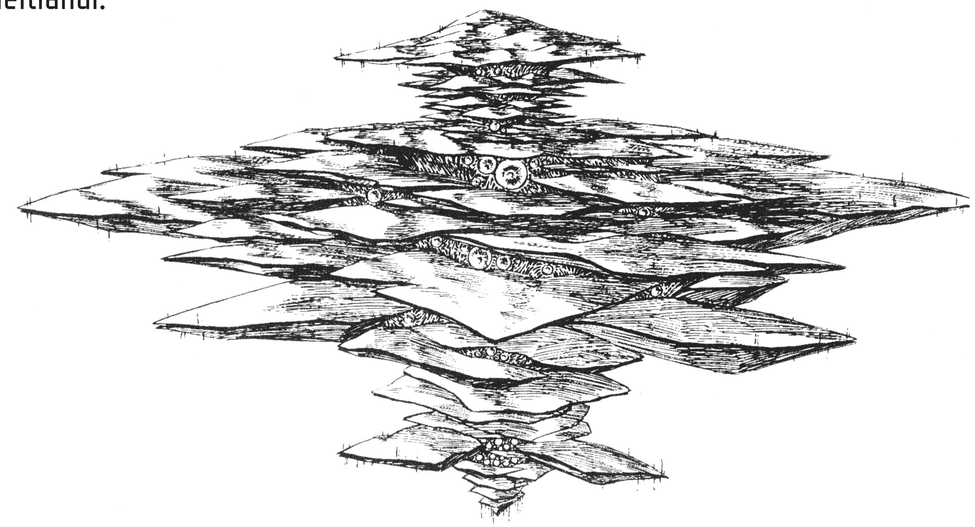
Battle Pod Nousjadeul-Ger

The main Battle Pod of the Zentradi Army. Designed to excel in both mobility and firepower, it particularly shines in outer space environments. Rather than a Battle Pod, it could be considered a power armor for the Zentradi. As its structure is relatively simple, it is rare for this unit to be discarded due to excessive damage rendering it unusable.



Moruk Lap Lamiz

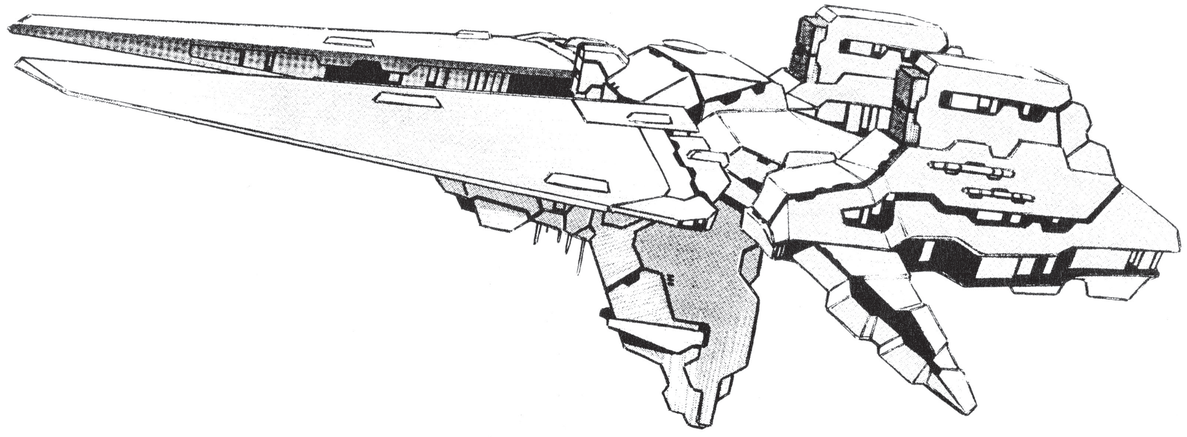
Its official full name is "Mobile Fortress Moruk Lap Lamiz". It is the Meltlandi equivalent of the Golg Boddole Zer. At its core resides Moruk Lap Lamiz, an enormous living computer that controls every system and represents the will of the Meltlandi.



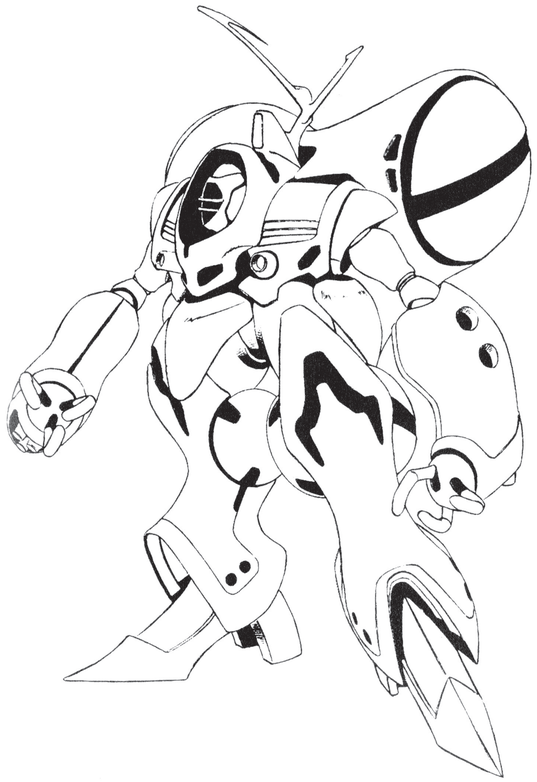
Medium Gunship (Milia)

A medium gunship with enhanced propulsion and high mobility, used for escort duty and reconnaissance by the Meltlandi. Due to its enhanced propulsion system, its mobility is comparable to that of a fighter, so much so that even the Zentradi are wary of its capabilities.

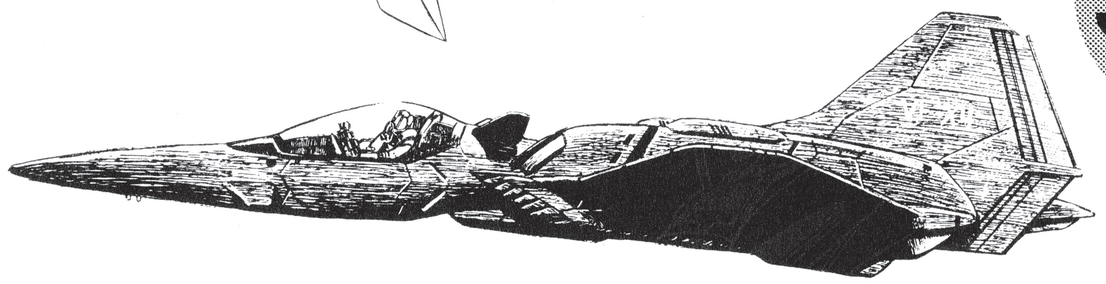
It is believed that the Macross was originally a variation of this type of vessel.



Battle Pod Queadluun-Rau



This Battle Pod could be considered a power armor, the Meltlandi equivalent of the Zentradi Nousjadeul-Ger. While its armor is inferior, it more than makes up for this weakness with its high mobility. Only few Meltlandi warriors are granted the honor of deploying on the battlefield in them.



VF-X4 Next Generation Valkyrie

The successor of the VF-1 Series. It was developed in order to improve the VF-1 durability and simplify its maintenance, while being able to fight both within and outside atmospheric environments.

The fighter prototype developed after the First Space War displayed a performance in air battles many times higher than the original VF-1. However, at this point in time the VF-X4 is still a work in progress; the transformation system is still being developed, and it is currently equipped with the same weapons as the VF-1.

★ TIPS ★

- In the Strategy Map, you can always move as long as you have any move power left. For example, you could attack the enemy and then retreat to a safer location.
- The direction your enemy is facing compared to yours is important: it is easier to hit from the side rather than the front, and it is even easier to hit from the rear. As the accuracy rate of a pilot depends on their level, you should try to position your lower leveled pilots behind the enemy to improve the chances to hit.
- However, this works both ways: your own units are more likely to be hit when attacked from the side or the rear. Be careful where you move your units.
- Try to make good use of the transformation system. The three basic forms of a Valkyrie have their own specialties and weaknesses: the Fighter can move longer distances, but has less defense; the Battroid has more defense, but can move shorter distances; the GERWALK has a balance of range and defense. Furthermore, each form has access to different weapons, and thus different attack ranges.
- Try to make good use of the formations. For example, if you select a formation with your units closer to the front, you will be able to get within attack range sooner when you enter a dogfight.
- When performing a Tactical Strike, be aware of how many enemy units are in a squadron. It is harder to make successful hit on a full squadron, but the chances to hit increases the lower their numbers. At first, you should attack with weapons with higher accuracy rates until you manage to decrease their numbers. Once you do, you should try to use weapons with lower accuracy but higher power in order to finish them off.
- In Hikaru's Chapter, Episode 7, there is a choice you will be required to make at some point in the Viewing Platform. Be aware that this choice will drastically change the subsequent episodes.
- The ending of Kei's Chapter depends on how you've decided to get along with the ladies that Kei meets in his adventure.

★ How to fill the survey ★

Please fill the survey following these guidelines.
All those who fill this survey will receive
a free copy of the latest issue of "Trebian News".

1 Write "The Super Dimension Fortress Macross Skull Leader Complete Pack" in the "Purchased software" field.

2 You will be then asked to give your opinion on the following aspects. Mark your preferred opinion with a circle, 1 being "Good", 2 being "Normal" and 3 being "Bad".

1	Overall game rating	5	Game balance
2	Graphics	6	Price
3	Music	7	Instruction manual
4	Packaging art		

3 You will be then asked whether you own any of the following peripherals. Mark your answer with a circle; 1 means that you own that peripheral, 2 means that you do not.

8	Analog display	12	Printer
9	FM sound board	13	Mouse
10	Hard disk	14	Joystick (pad)
11	CD-ROM drive	15	Analog joystick

4 You will be then asked the following questions. Mark your answer with a circle; 1 means "yes", 2 means "no".

16 Do you buy software at their regular price?
17 Have you ever used a TAKERU?
18 Do you own any other game made by our company?
19 Do you use Windows?

5 You will be then asked to fill in the type of personal computer you are currently using.

6 You will be then asked to fill in the other types of personal computers you own.

7 Finally, you will be asked to tell us your opinion on the kind of games you would like to be made.

★ Technical support ★

If the game does not run properly (such as not booting at all, or crashing during gameplay), before assuming there is a problem with the disk itself, please make sure the problem isn't one of the following:

- Are the peripherals properly connected?
- Is the DIP switch of your computer properly set?
- Is the game disk properly inserted?
- Is the FM soundboard properly set? Do note that only NEC FM soundboards are supported; if you do not own a NEC FM soundboard, please disconnect it and try again.
- Have you properly followed the instructions written in this manual?
- Do you have more than 550kb free memory?

★ While we try to make sure to only release flawless products on the market, in the event that there has been an error on our part we will take responsibility and ship you a replacement free of charge. Contact us as soon as possible and we shall evaluate the situation.

★ If any of the disks are damaged, and the damage has been found to be user-related (such as forcefully inserting the disk in the drive), you will be required to pay the cost of the replacement.

★ If you have bought the wrong media format (among CD, 3.5" or 5" floppy disks), we will not be able to ship you a replacement. You should return to the store you have bought the product.

★ If you have bought this product used, we will not provide support.

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Monday~Friday 11 AM~ 6 PM
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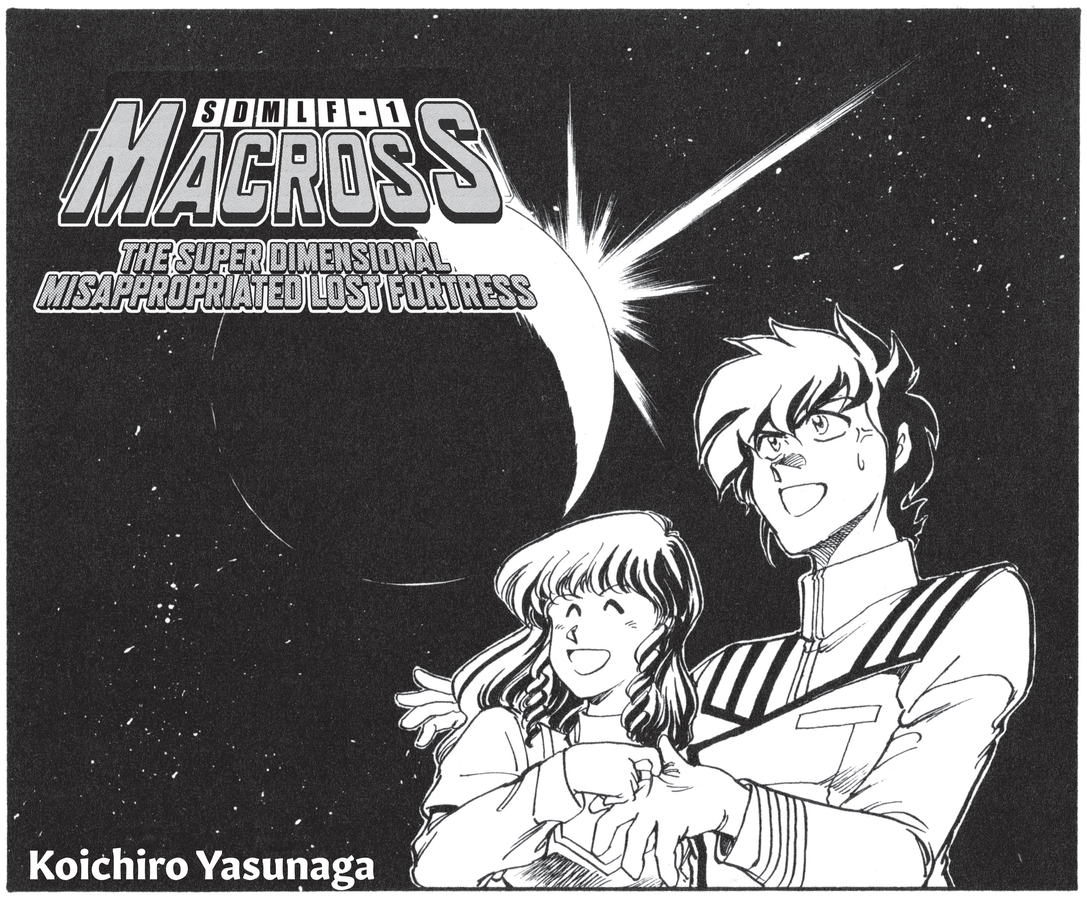
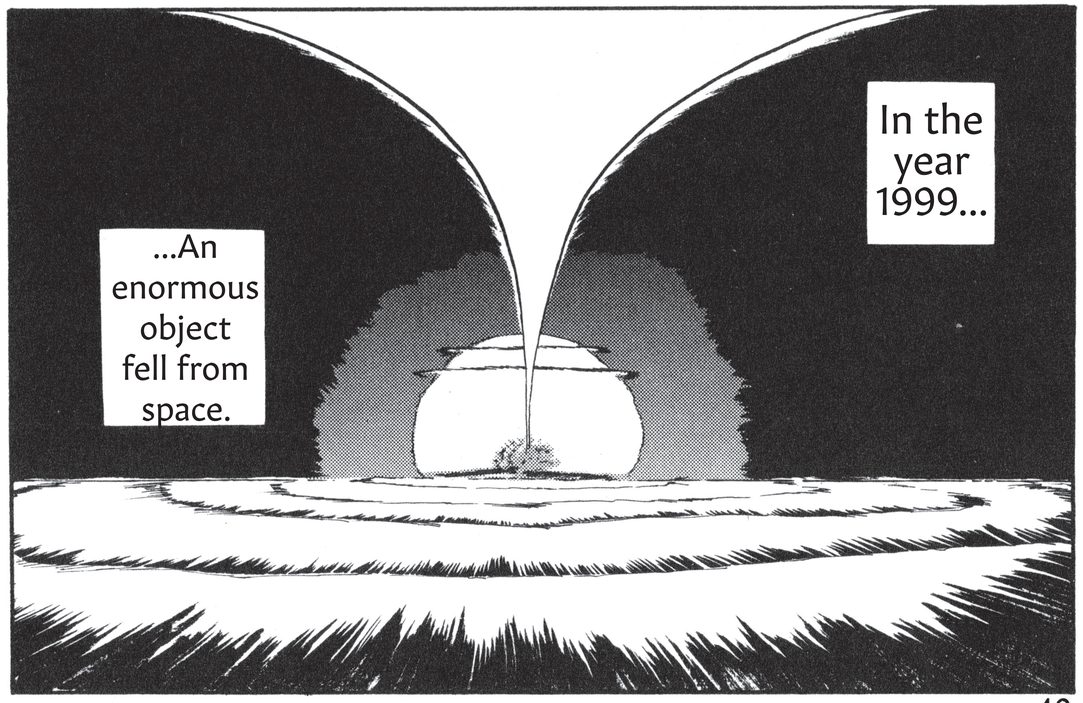
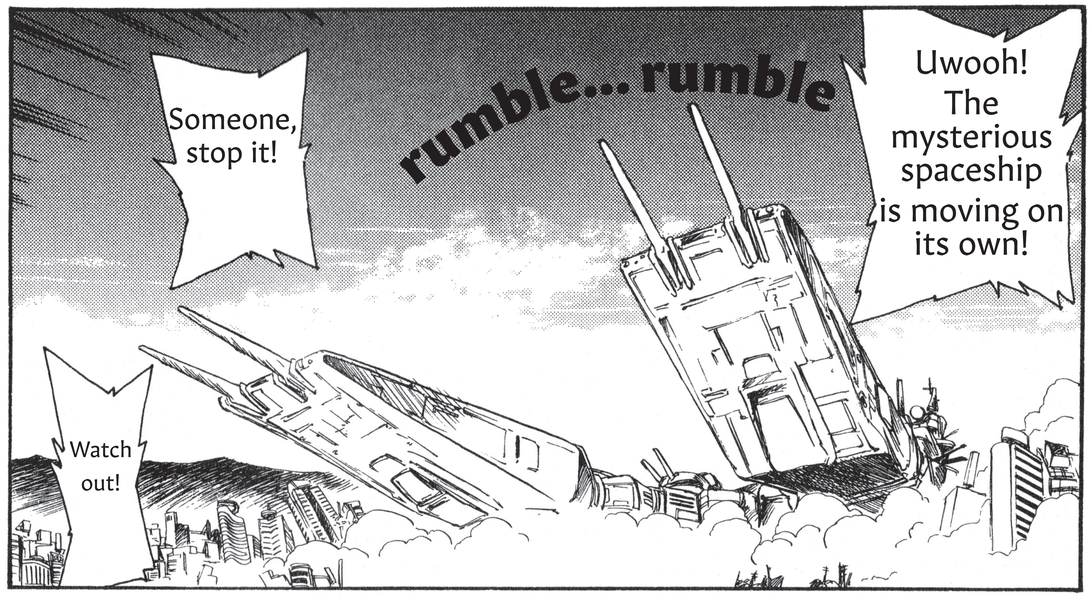
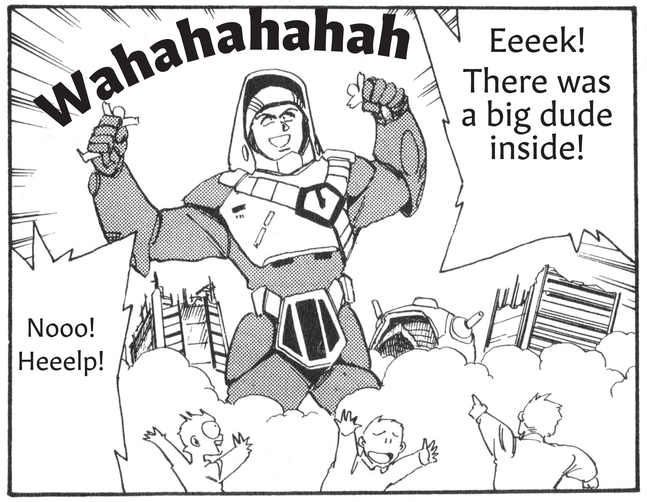
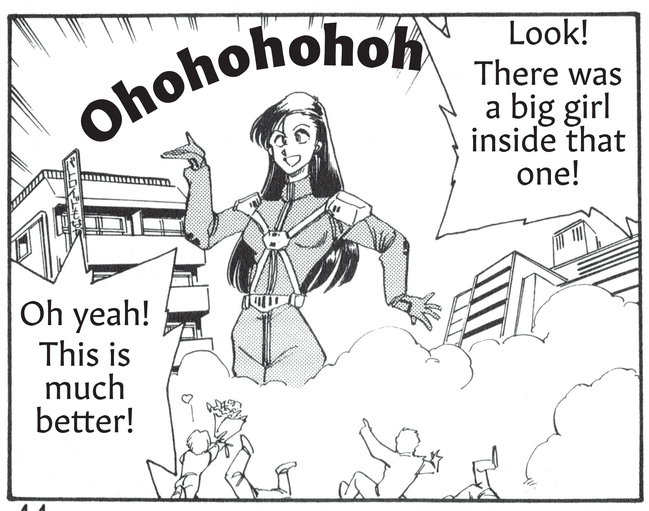




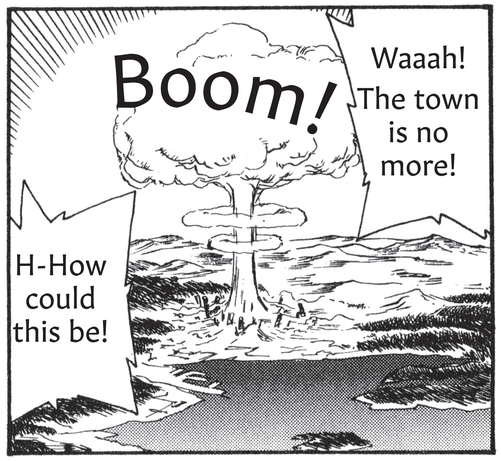
Read from right to left

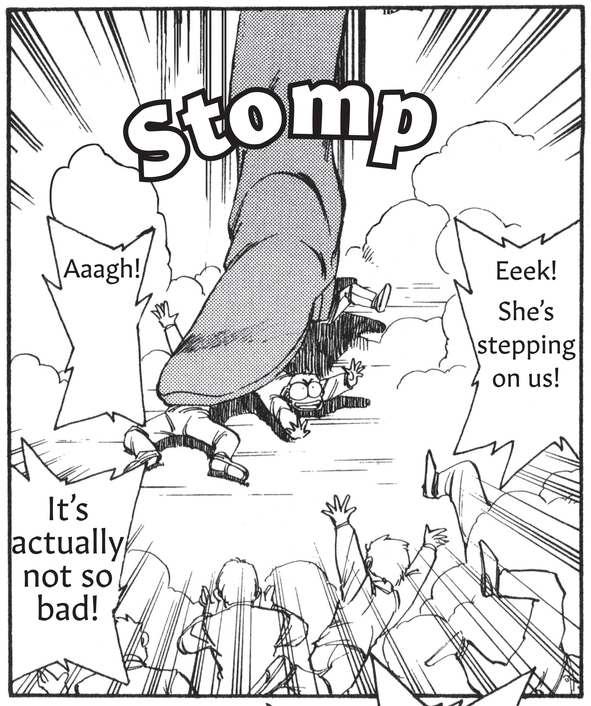

Someone, stop it!
rumble... rumble
Uwooh! The mysterious spaceship is moving on its own!
Watch out!

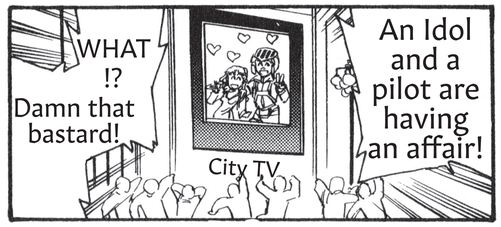

Wahahahahah
Eeeek! There was a big dude inside!
Nooo! Heeelp!

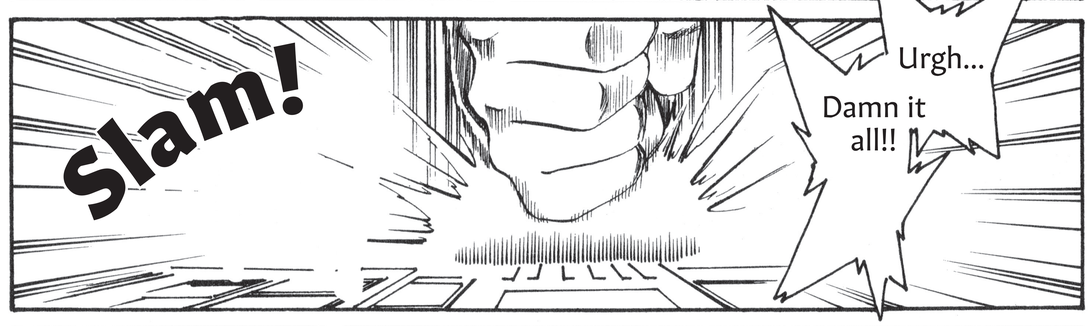

Ohohohohoh
Look! There was a big girl inside that one!
Oh yeah! This is much better!

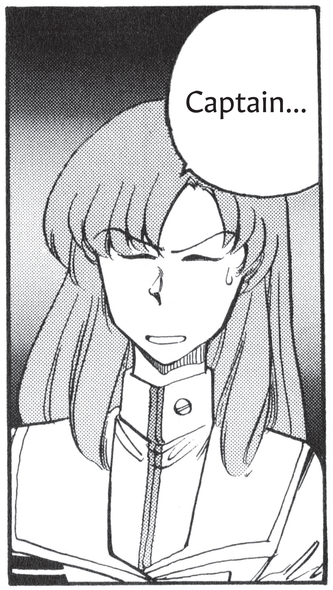
whoosh
whoosh
whoosh
Waaah! Aliens are coming!
They're huge!


Boom!
Waaah! The town is no more!
H-How could this be!

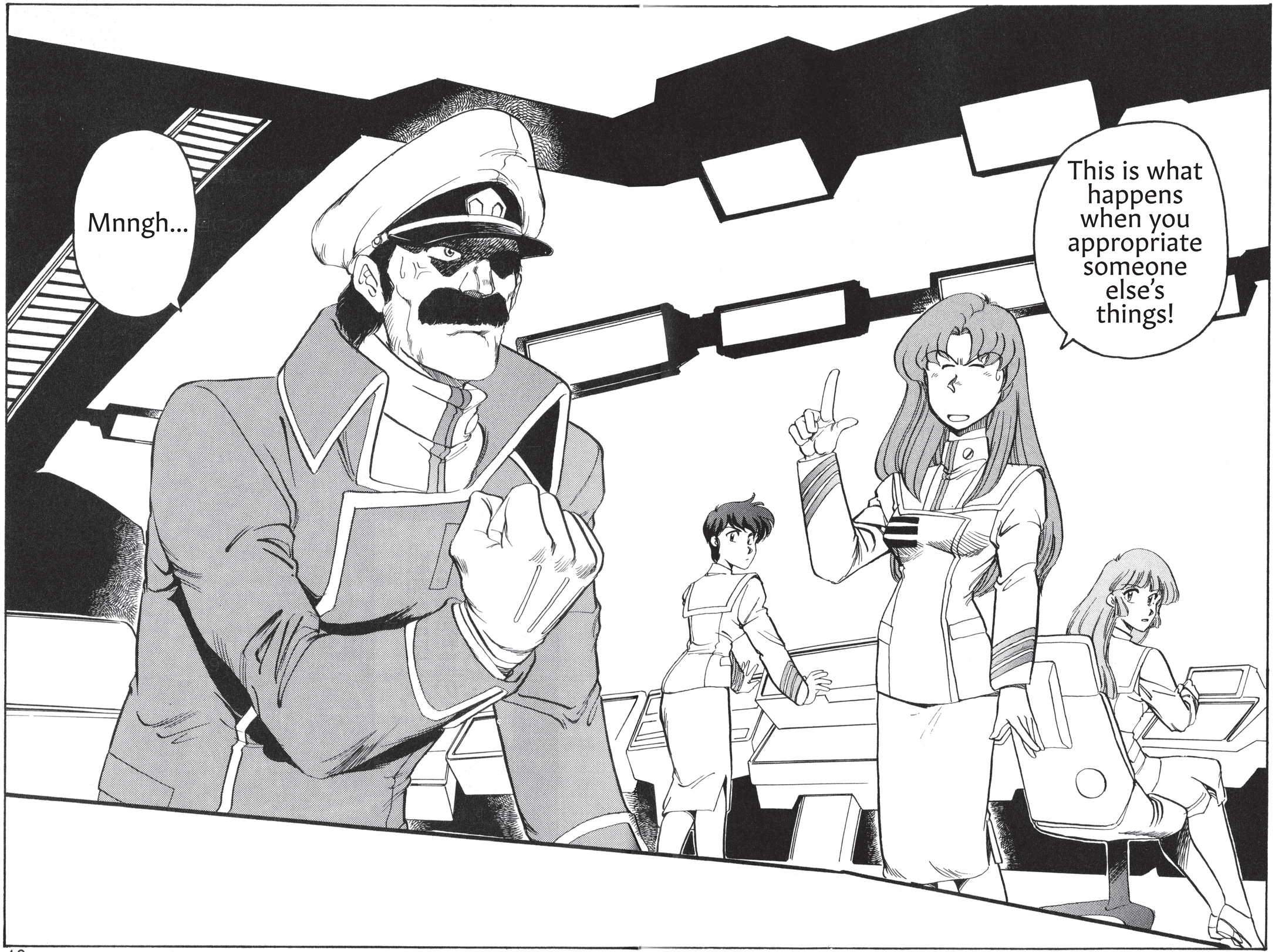

Stomp
Aaagh!
Eeek! She's stepping on us!
It's actually not so bad!

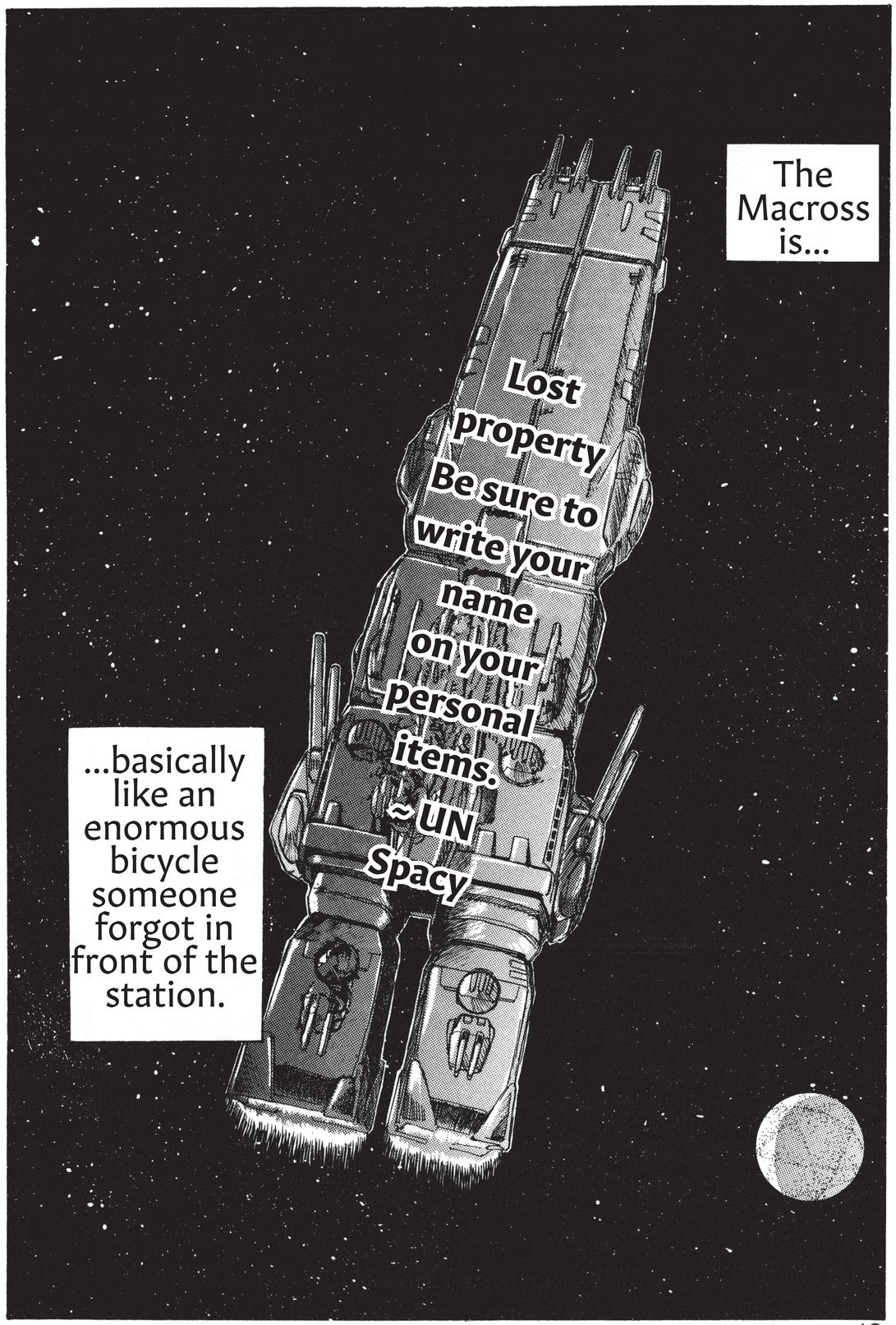

WHAT !? Damn that bastard!
City TV
An Idol and a pilot are having an affair!


Slam!
Urgh...
Damn it all!!


Captain...

Where did we go wrong!?
Why is this happening...?
Grrr


Mnngh...
This is what happens when you appropriate someone else's things!



The End

Translation: TheMajinZenki

Pages editing: miralita

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