CRW

metal jacket

USER'S MANUAL

STORY

■ END OF THE COLD WAR

The world shook as it entered the tumultuous 1990s. The Cold War between America and the Soviet Union came to a close. The Berlin Wall fell. The Soviet Union, the world's largest communist regime, collapsed. Apartheid in South Africa ended. All of these things were believed to be signs that the world was on the path to peace.

Reality, however, is not so sweet. Regional conflicts between peoples of different nations spread all over the world with the end of the Cold War. Organizations leaning far to the right on the political spectrum were once again consolidating power in the newly reunified Germany. Nuclear weapons and fuels made en masse during the Cold War and used by the former Soviet Union before its collapse were sold to foreign powers on the black market. White supremacy groups formed once again in South Africa. Crops were also failing at an alarming rate all over the world due to abnormal weather conditions, and the entire world was faced with unprecedented food shortages.

Then, in 2002 C.E., the entire world was engulfed in war. It lasted for 20 years and threw the world into chaos.

■ OSA-CRW - Military Intelligence Division

After the great war had ended there were many nations still facing internal conflict. There was an endless flow of refugees and victims of war from other nations to the safety of Japan, a much more developed nation with relatively few physical casualties. Japan's population increased rapidly, and as such the government's welfare programs couldn't keep up and the food situation was even more dire. Some refugees weren't even given places to live so slums started to form in cities where many different people of many different backgrounds lived, changing the very culture of the nation in which they now resided. Cultural and religious clashes that had never risen to the forefront before became a daily occurrence, which brought with it an increase in domestic terrorism. Confrontations between groups of Japanese citizens who dislike illegal citizens and foreigners developed into much more dangerous affairs.

The Japanese Police Organization, on the other hand, was drastically reduced in scale during the war. Military authorities in Japan's Self Defense Force were forced to increase their activities as agents of public order. However, that gave rise to many more issues after the war.

Elements within the Japan Defense Agency desired the creation of an elite force to gather information about, and directly handle these terrorist organizations. This brought about the establishment of an elite military intelligence division of the Japan Defense Agency in 2035. However, the situation had already deteriorated. There have been many similar incidents of crimes by policemen whose sole job is to stop crime, coup attempts by the radical right within the SDF, and black market weapons going to criminal organizations. Fearing this, Maria, the Chief of Intelligence, pressured the president into creating a completely separate special division.

■ OSA - CRW (Counter Rebellion War)

The year is 2037. The Japan Defense Agency founded a special fourth branch within the military intelligence division known as the Special Mobile Corps. Though this fourth branch was just another agency in the intelligence division to the public, it was in fact completely independent and only answered to the President. Preventing domestic terrorism wasn't their only objective. They also handle covert operations such as assassinating dangerous individuals or extreme right-wing elements in the JSDF. For that reason, it is comprised of experts in all fields and has access to the best equipment. Furthermore, the JSDF, which includes the Japan Defense Agency, as well as the National Public Safety Commission, the National Police Agency, the Regional Police, and other state agencies all assist them when they are dispatched on a mission.

Environment

Hard Disk Installation

MS-DOS is required to install the game to a hard disk drive.
First, boot from the hard disk drive that has MS-DOS installed on it. Next, insert the CRW System Disk into Drive 1. Navigate to the drive where you inserted the CRW System Disk and then type the following, "INSTHD.BAT <CRW System Disk's Source Drive Letter>: <Installation Target Drive Letter>:". The installation will now begin. Just follow the instructions on your screen until it's done.

INSTHD.BAT Example

A:> B:
B:> INSTHD B: A:
This example assumes that A: is the hard disk drive and B: is the drive where the CRW System Disk has been inserted.
Make sure to confirm which drives are which for your particular system and environment.
A file named CRWHD.BAT will be created in the root directory of the target hard disk drive.

Booting from the Hard Disk

Run CRWHD.BAT from the root directory after booting from the hard disk drive.

Basic Controls

Left Button

Used to select menu elements from the Main and System menus, as well as to scroll the screen during play.

Right Button

Generally used to cancel.

Game Outline

    CRW Metal Jacket is a tactical simulation game set in the near-future after a world war, in a nation engulfed in chaos.

    You control the OSA-CRW, a newly formed special mobile force within the military, and you must complete special missions using the weapons and equipment provided. There are 8 members in your unit, all experts chosen for their versatile talents on the battlefield. There are no ranks since skill was the only criteria for entry, and the unit is comprised of individuals from all walks of life, including women, cyborgs, and bioroids.

    The nation where this game is set has frequent bouts of chaos from armed terrorist or military uprisings, so battles tend to be smaller in scale due to many of the missions being to destroy terrorist organizations, or to assassinate/extricate important individuals. In these limited environs, you will need to battle strategically using a small number of units efficiently, each with their own different skill sets.

○   Campaign Scenarios

    CRW Metal Jacket's campaign is comprised of 8 rapid-fire scenario battles that play one after the other. One scenario is one battle, and clearing the objectives of the scenario to end the battle will give you bonus points that can be assigned to characters to improve their skills. Their status and equipment will carryover into the next scenario.

Starting the Game

After the opening crawl and clicking the START option, the game will play out in the following manner.

(1)   Accept Mission

Mission Description	Describes the battle situation and story elements.
Mission Objectives	What objectives to attack, destroy, or rescue, as well as their location. Describes the map and enemy locations. Describes mission completion and failure conditions.
Backup Units	Describes any forces that you receive in the scenario as backup, as well as strategic information.

(2)   Troop Composition

Select Units	Select the characters to take part in the mission.
Change Equipment	Modifications to troop equipment to for the current mission, and upgrading to new weapon models.

(3)   Unit Standby Locations

Place units on standby at the locations displayed on the strategic map (shown after accepting the mission).

(4)   Start Mission

The battle begins by giving you control of your units on the strategic map displayed in the quarter view. Maps have different elevations, and you must pay attention to all 4 directions as well when executing your strategies.

(5)   End Mission

Upon completion of the mission clear objectives given to you (time, objective destroyed, etc), the battle will come to an end. Afterwards, you'll be given bonus points to distribute to your characters and improve their stats depending on if they completed the mission.
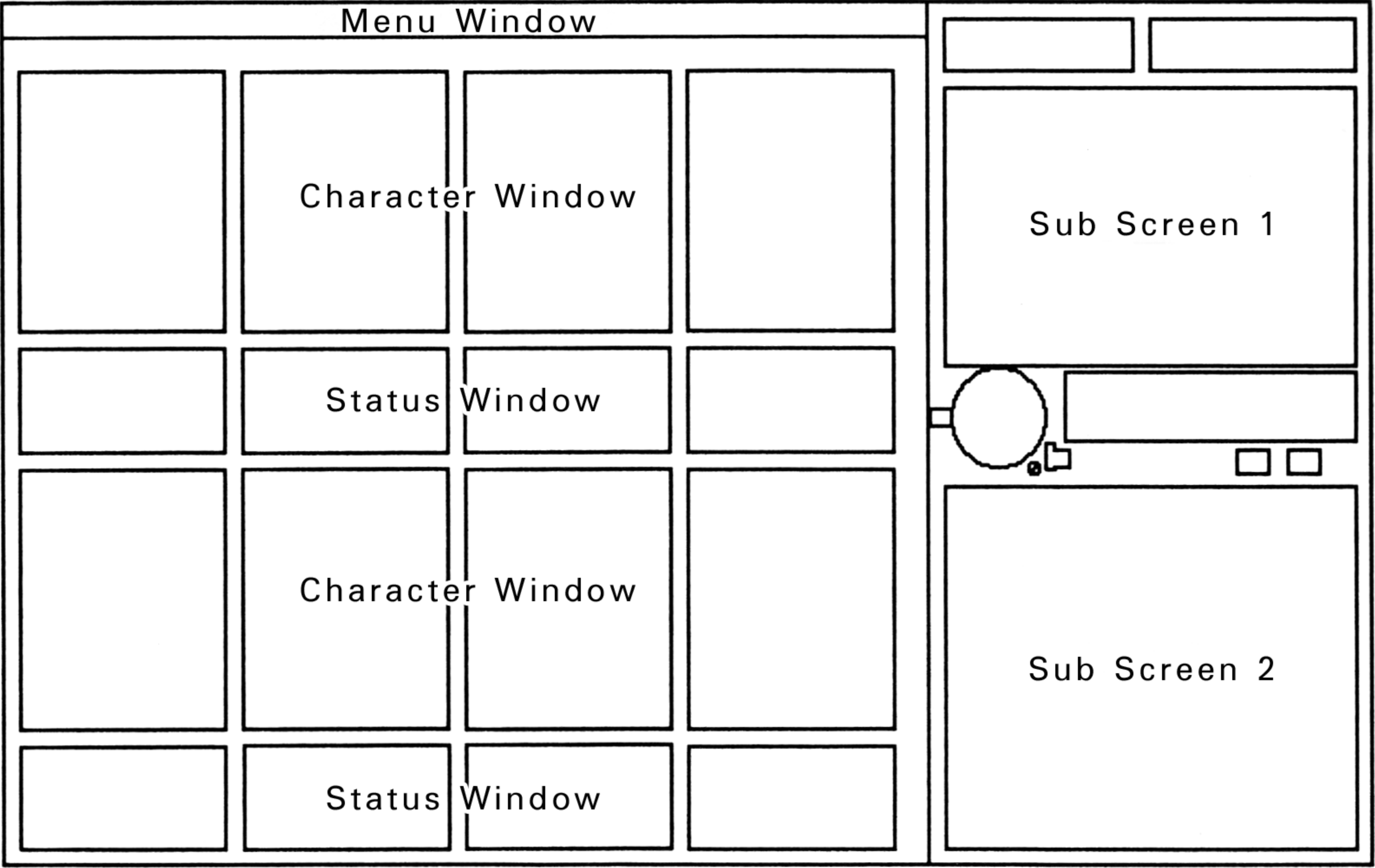
○   Game Over

There are success and failure conditions for each scenario, but no matter the result you will still move on to the next scenario. However, if your Commander is ever destroyed during a mission, you will receive a Game Over.

Troop Composition

After accepting your mission, you will next be able to choose which members to take part in the battle, as well as change their equipment and mechs.

■ Character Selection

Menu Window					
	Character Window			Sub Screen 1	
	Status Window				
	Character Window			Sub Screen 2	
	Status Window				

Left click on the window displaying the face of the character you wish to select, and that window will lighten to show that they'll take part in the battle. The number of characters per battle is set on a per-mission basis.

Clicking on the status window below the character's portrait will display weapon/armor data in Sub Screen 2.
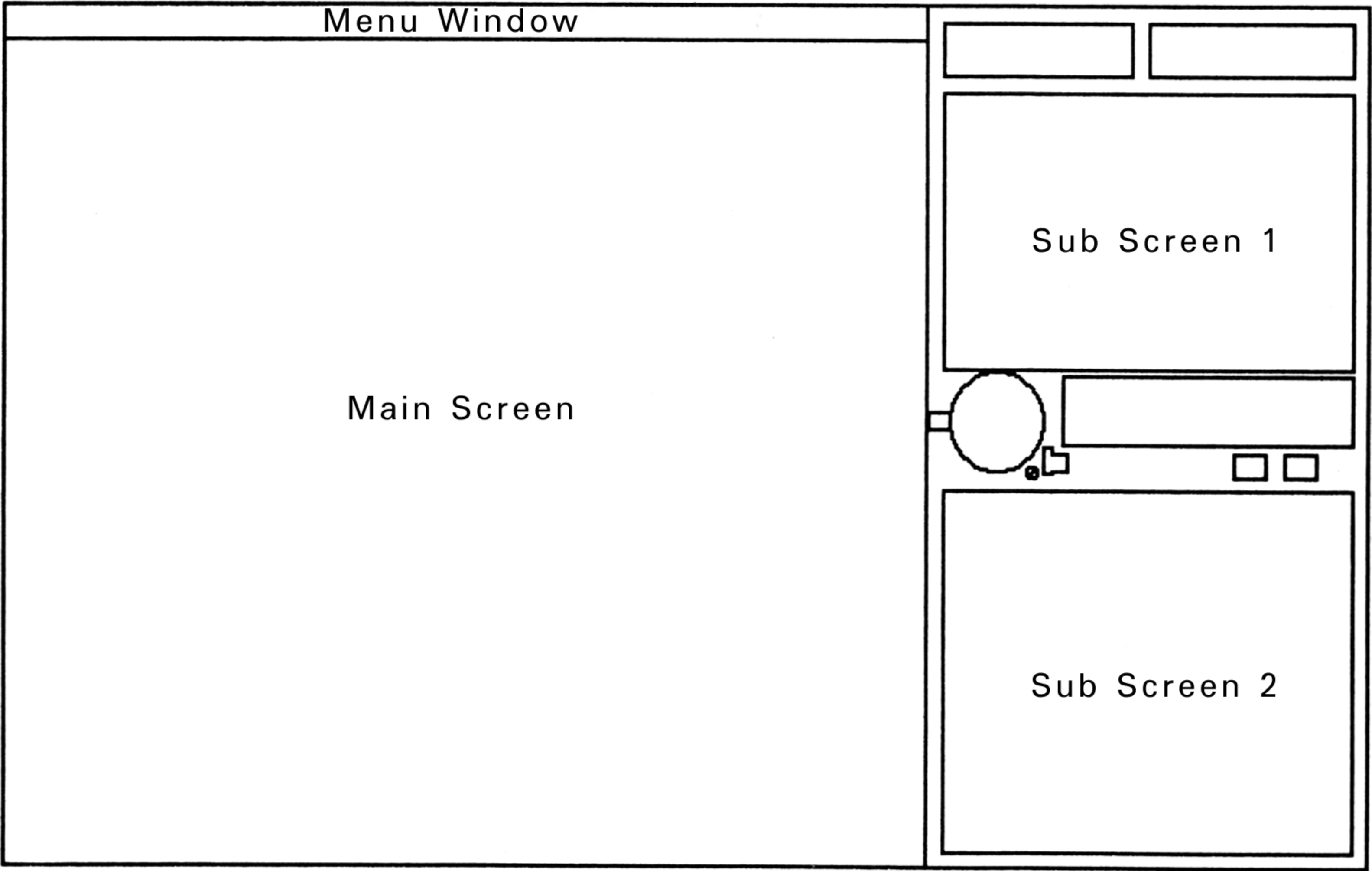
Menu Window

- START   Starts the game
- MISSION   Displays the mission screen
- STATUS   Detailed character information
- TROOP   Displays mech and equipment status for each character
- GEAR   Changes screens to modify your equipment

Character Status

    Each member of your unit has abilities represented by a numbered statistic, each one affecting in-game actions. These stats can be increased after each battle.

- FIGHT   Stat representing fighting ability, affects attack power
- MOBILITY   Stat representing maneuverability, affects mech movement
- AGILITY   Stat representing nimbleness, affects chance to dodge
- ENDURANCE   Stat representing endurance, affects defensive power
- ACCURACY   Stat representing shooting skill, affects chance to hit
- SENSE   Stat representing sense and perception, affects sight range

The combination of these values with a mech's abilities are the total power of each unit.

Menu Window · Main Screen · Sub Screen 1 · Sub Screen 2

- MECH   Switch mech types
- WEAPON   Displays weapons to be switched
- STATUS   Detailed character information
- TROOP   Displays mech and equipment status for each character
- BACK   Returns to the character select screen

Mech Types

There are 4 different kinds of mech, each with their own unique characteristics, but the Commander unit is a fixed position so you can only choose from 3 in actuality.

・COMMANDER	A relatively balanced mech for the commanding officer
・ATTACKER	Specialized to excel at attack and mobility
・DEFENDER	Specialized to excel at defense and sight
・SNIPER	Specialized to excel at chance to hit and shooting abilities

Mech Status

ENDURANCE	Value denoting the weapon's sturdiness. If this reaches 0 due to enemy attacks, the mech will be destroyed.
ATTACK	The mech's own attack power. This value will be added to the equipped weapon's attack when the unit attacks.
FRONT_DEF	Armor value for blocking attacks from the front. This is the base defensive value, and others will be calculated based on it.
SIDE_DEF	Armor value for blocking attacks from the sides.
BACK_DEF	Armor value for blocking attacks from the back.
UPPER_DEF	Armor value for blocking attacks from above.
SCOUT	Vision range for the mech's basic sensors.
MOBILITY	Value denoting the mech's maneuverability. The higher the value, the less stress on the unit due to weight when moving.
WEIGHT	The mech's weight. This value increases when more weapons are equipped, and the mech's mobility will be decreased once it crosses a certain amount.

Weapon Status

TYPE	The weapon's model. There are weapons attached to the mech's arms like assault rifles or submachine guns. There are also gatling guns, missile launchers, and rocket launchers that can be attached to the mech's body.
ANTI-TANK (AT)	Attack power against weapons with bulletproof armor like tanks and other armored vehicles. Your mechs also have this kind of armor.
ANTI-PERSONNEL (AP)	Attack power against humans. Trucks and other general vehicles have this armor.
HIT CHANCE (HIT %)	Value denoting whether or not your attack will be a direct hit. Your character's ACCURACY stat will be added to this. It will also lower the further away the enemy is.
RANGE (RG)	Maximum attack range.
EFFECTIVE TARGETS (TAR)	The scale at which the weapon deals its damage. Rifles can only target a single unit, but there are other weapons like submachine guns, gatling guns, and rocket launchers that can effectively deal damage to multiple enemies.
ROUNDS (RND)	Amount of times this weapon can attack. If this number reaches 0 you will be unable to use it anymore.
WEIGHT	The weapon's weight. The number of weapons that can be equipped depends on the unit, but heavier equipment will lower a unit's MOBILITY.
WAIT TIME (W)	Time required to attack. Powerful large-scale weapons need time to attack, but rifles and other normal weapons can attack repeatedly with little time between attacks.

Map Controls and Game Progress

Basic Controls

Scrolling the Map

Placing the mouse cursor at the edge of the main map and left clicking will scroll the map.

Moving the mouse cursor to the spot you'd like to move to on the minimap at the top right and left clicking will move you there instantly.

Unit Selection & Commands

Move the mouse cursor to the base of the unit you wish to control and left click. A command window will be displayed. Move your mouse cursor to the command you wish to issue and left click.

Commands

Move

Move your mouse cursor to the Move command and left click. This will give you two options: Normal and Fast. Fast will of course move your unit to its destination much more quickly than Normal, but your enemies will notice you faster.

Once you've chosen Normal or Fast, place the mouse cursor at the location you wish to move to and left click. Now, a screen will pop up to let you choose which direction you want to face in standby mode once you reach the destination. A final confirmation screen will show up at this point, and if you're sure you wish to give this command move your mouse cursor to the CONFIRM button and left click.

Attack

Move your mouse cursor to the Attack command and left click. This will display a list of weapons that character currently has equipped. Left click with the mouse cursor on the name of the weapon to attack with and the weapon's range will be displayed. The light sections on the map are the weapon's effective range.

Left clicking the mouse cursor at the base of the enemy you wish to attack will bring up a confirmation window. If you're sure you wish to give this command move your mouse cursor to the CONFIRM button and left click.

Identify

A special ability for the Commander mech. This will display an enemy unit's information in the bottom right status window.

You can find out information about every enemy unit within your vision instantaneously. This helps you to learn the strengths and weaknesses of enemy units.

Rampage

A special ability for Attacker mechs. It is used in the same way as the Attack command.

It will fire every equipped weapon at the same time. The attack's effective range will be the smallest one of the weapons to be fired. The Wait time will also be the combined Wait of all weapons as well.

Scout

A special ability for Defender mechs. Vision will be given in a 3 tile radius at the designated location during the unit's wait time.

The command is issued by left clicking on the location to scout with the mouse cursor after selecting the Scout command. A confirmation screen will show up at this point, and if you're sure you wish to give this command move your mouse cursor to the CONFIRM button and left click.

Snipe

A special ability for Sniper mechs. It is used in the same way as the Attack command.

This attack will deal 2x damage by targeting enemy weak points. However, the hit percentage drops to 2/3rds the normal rate.

Clear Conditions, Rule Details

There are clear and defeat conditions in each scenario, but you will still move on to the next scenario even if you fail. If you do lose, you will not receive any bonus points to distribute for your characters, making the game harder as you progress. Further, any characters whose mechs are destroyed during a mission will no longer be able to participate in that battle, but will be available again for the next scenario. Any characters whose mechs are destroyed won't receive bonus points.

You will receive an immediate Game Over when the Commander mech is destroyed during a mission.

System Menu

Clicking on the SYSTEM button at the top of the main screen will open the system window with a list of commands to choose from.

- Save   Selecting Save will open the Save window, allowing you to choose from three different save points. Select one and save your game.
- Load   Selecting Load will display save data for you to choose from. Select one and load your saved data. Take note, you will lose your present unsaved progress by loading data during play.
- Sound   Toggle the game's sound ON/OFF.
- Exit   This will close the game and return you to the DOS prompt.

User Support

Support

Fill out the required information on the Registration Survey Card and send it to our office.

We've done our absolute best to develop this software, but if our product doesn't function properly please contact us with the model of computer you're using, the names of any optional boards, and what the problem is.

In the event that the data on your disks is damaged, send the original disks to us with 1,500 yen for shipping in the same envelope.

Inquiries relating to any of our products can be made from 12:00 to 17:00 from Monday to Friday, excluding holidays.

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Thank you for purchasing CRW Metal Jacket.
The stage for these battles is a certain country a few decades in the future. We hope you'll experience emotion with these characters as they face their battles. This product was finished with the dream that senseless wars will disappear from the face of our planet.

A Note from 46 OkuMen

First we'd like to thank you for playing our translation of CRW Metal Jacket!

We hope that you've enjoyed your time with this neat little military stratategy simulation game as much as we've enjoyed working on it, and we're glad that you've taken the time to read through this manual as well! And if you haven't already, boot up the game and start blasting away those pesky terrorists with your superpowered battle mechs. Oh, and maybe learn something about war as well, like the developers mentioned above.

If you have any problems with the patch, running the game, or even an issue with how the dialog and missions are presented, please don't hesitate to use the Report a Bug form on our website! We read and respond to any bug reports we get and do our best to address any problems that you guys and gals could run into.

Hope you guys enjoy CRW Metal Jacket, and while we can't say that we're for certain working on the sequel, we've most definitely been looking into it. (It's a better game!)

Thanks for downloading the patch!

Sincerely,
    The 46 OkuMen Core Team
        - hollowaytape   Hacking
        - kuoushi   Translation, Editing, Trailer
        - SkyeWelse   Graphics, Manual/Box Scans

    And the release wouldn't be possible without the help of the following individuals!
        - not_log   Manual Scanlation
        - Highwang   Playtesting