MULTISYSTEM

DEFCON 5

WALK-THRU GUIDE

POWER-UP ICONS

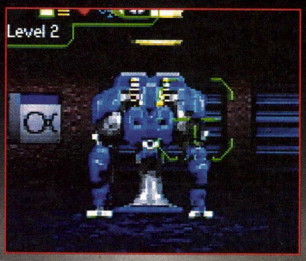
There are three icons you can pick up. The first is the weapon power-up, next is the health restore and finally, you have your ammo power-up.

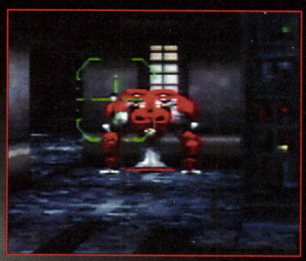
STRATEGY TALK

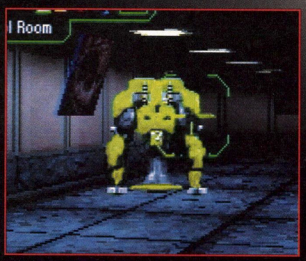
This guide will take you through the game. It is divided into three parts over the next four pages. Each page will cover certain aspects of the game. As the pages progress, you will get closer to beating the game. By the fourth page, you should have finished it with the good ending. If you don't want to beat the game, stop reading this guide when you think you can continue without help. The next three pages will show you the layout of the levels. Each map will show you where the elevators will take you as well as where the VOS terminals are located. The final page will show you the other versions of Defcon 5 that are coming out on different systems.

—David Ruchala

JUST YOUR UNFRIENDLY NEIGHBORHOOD BADDIES



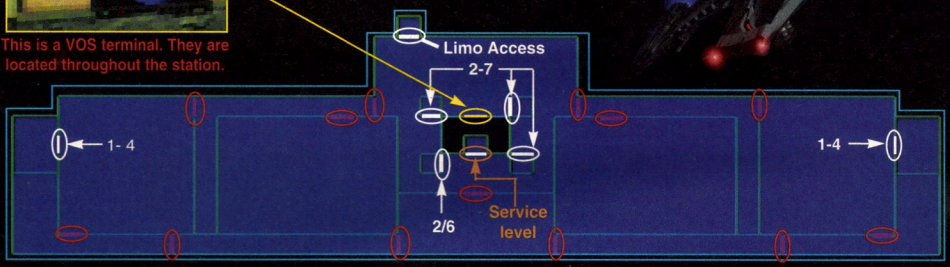




There are four types of enemies you will have to fight. They all look the same except for the color palette change; however, that is where their similarities end. When the game starts, you will be dealing with the green berserkers. They're not very tough nor are they very intelligent... three or four shots will take them out. As the game progresses, you will begin to run into the blue variant. They are tougher and a little smarter. If you take any longer to beat the game, you are going to run in to the red version. Now you should start to worry because they are very tough and intelligent. Now you will see a definite change in the way they attack. They will start to gang up on you and back you into a corner. If you are still dilly-dallying after you begin taking on the red guys, you will run into some yellow ones. Run very quickly from these guys! Don't get any ideas about being a hero here; it is better to live and complete the mission.

ADMINISTRATION LEVEL 2

This is a VOS terminal. They are located throughout the station.

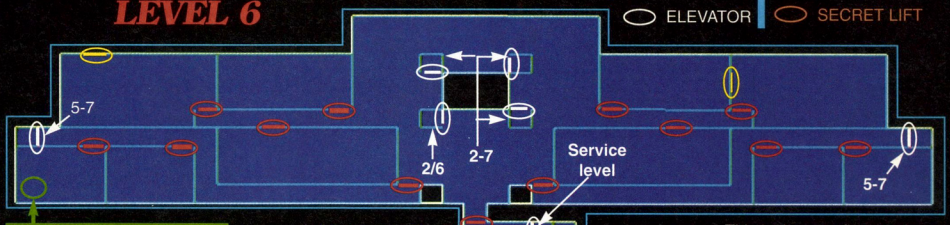


ADMINISTRATION LEVEL 6

MAP KEY

ITEMS | DOOR | VOS TERMINAL

ELEVATOR | SECRET LIFT



On this level the Software Control pad is located here.

A weapon recharge can be found here.

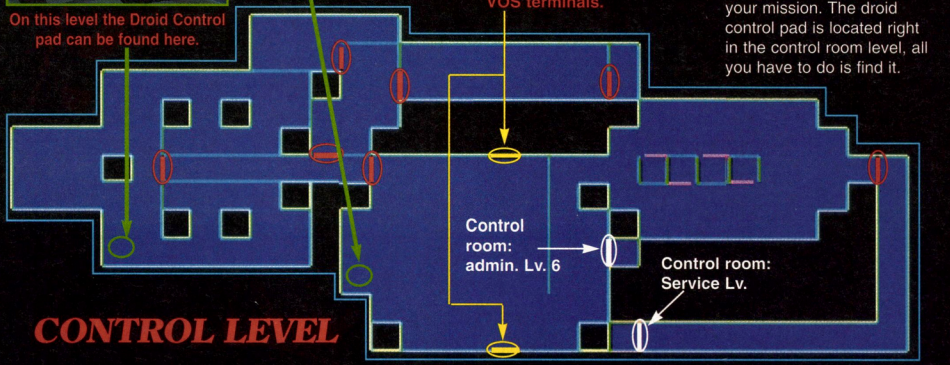
Control Room

Your first objective is to get to the control room and log onto one of these VOS terminals.

This is the very first section on your quest to beat this game. The first objective is to get your butt to the control room and activate the automatic defenses. To do this, you need to get to Admin. Level 6 and find the door with a big red dot. Now go through and head to the far elevator. You should be in the control room. Find a VOS and jack in. Set up the software then jack out. Now head out and find the Pads so you can continue with your mission. The droid control pad is located right in the control room level, all you have to do is find it.

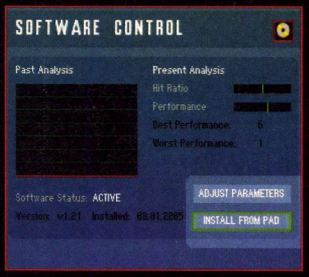
On this level the Droid Control pad can be found here.

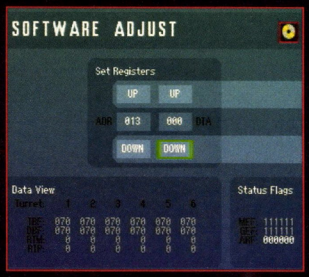
A weapon power-up can be found here.

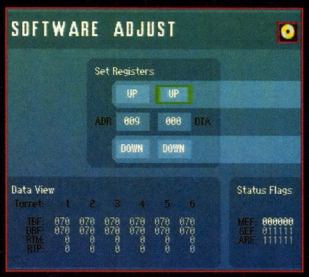


CONTROL LEVEL

ADJUSTING THE TACTICAL SOFTWARE PARAMETERS

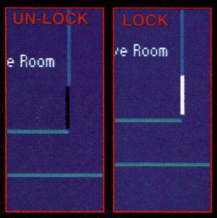






Software control is probably the most important factor of the game. With the proper tweaking, you can get your turrets up to the same accuracy that you yourself enjoy when you take personal control over a turret. Before you can adjust the software parameters, locate the software control pad located in a couple of places through the base. One of those places is on Admin. Level 6 (check the map on the previous page). When you attain the pad and relog into a VOS terminal, your security access will be upgraded. You can now adjust the parameter for the turrets. Set the MEF at 11111. That will allow the turrets to fire missiles manually. Next change the GEF to 111111; that allows the guns to fire automatically. Change the ARF to 000000 allowing the guns to reload themselves. Now increase the TBF and DBF to 100, which allows the guns to take more damage before failing. Finally, it is time to set the reload weapon types for the guns. These correspond to the Turret Weapon Loadout (see below). This is your preference but you should vary them to conserve your weapon reserves.

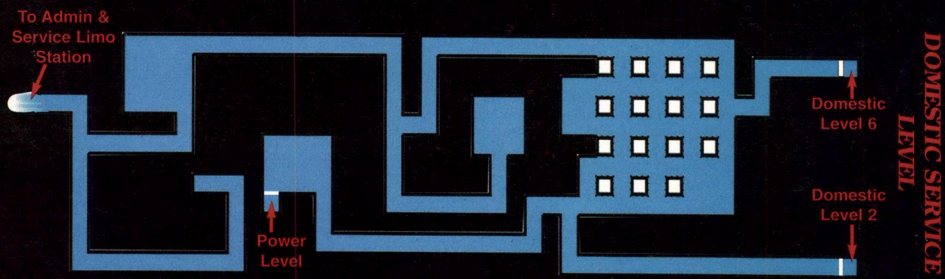
A LOCKED DOOR IS A SAFE DOOR

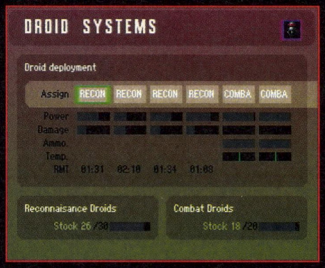


As you have already discovered, shooting the berserkers isn't always the safest course of action, because you will ruin your air supply. Instead, try locking them into rooms. To do this, find a VOS terminal, preferably in a room that you can lock the door. Activate the VOS term and proceed to the tactical VOS Screen. Next select the station map. Place the cursor over a door and press the Λ. The door should turn white, meaning it is locked. To use this on enemies, watch them until you get a bunch of them into a room and then lock them in. You no longer have to shoot them and ruin your air.

TURRET WEAPON LOADOUT

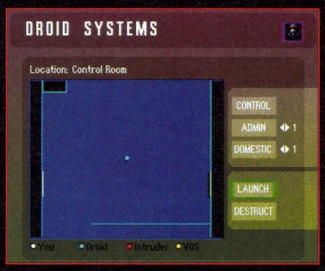
The weapons for the turrets range in number from 1 to 6. As the number of the weapon goes up, the respective numbers related with the weapon also go up (range, speed, power), while the number of available weapons goes down. When loading your turrets, you will want to take this into consideration. Don't load all of your turrets with Level 6 bullets and missiles; otherwise, you will run out of them quickly. A good load out for your six turrets is one type of each missile and bullet in each turret. For example, load one turret with Level 1 bullets and Level 4 missiles. Now do a similar combo in the other turret and you conserve your ammo supply.



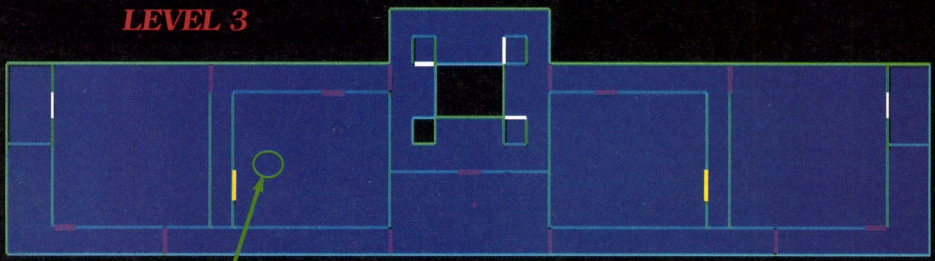


DROID CONTROL

An extremely important element that is totally essential to you and your operation is the droid systems. With it you can deploy both reconnaissance and combat droids. The recon droids are by far the most important. They allow you to explore the crash sites of the fighter your turrets shot down. Your recon droids will retrieve things, like compatible weapons for your turrets and other types of security pads. Now your combat droids can be useful in slowing down the berserkers. Don't expect the combat droids to stop those berserkers for long, because their damage capacity isn't very high. Your best bet is to put them in strategic locations (i.e., elevator doors, VOS terminals, limo access doors).

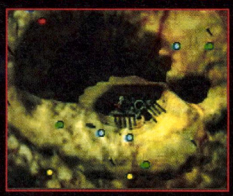


ADMINISTRATION LEVEL 3

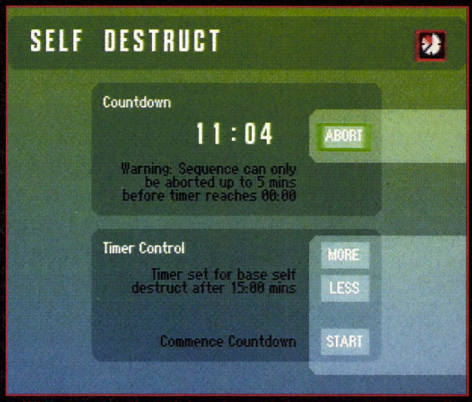


You can find the self-destruct pad on Admin. Level 3 here.

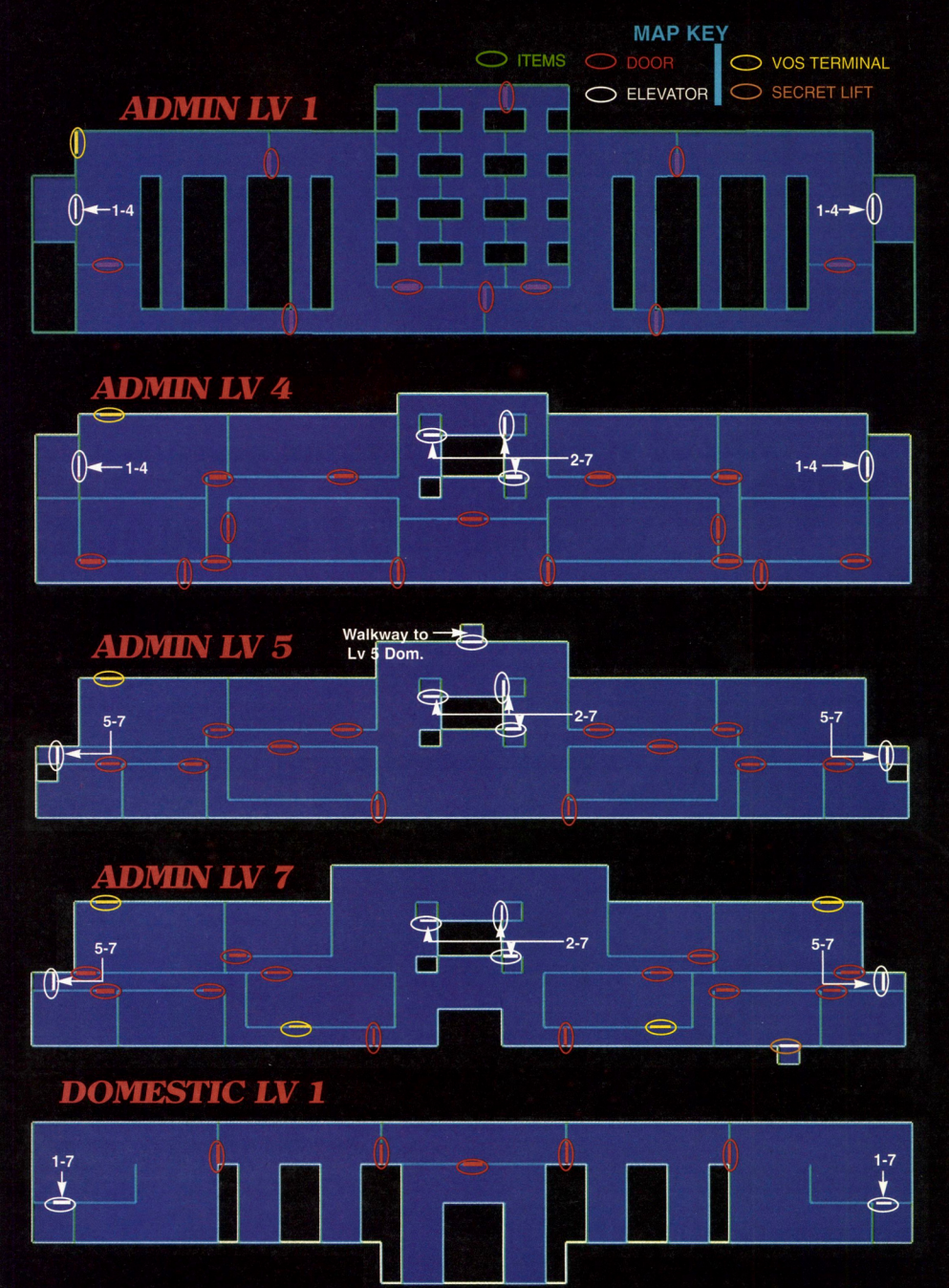
ALL THINGS MUST COME TO AN END



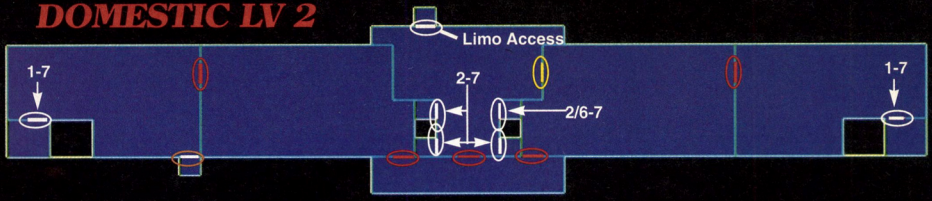
This is the final phase of the game. There are four pieces essential to completing this phase. The first is the shuttle control pad, which can be found through your recon droids. Next you'll need the self-destruct pad that can be found on Admin. Level 3 (see above). After that, you will have to acquire two fighter control pads. To get these, shoot down the incoming fighter and send recon droids out to the crash sites. The final piece is a Tyrone security pad. This is essential to you because it will allow you to escape 20 years of hard labor. This will be located at the yellow crash sites in the Recon Droid Screen.



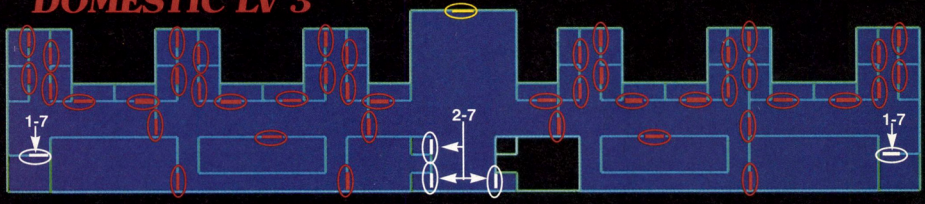
When you set the self-destruct, make sure you give yourself enough time to get out of the complex.


MAP KEY
ITEMS
DOOR
ELEVATOR
VOS TERMINAL
SECRET LIFT
ADMIN LV 1
1-4
1-4
ADMIN LV 4
1-4
2-7
1-4
ADMIN LV 5
Walkway to
Lv 5 Dom.
5-7
2-7
5-7
ADMIN LV 7
5-7
2-7
5-7
DOMESTIC LV 1
1-7
1-7

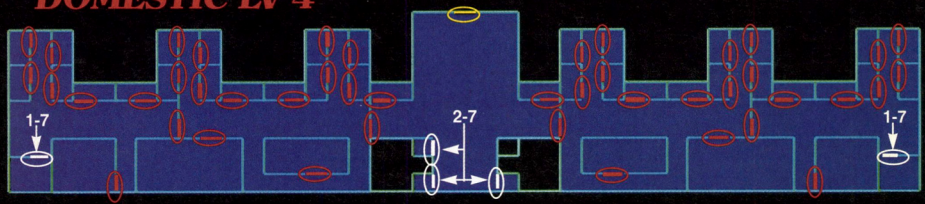
DOMESTIC LV 2



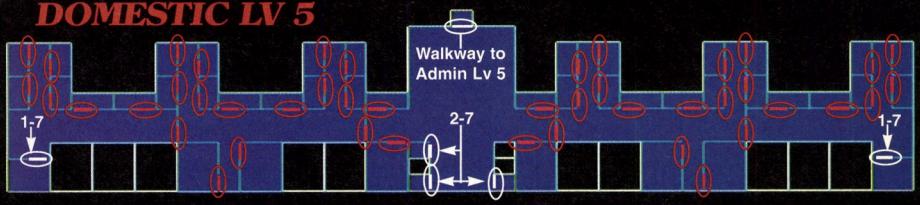
DOMESTIC LV 3



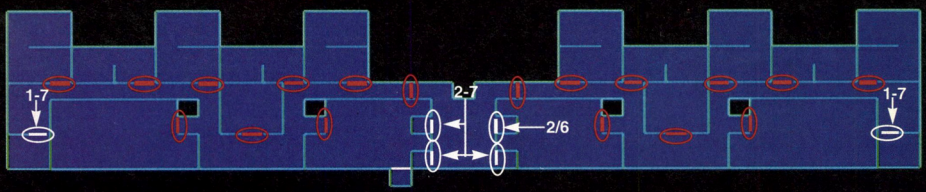
DOMESTIC LV 4



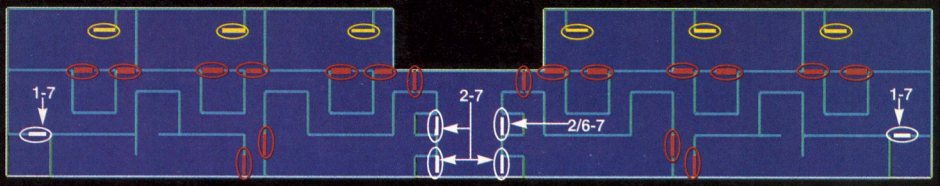
DOMESTIC LV 5



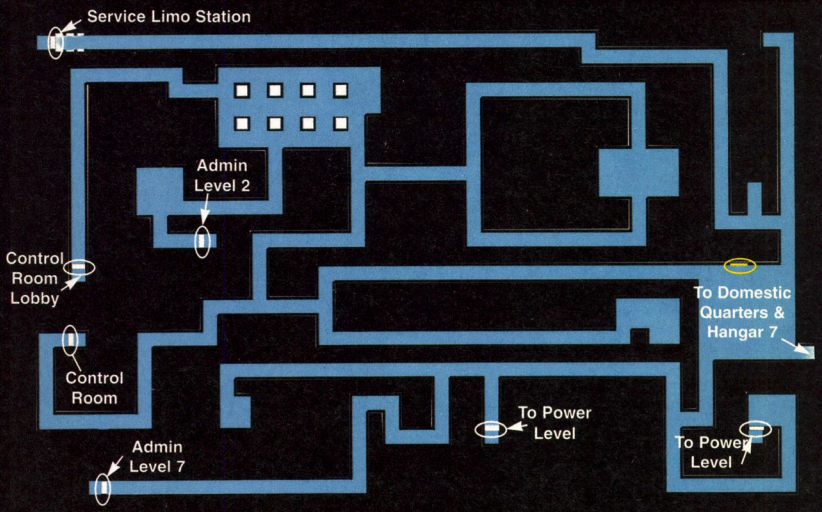
DOMESTIC LV 6



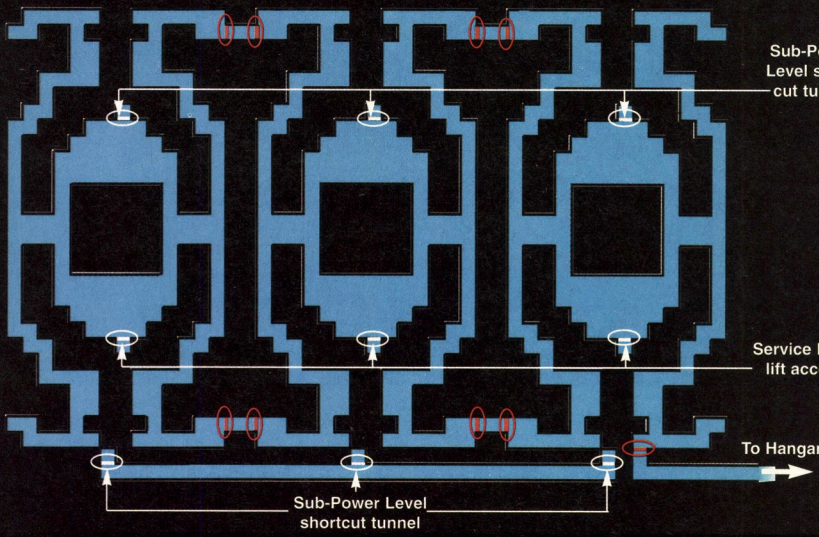
DOMESTIC LV 3



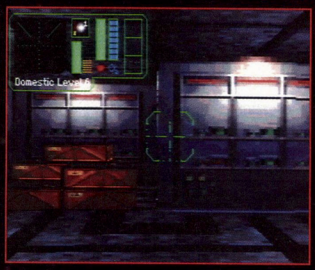
ADMINISTRATION SERVICE LEVEL

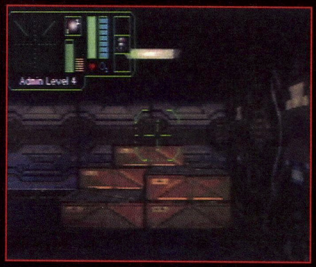


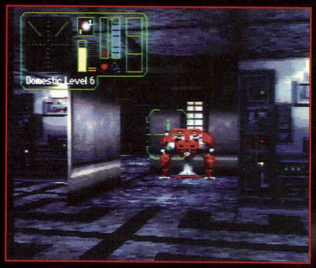
POWER LEVEL

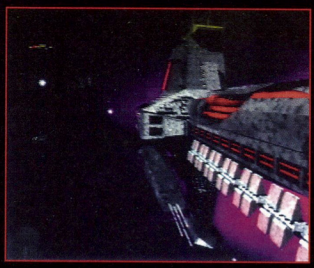


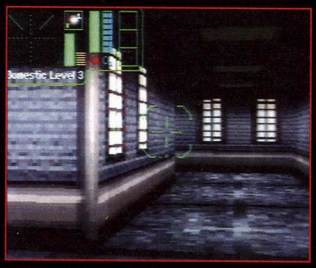
PC DEFCON 5





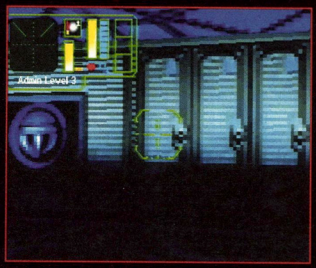






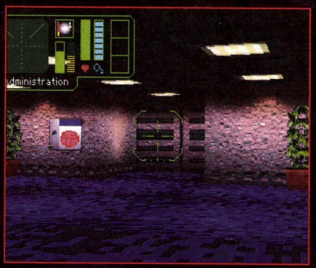
The PC version is a very close copy of the PlayStation. The berserkers appear to be more compact and the graphics are cleaner with less pixelization. Slated for release sometime after the first of the year, Defcon 5 for the PC will give those PC gamers that either don't want to get into console gaming or can't afford to get into both a little taste of what this awesome game is like on this version.

SATURN DEFCON 5



The Saturn version is graphically the same, but the icons have been moved around and the enemies are a lot smarter. Your shots are now color coded to the level of weapon you have. The berserkers fall down and die before they disintegrate. The enemy fighters also avoid your missiles and cannon shots better than before. Defcon 5 for the Saturn is to be released sometime in early 1996.

3DO DEFCON 5



The 3DO version is the best to date. It is definitely more colorful and the graphics are very clean. The map of the station is cool. It has an actual picture of the station and where the limo takes you. This just shows that the 3DO is not down and out even because of the release of both the PlayStation and Saturn. It should be released sometime in early 1996 as well.