

# REMNANT™

## — PLANAR WARS 3D —

*Explosive 3D space combat action! Fight off endless waves of UFOs, meteors, and more!*



Songbird Productions

CF2005

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## 219-4.06.25 CAPTAIN'S LOG

*"We had seen the telltale indications of intelligent life in this sector -- the usual faint transmissions, the trace energy signatures, and more. We came for a variety of reasons. As explorers. As capitalists. As scientists. As soldiers. But we got more than we bargained for.*

*"Without warning, without provocation, Minoch-3 erupted in a chaos of fire and pain. We scarcely had time to scramble the gunships into action; even so, it was too late. Our ships were outnumbered and outgunned. Miraculously, my Warhawk had been lightly damaged early in the fight and left for dead by the invaders. Once THEY withdrew, I feverishly began to contact the firebases, only to learn THEY had simultaneously attacked every colony in the sector. Entire cities were a rubble-heap at best, vaporized at worst. When I asked about reinforcements, the silence was deafening. No other warships responded to my call. I put out a subspace distress signal, but it will be weeks before it's received by the Terran High Command.*

*"It's been six days. What few detection systems we still have in operation indicate that a second wave of invaders is about to descend upon us. I'm reminded of the words from our Ancient Texts which read:*

*Therefore pray for the remnant that  
still survives. (2 Kings 19:4)*

*"I am the defender of the remnant. I have sworn an oath to protect them, no matter the cost to my own life. If I perish, I perish. But I will not perish alone."*

Remnant: Planar Wars 3D is the exciting, new game for the Lynx which puts you in the cockpit of the last surviving Warhawk gunship in your sector. You must fight wave after wave of enemies in a valiant but desperate attempt to protect your colonies until reinforcements may arrive.

Your only weapons are two turbocharged laser cannons. They have a high sustained fire rate, but need time to recharge after each volley of shots. Press the A button to activate the laser cannons.

Your ship hull is composed of a reinforced supasteel alloy, and an Auto-Repair Network is in place to provide minor repairs during what scant downtime you may find.

## **Enemy Analysis**

Saucers -- quick and sporadic, you never know which way they might head. Wait for a break in their patterns to home in for the kill. They fire slow-moving torpedos but your weapons systems cannot lock on them.

Sleds -- predictable and slow, but watch out: they pack a mean punch with their plasma bolts.

Meteors -- THEY love to hide in the asteroids and meteor storms throughout the sector. Clear these out to expose your foes and make safe transit lanes for future reinforcements.

## ***Getting Started:***

1. Insert your Remnant cartridge in your Lynx, with the label side facing the Lynx.
2. Turn on the machine. The Songbird logo appears.
3. Wait a moment, and the introduction screens appear. Press A or B to skip these screens until you reach the Remnant title screen. Press Option 2 to turn off the title screen music.
4. Press A to begin the game.