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You can only use this manual
non-commercially.

Any commercial usage is strictly
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2016

VECTOR 357

**In 2396, Secretly developed VECTOR replaced SERD,
which has been a capital weapon.
Now they restart war to find the secret.**

FOR NONCOMMERCIAL USE ONLY

INTRODUCTION

Thank you for buying “VIXEN 357” for Megadrive. Please read this instruction booklet before playing.

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The war against aliens of year 2384 ended with the victory of the Earth, thanks to the high-mobility humanoid weapon system “SERD” developed in secret by the Asian Federation; however, the Earth was not left unscathed.

Fearing future invasions, the surviving humans began development of better, stronger weapons. The birth of these new technologies also caused the birth of ambition in certain people.

It is now the year 2396. A recently formed nation, “Merisma Harp”, had just completed development of the “VECTORS” (VErsatile Combat Tactical Operations Robot). A special team called “Slash” was formed in order to test the prototypes; the idea was to have a task force able to act independently to deal with various situations, but at the time the pilots were still undergoing training in different facilities.

One day, Takuya Murasawa and his teammates left the base for one of their training routines. It was at that time that a group of unidentified VECTORS appeared from the nearby forest. As soon as they received the call, Slash rushed back to the base. When they got back, the garrison force was already fighting for their lives...

C CHARACTER

TAKUYA MURASAWA

Age: 22 Blood type: AB

A hot-blooded man with a strong sense of justice. Due to his young age, he can be rash at times, with the tendency to charge ahead without considering the risks. He's the kind of man that gives everything he has to complete the task at hand.



HARRY GIBSON

Age: 31 Blood type: A

A calm and collected man who may appear smug at times. His ability to calmly judge any situation makes him one of the most valuable members of the team. He often quarrels with Mack, but it's clear that they actually get along like a house on fire.



MAK RYAN

Age: 23 Blood type: B

Cheerful, frivolous and irresponsible. He's known to be a flirt. It is hard to believe that he's the best sharpshooter of the team... And that is his only redeeming feature.



EDDIE RAY

Age: 27 Blood type: O

A gentle giant. He's easily moved to tears. The most sports-oriented member of the team, he often acts rashly.

C CHARACTER

REIKO MACHIDA

Age: 24 Blood type: A

A beautiful woman, both intelligent and elegant. She often takes care of Chay and Nina, who consider her their big sister. She actually conceals an intense, competitive personality.



CHAY WON

Age: 20 Blood type: O

Graceful and quiet, her personality is the exact opposite of Nina's... But when she's angry, she becomes the most violent member of the team. She can coordinate her attacks with Nina so perfectly that their enemies are left trembling in fear.



NINA LAUREL

Age: 20 Blood type: B

A bright, cheerful and strong-minded woman. She's kind of a blabbermouth. Due to her vivacity, she doesn't like acting ladylike. She's been a good friend of Chay Won since they were trainees.



BEN BASQUE

Age: 62 Blood type: AB

An energetic man who is not hindered by his old age. He often mentions how his long military service made him so strong. His ability to take action with all of his heart and precise judgment make him a father figure for the rest of the team.

This game is divided into 16 scenarios. Once you satisfy the victory conditions, you will proceed to the next scenario.

User Guide



- A Button** Changes unit.
- B Button** Cancels any command or menu.
- C Button** Confirms any command or menu.
- Start Button** Shows the menu command.

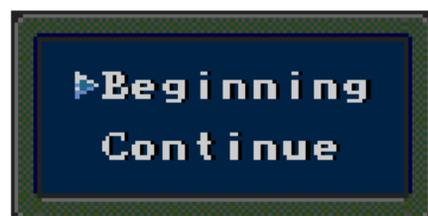
If you hold B while moving the cursor, the cursor will move faster.

How to start

Insert the cartridge into your Megadrive and turn the console on. You will see the game's opening. If you press Start, you will be brought to the title screen. At the title screen, you can start a new game or continue from a saved game.

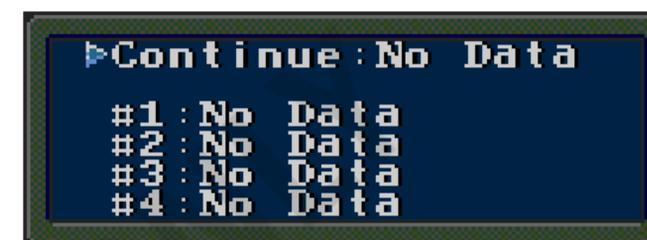
● BEGINNING

You will start the game from the very beginning.



● CONTINUE

If you select "Continue", you will be brought to the Save Menu. You can select from four different slots.



The slot called "Continue" allows you to return to the scenario you were playing, if you interrupted the game after choosing "Save" on the map.

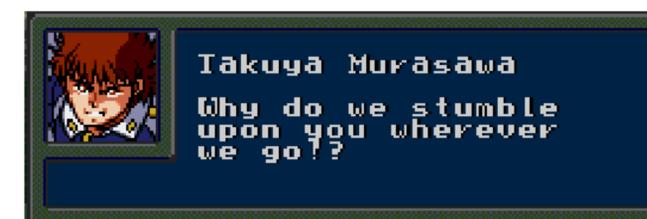
● PROLOGUE

Before each scenario, you will see a short text explaining the story.



● DIALOGUES

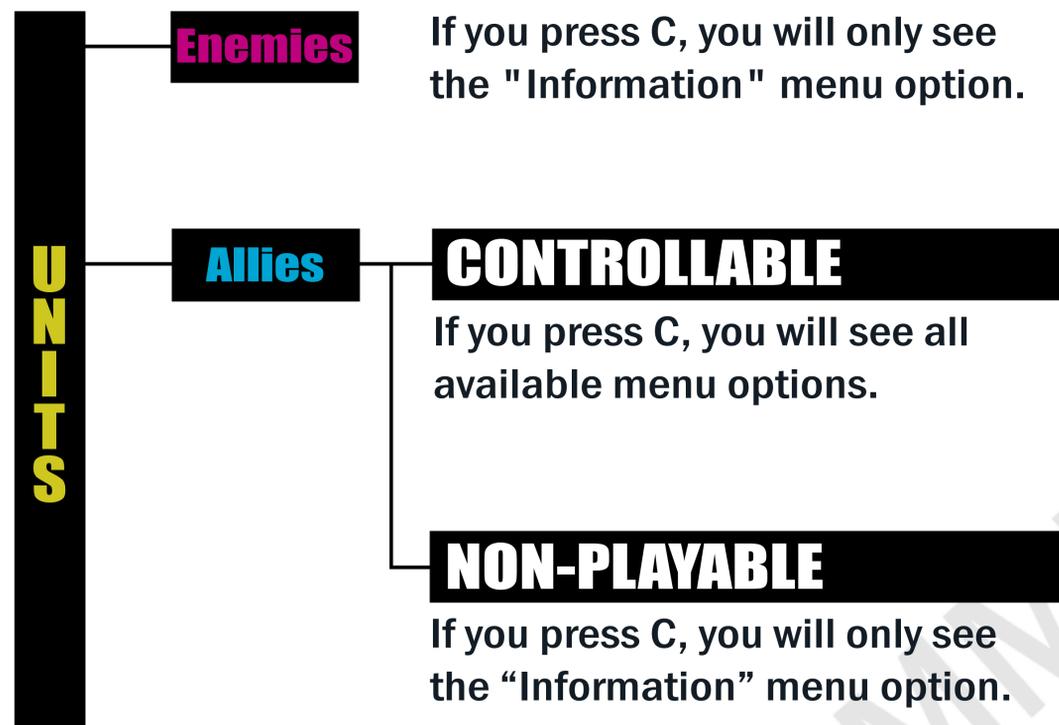
When a scenario starts, and during its development, the characters will talk. The characters may mention important information regarding the plot and strategies, so it is advised to pay attention to what they're saying.



The dialogues can be skipped by holding B.

● UNIT CLASSIFICATION

There are different units in this game. You will encounter playable units, non-playable allies and enemies. Non-playable units will be controlled by the game's AI.



Example: In Scene 1, the only playable units are the three VECTORS that appear in the top-left corner of the map.

● TURNS

The flow of the game involves changing turns between the player and the computer-controlled units. A turn has passed when both sides have finished their actions.

● LEVEL UP

Each character will level up once they gain enough experience points. You gain experience points for participating in battle (attacking an enemy, or being attacked by one).

● VIEW OF THE SCREEN

Map portion

Units and menus are displayed here.

Window portion



● WINDOW PORTION

10 : A percentage of the unit's remaining HP. 10 means 100%, 6 means 60%.

A : Shows whether the unit can attack or not. After attacking, the letter A will disappear.

M : Shows whether the unit can move or not.

S : Shows whether the unit can use its special skill or not.

⊕ : Shows whether the unit is under the influence of the Vacuum Wall or not.



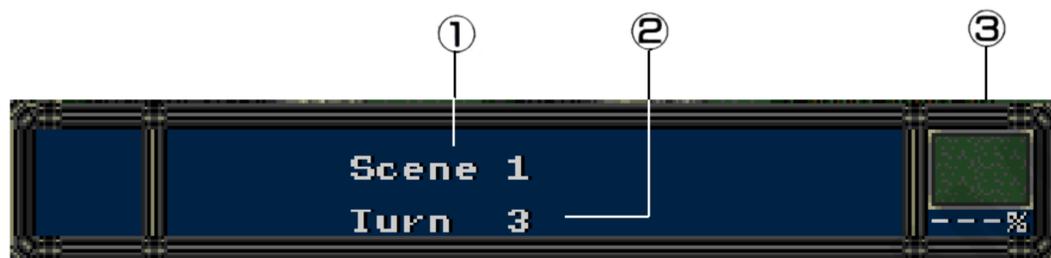
● WINDOW

Screen shown when the cursor is above a unit



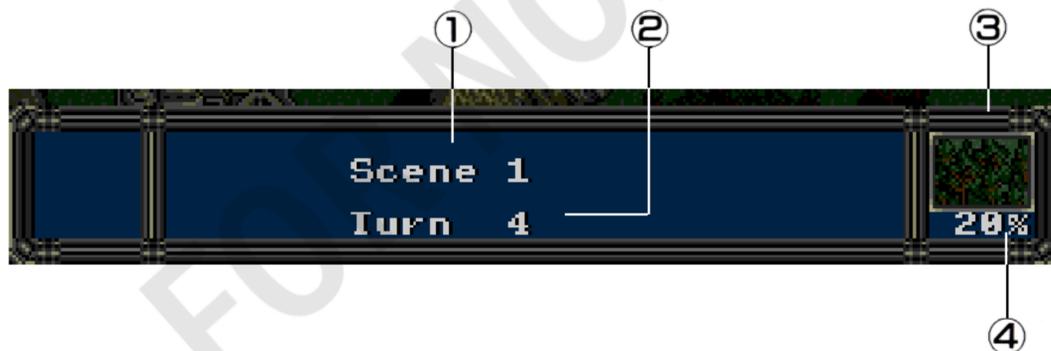
- ① The unit's picture
- ② Terrain's picture
- ③ The unit's current HP
- ④ The unit's max HP
- ⑤ The pilot's level
- ⑥ The pilot's experience
- ⑦ The unit's name
- ⑧ The pilot's name

Screen shown when the cursor is not above a unit



- ① Scenario number
- ② Turn number
- ③ Terrain's picture

Screen shown when you are moving one of your units



- ① Scenario number
- ② Turn number
- ③ Terrain's picture
- ④ Land effect

The commands represent all the actions a unit can undertake. To select a command, place your cursor above one of your units and press C. The command menu will appear on screen. If you want to cancel your selection, press B.

The command menu will show a list of all the possible actions for the selected unit.



MOVE

After selecting this command (pressing A or C), the map will become darker, and a specific portion of the map surrounding the unit will remain bright, representing the unit's possible movement range. Select one of the bright squares to choose where to place your unit (you may press B to cancel your action during this time) and press A (or C) to confirm.



SHOOT

After selecting this command (pressing A or C), a second menu will appear, with the choice between melee or ranged combat. After selecting either option, the map will become darker, and a specific portion of the map surrounding the unit will remain bright, representing the range of your unit's equipped weapon. The different weapons in this game have different ranges. Select one of the enemies within your range with your cursor (you may press B to cancel during this time) and press A (or C) to confirm.



Note 1

It is still possible to move your unit after attacking, and viceversa.

Note 2

Melee and ranged attacks have different characteristics:

MELEE

Accuracy is high, but the enemy can counterattack. It cannot be used against battleships.

RANGED

The enemy won't be able to counterattack, but it cannot be used at close range.

Note 3

Your pilot will gain experience both from attacking and from being attacked.

EMBARK

Your units can enter allied bases or battleships to recover their HP. If no base or battleship are present, you will not be able to recover HP.

Move your unit above a base or battleship. A new menu will appear, where you can select the "BOARD" command. After you select that option, your unit will enter the base or battleship and begin repairs. Repairs take time, and never less than one full turn. The higher the level of the base or battleship, the faster your VECTORS will get repaired.



DEPLOY

Select this command to deploy units currently inside a base or battleship. After choosing to deploy, you will go through the Pilot Selection and VECTOR-Weapon Selection menus in sequence.



About the Pilot Selection

All pilots can control all units, however each pilot has a preferred unit. We suggest you select a VECTOR that fits the pilot's style.

About Weapon Selection

Each VECTOR can equip a melee and ranged weapon. You will acquire new weapons to equip while progressing in the game.



RESUPPLY

After placing your unit adjacent to a battleship or to a resupply base, you will be able to select the Resupply command. Note that this command only restores ammunition, not HP.

INFORMATION



- Melee** HR The pilot's hit rate with melee weapons.
ER The pilot's evasion rate from melee weapons.
- 1 Ranged** HR The pilot's hit rate with ranged weapons.
ER The pilot's evasion rate from ranged weapons.
- Movement** The unit's ability to move.
- Weapon name** The names of the VECTOR's equipped weapons.
- Power** The power of the weapon
- 2 Frequency** The number of times the weapon strikes in one attack.
- Range** The weapon's range.
- Remaining** The amount of times the weapon can be used.
- 3 AP** The unit's attack power.
- DP** The unit's defensive power.
- HR** The unit's hit rate.
- ER** The unit's evasion rate.
- 4 Special** The unit's special skills.

The information screen of your battleship will show two lists, one of the on-board pilots and one of the on-board VECTORS.

SPECIAL SKILLS

Ben's battleship "Dread" and some of your VECTORS possess special skills. You will find "Special" at the bottom of the command menu of a unit that is able to use its skill.

There are three kinds of special skills: offensive, defensive and restorative.

Offensive Skill

Usable by: ■ Farie

Function:

Inflicts damage to all enemy units in range.

Defensive Skill

Usable by: ■ Panasia

Function:

Places a barrier on all friendly units in range. The effect persists until the unit receives damage once.

Restorative Skill

Usable by: ■ Pastral ■ Dread

Function:

Restores its own HP.

MENU COMMAND

Pressing Start will open the Menu Command on screen. You may end your turn or change the settings from this menu.



● END TURN

Ends your turn.

● SAVE

Saves the current state of the Scene. You may continue playing after saving.

If you decide to interrupt, you may continue from this save by starting your game, selecting “Continue” at the title screen, and selecting the “Continue” save.

● CONDITIONS

This will display the victory and defeat conditions of the current Scene.

● CONFIG



On-map Status

Toggles the icons displaying the unit’s status on and off.

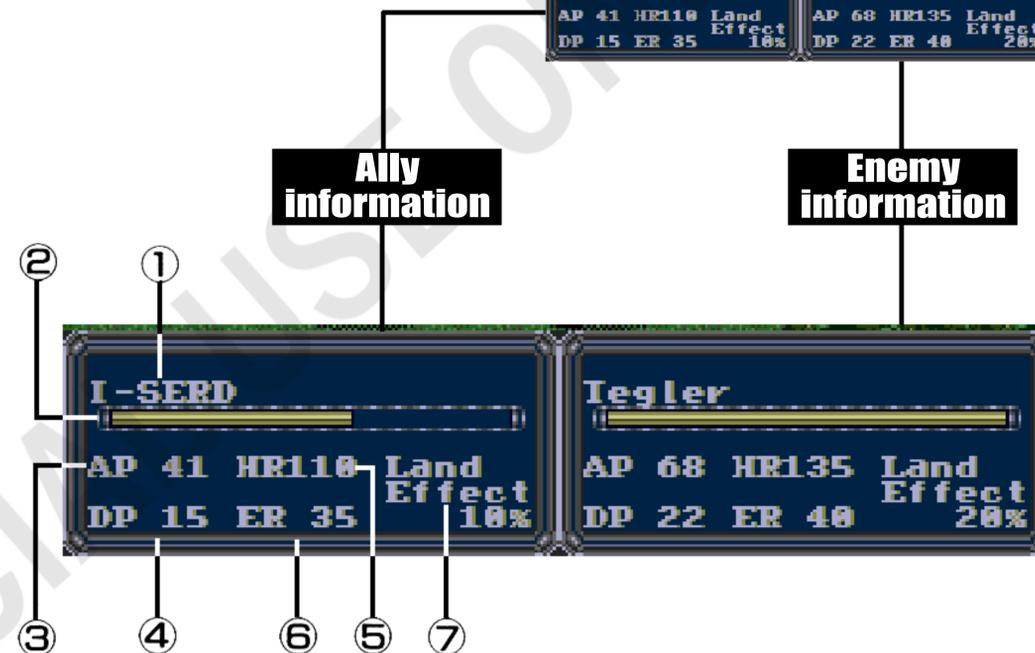
Animations

Toggles the battle animations on and off.

Game speed

Changes the speed of the game between slow, normal and fast.

BATTLE SCENE



- ① Name of the unit
- ② HP meter
- ③ Unit’s attack power
- ④ Unit’s defensive power
- ⑤ Unit’s hit rate
- ⑥ Unit’s evasion rate
- ⑦ Land effect

During the animation, all the information regarding both ally and enemy are displayed on screen.

This is a list of the different kinds of units that will appear in this game.

Factories (NPC)

They have no weapons. They are simply targets.

Batteries (NPC)

Equipped with weapons.

Bases (NPC)

Equipped with weapons. They are able to repair VECTORS that enter them.

Battleships

They can repair VECTORS that enter them, and are able to move and attack.

VECTORS

Divided in four categories: melee, ranged, balanced and amphibious. Some of them are also equipped with special skills.

- **Melee** Specialized in close-ranged combat. They cannot attack battleships.
- **Ranged** Specialized in mid-to-long-ranged combat.
- **Balanced** Have a balance between melee and ranged combat.
- **Amphibious** Possess high mobility when underwater.

Balanced

	Air movement	Ground movement	Amphibious
Plains	30	10	0
Road	30	0	0
Mountains	30	30	20
Forest	30	20	10
Shoal	30	-20	20
Water	30	-30	40
Bridge	30	0	0
Buildings	30	50	30
Battery	30	50	30
Sand	30	10	-10
Base	30	50	30
Factory	30	50	30
Tower	30	50	30
Ravine	30	-	-
Cliff	30	-	-
Wall	-	-	-

Movement Cost

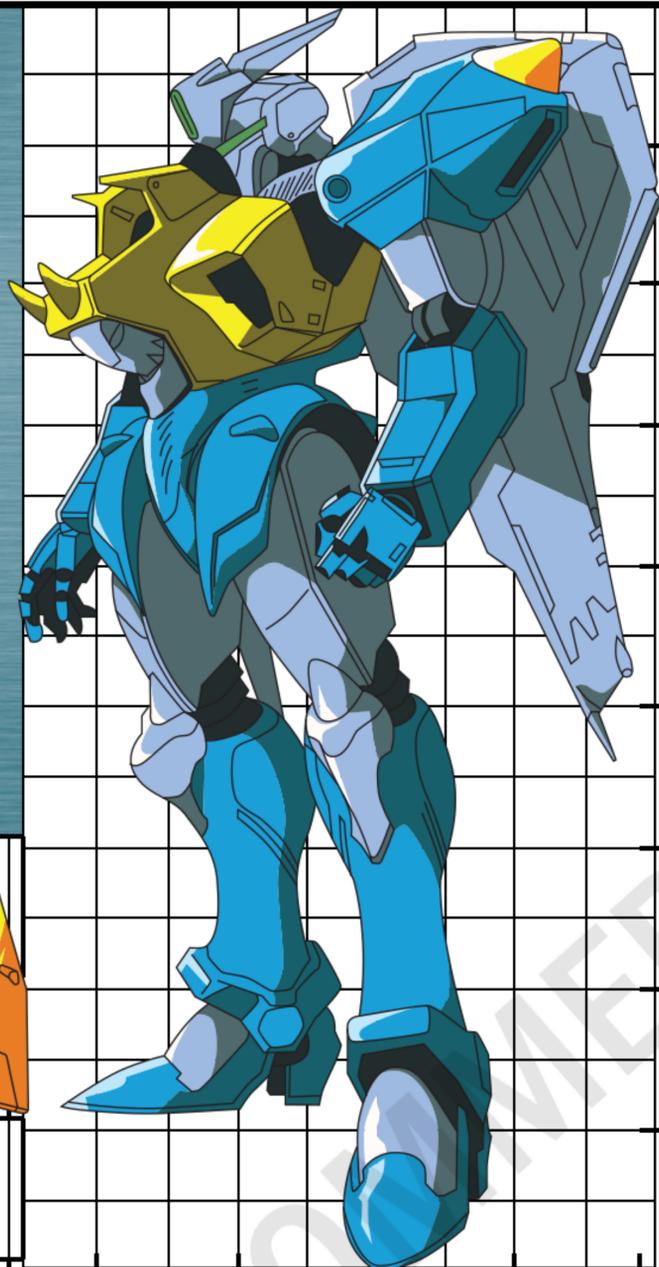
	Air movement	Ground movement	Amphibious
Plains	1	1	1
Road	1	1	1
Mountains	1	3	4
Forest	1	2	3
Shoal	1	2	1
Water	1	4	1
Bridge	1	1	1
Buildings	1	3	3
Battery	1	3	3
Sand	1	2	2
Base	1	3	3
Factory	1	3	3
Tower	1	-	-
Ravine	1	-	-
Cliff	1	-	-
Wall	-	-	-

[NELSON] ▶

TYPE: MIGHTY

HEIGHT: 12.57m WEIGHT: 27.41t

A high-efficiency all-purpose VECTOR with a balance between melee and ranged combat. Piloted by Takuya in the first Scene.

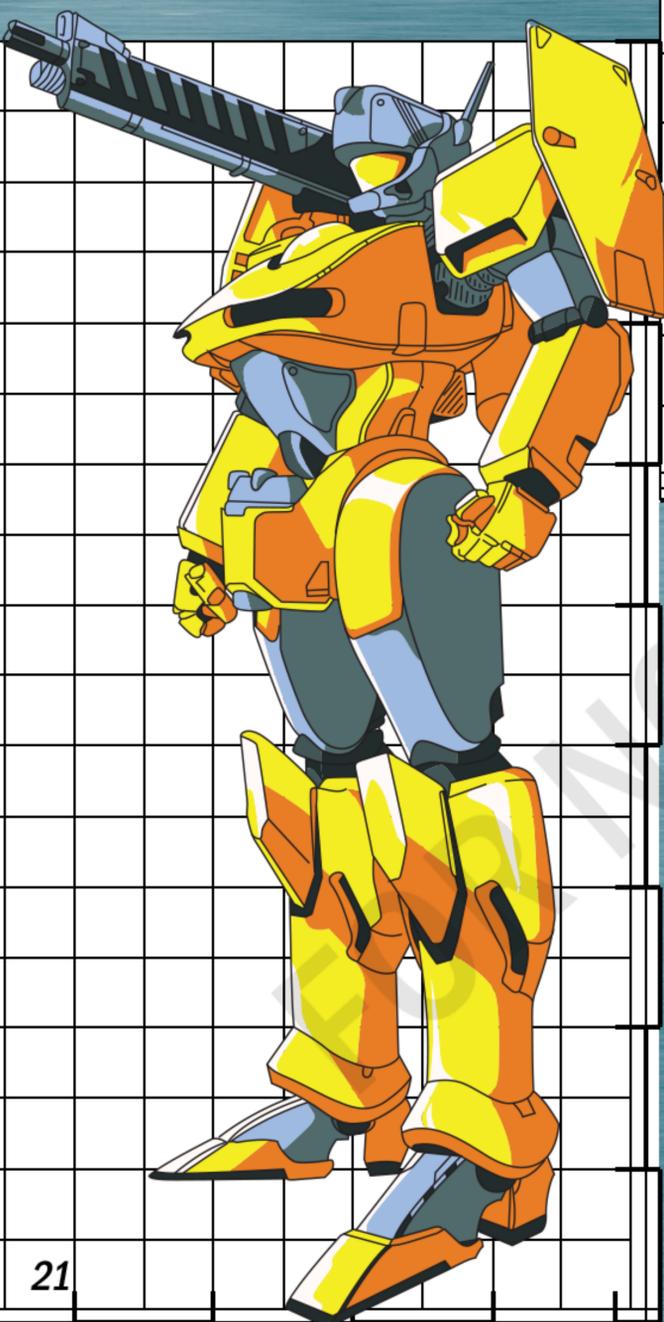
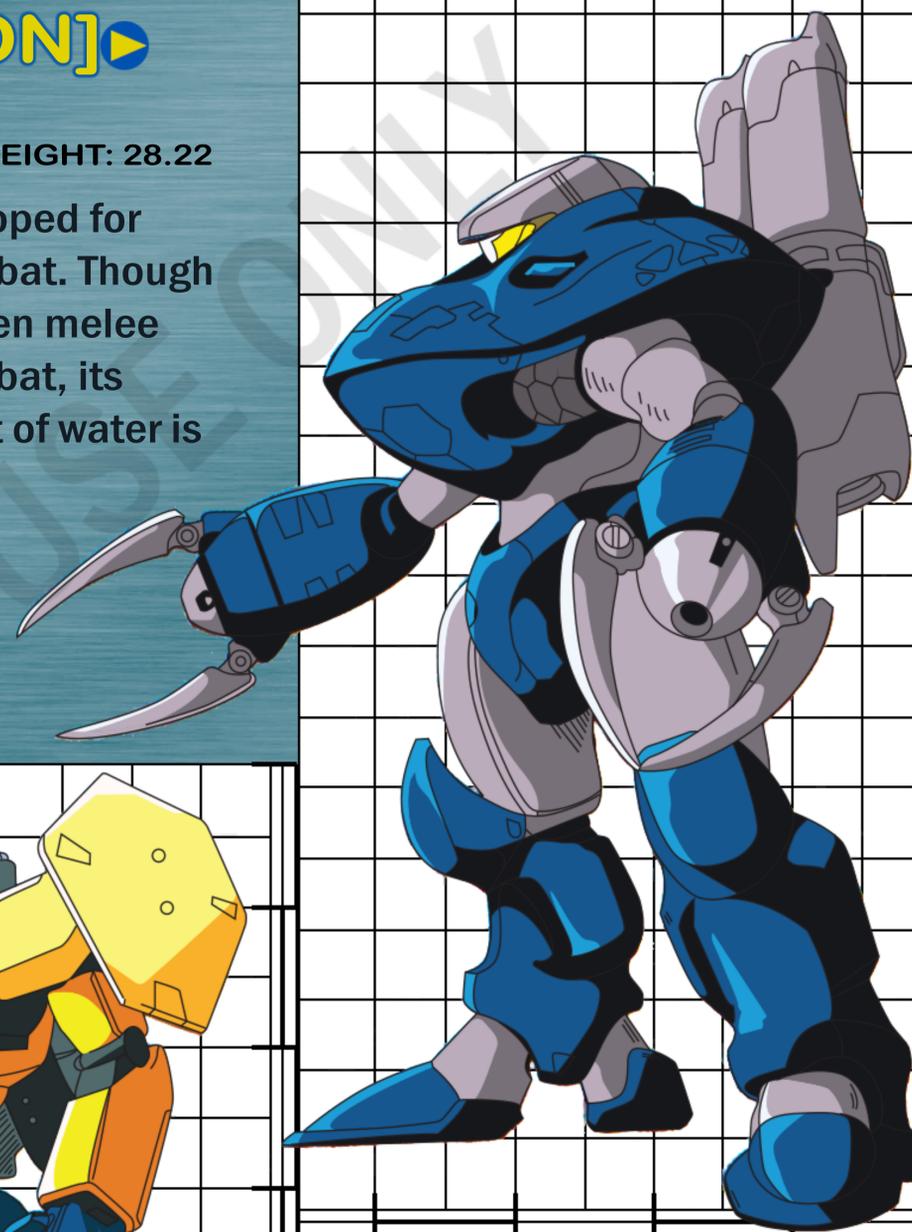


[NAMOON] ▶

TYPE: DIVER

HEIGHT: 11.53m WEIGHT: 28.22

A VECTOR developed for underwater combat. Though balanced between melee and ranged combat, its performance out of water is mediocre.

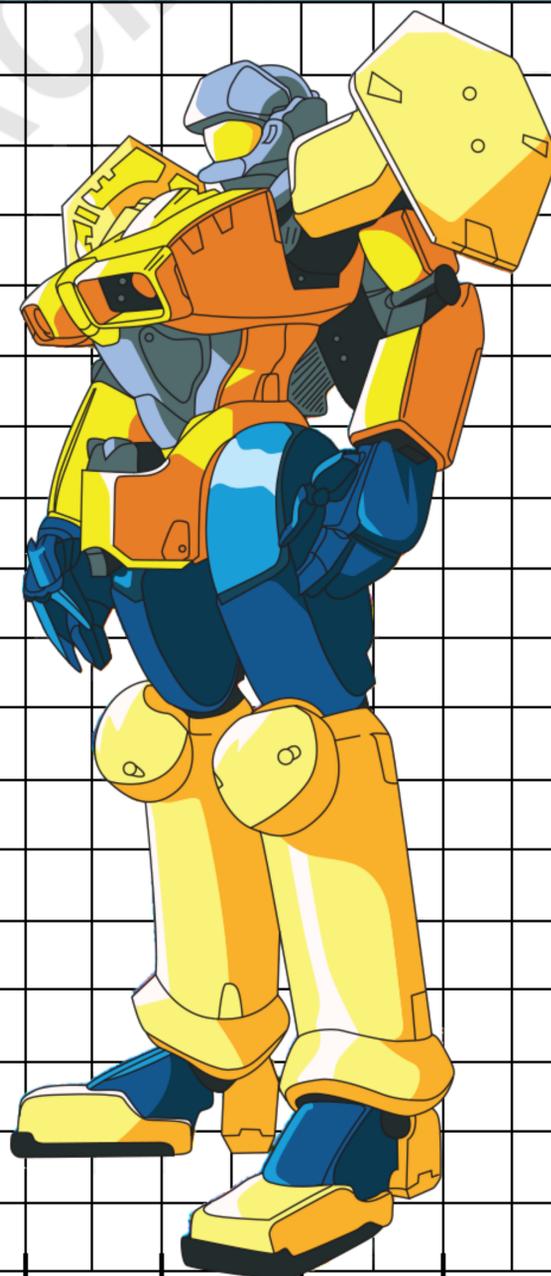


◀ [SWIFT]

TYPE: GUNNER

HEIGHT: 12.75m WEIGHT: 29.11t

A ranged VECTOR equipped with a variety of sensors. As it is lacking in raw power, it is not suited for close-ranged battle.



◀ [KYRUS]

TYPE: GRAP

HEIGHT: 12.45m WEIGHT: 30.55t

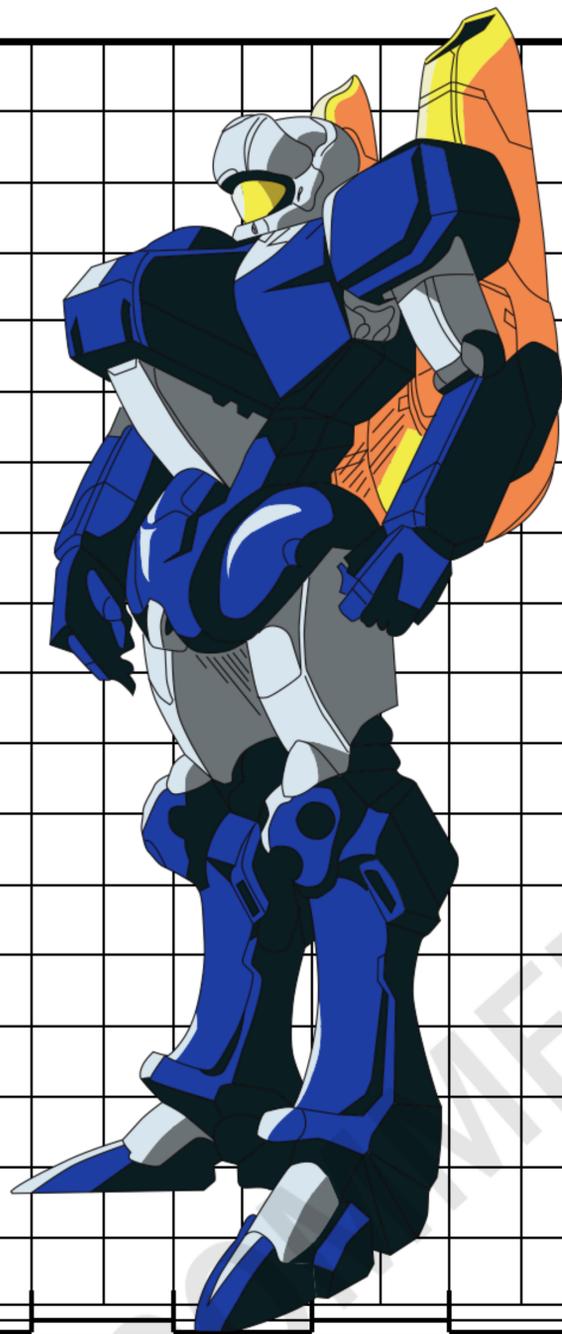
The opposite of Swift, this VECTOR is specialized in melee combat. It has the highest raw power and thickest armor of the VECTORS developed by Merisma Harp.

[FARIE] ▶

TYPE: SPECIAL

HEIGHT: 12.67m WEIGHT: 29.47t

A VECTOR equipped with a wide-ranged attack system that emits a powerful energy wave able to damage all enemies within its range: the Cluster Homing Missiles.

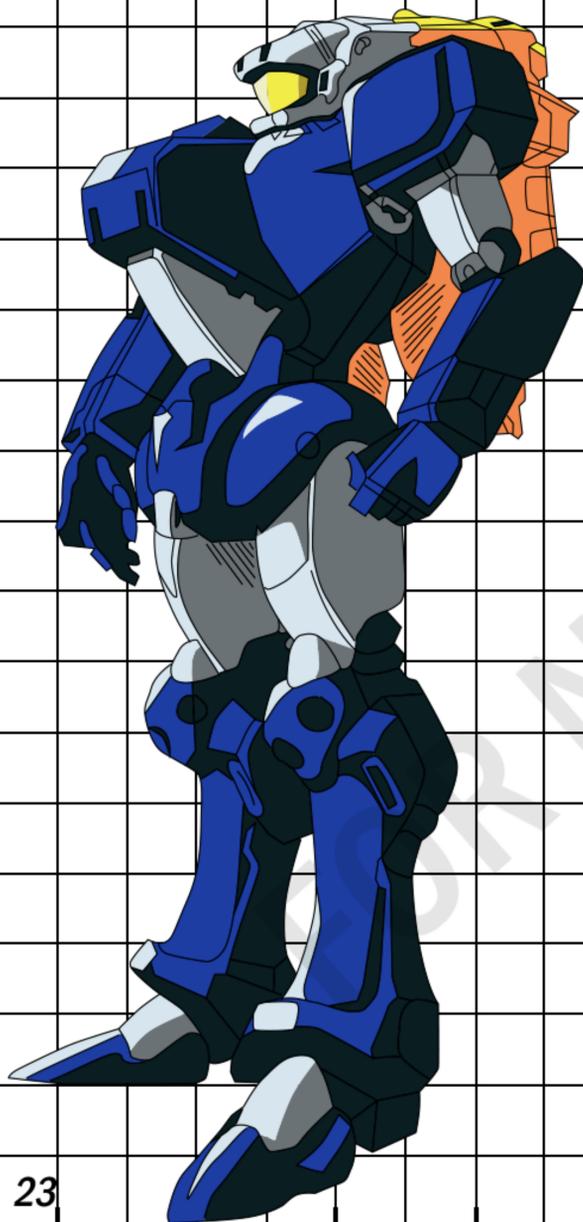
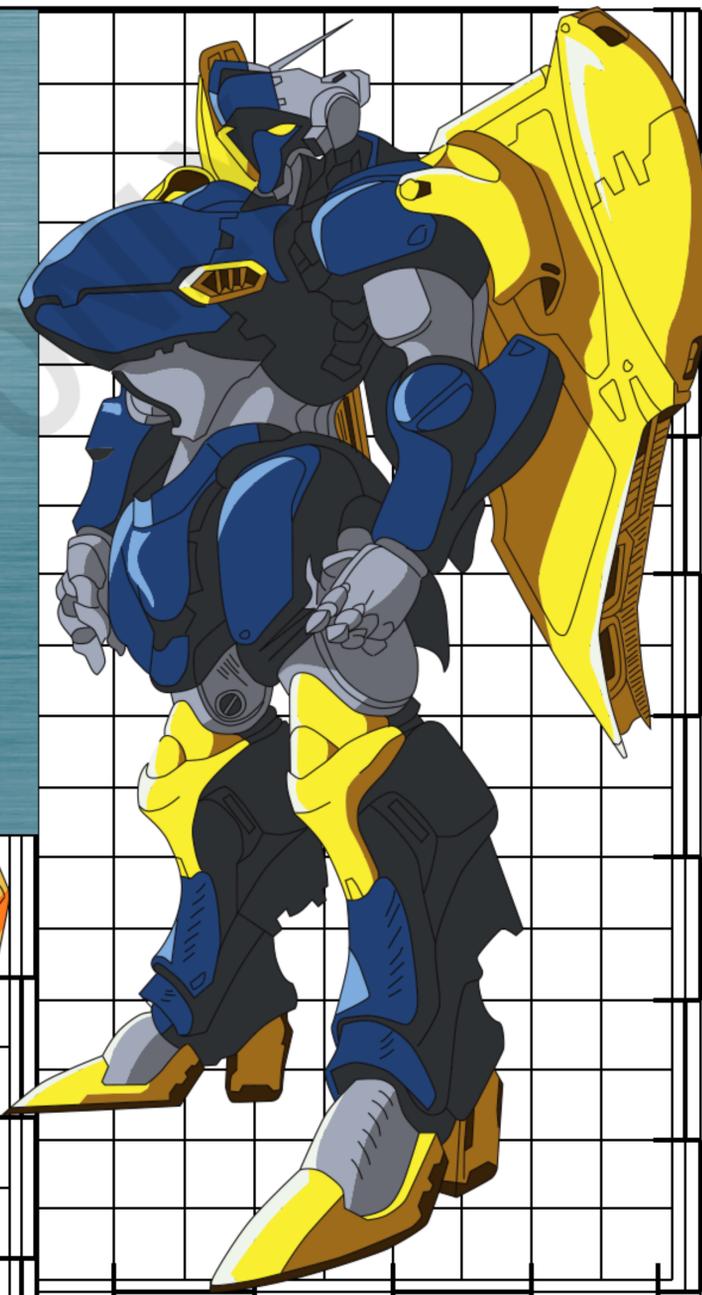


[PASTRAL] ▶

TYPE: MIGHTY

HEIGHT: — m WEIGHT: — t

A state of the art VECTOR, successor to the Nelson model. Its specs are unknown at this time.

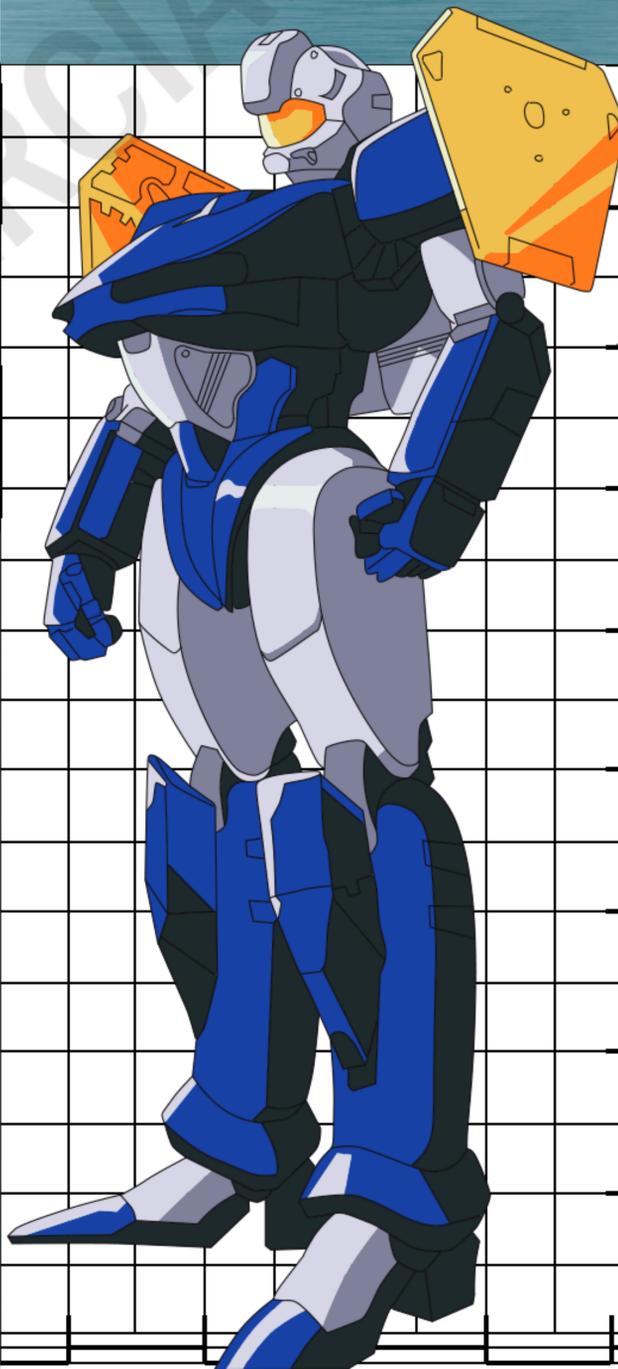


◀ [PANASIA]

TYPE: SPECIAL

HEIGHT: 12.11m WEIGHT: 29.88t

A VECTOR equipped with a defensive barrier system able to focus energy on allied units and protect them from enemy attacks: the Vacuum Wall.



◀ [L.SERD]

TYPE: GRAP

HEIGHT: 11.52m WEIGHT: 26.27t

A mass-produced SERD developed for melee combat.

V VECTOR

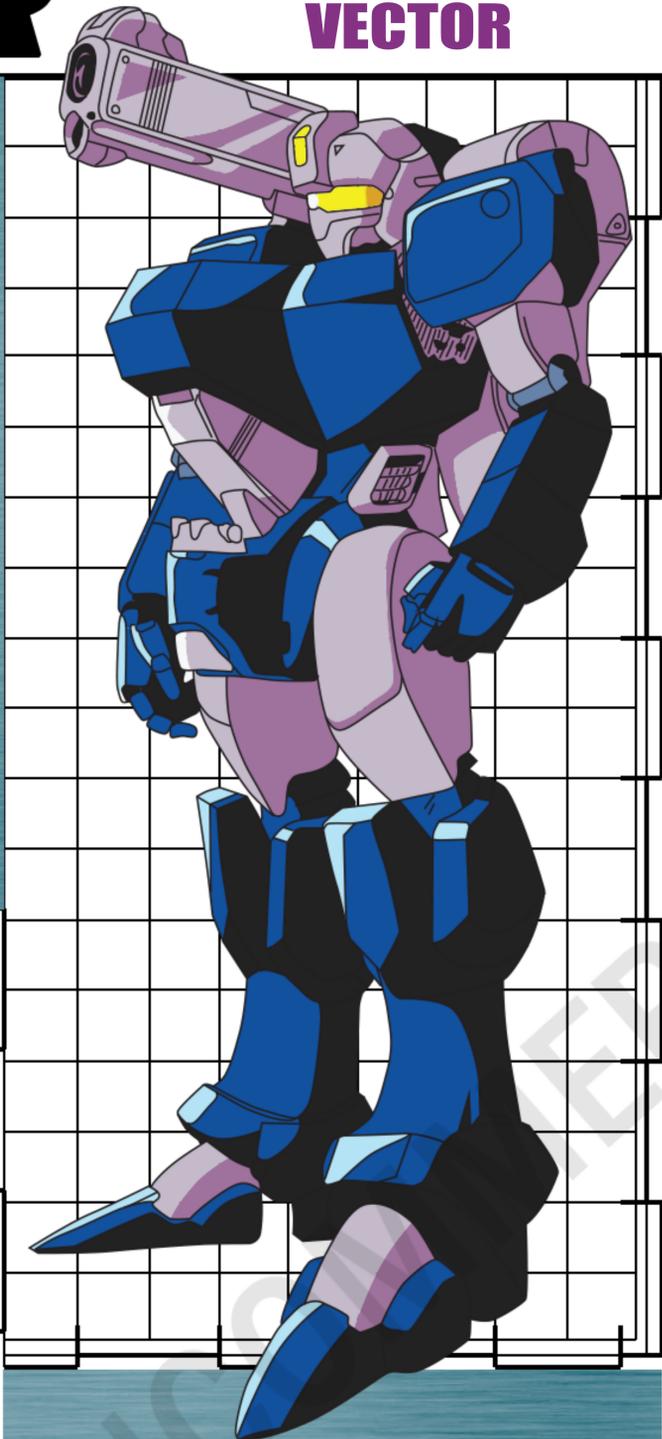
VECTOR

[T.SERD] ▶

TYPE: GUNNER

HEIGHT: 11.87m WEIGHT: 26.31t

A mass-produced SERD developed for ranged combat.

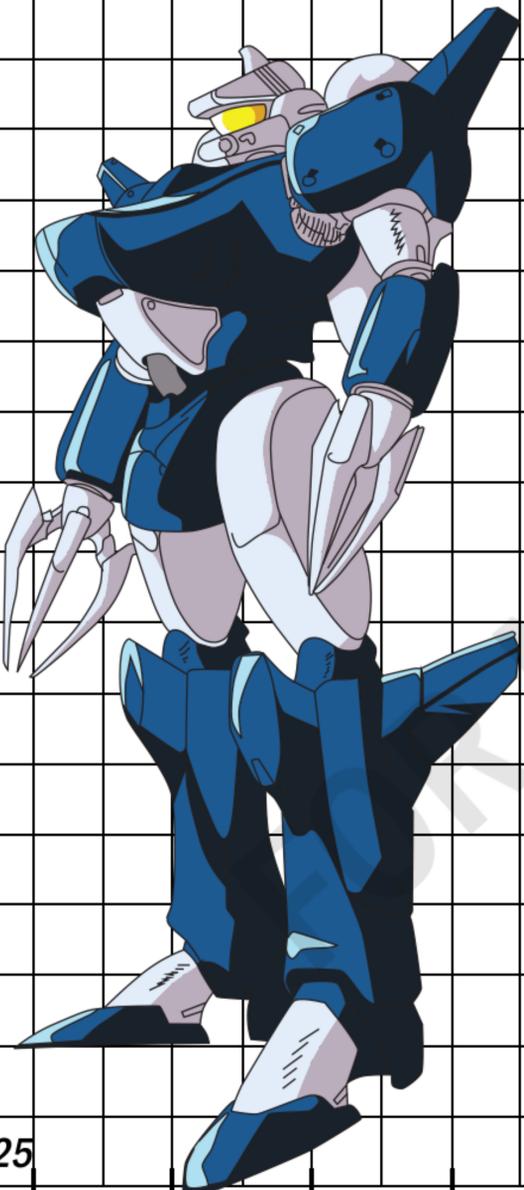


◀ [I.SERD]

TYPE: DIVER

HEIGHT: 11.25m WEIGHT: 27.11t

A mass-produced SERD developed for underwater combat.



Cautionary warning

Cartridges are very delicate, so please be mindful of the following warnings:

- ★ **Be sure the console is turned off!**
Before inserting or removing the cartridge, make sure the console is turned off. If the console is turned on while inserting or removing the console, it may cause damage to the cartridge.
- ★ **Cartridges are delicate**
Be sure that the cartridge does not suffer a powerful shock. Do not hit, throw or disassemble your cartridge.
- ★ **Do not touch the pins**
Touching the pins or allowing water to wet them may cause damage to the cartridge.
- ★ **Store the cartridge in a safe location**
When storing the cartridge, make sure it is not a place with extremely hot or cold temperatures. Do not expose the cartridge to direct light or place it near a stove.
- ★ **Do not use chemicals to clean the cartridge**
When you clean your cartridge, do not use chemicals such as thinner or gasoline.
- ★ **When playing the game**
If you play the game for too long, your eyes may get tired. For your safety, please take a 15 minutes break after every hour. Also, be sure to keep your distance from the TV screen. If you are using a Megadrive with a CRT television set, be mindful that prolonged projection of a fixed image may cause a screen burn-in.