EARTH 2160

MANUAL

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We wish you lots of enjoyment with your new software from

Zuxxez Entertainment AG and Reality Pump Studios

TABLE OF CONTENTS

License Agreement 4
Epilepsy Warning 7
Chapter 1 ..... **7**
System specifications 7
Installation & Uninstall 8
Chapter 2 ..... **12**
Prehistory 12
A short initiation for you 13
Chapter 3 ..... **16**
Serial number and Activation 16
Player profile and Main menu 17
Campaigns 18
Skirmish 19
Multiplayer 21
Settings 23
Chapter 4 ..... **28**
The Game Screen 28
Game options 29
Resources 30
Construction 31
Research tree 32
Minimap and PIP 33
Production 34
Commands window 36
Pictograms 38
Unit control 39
Experience levels 42
Save & Load games 44
Replays 45
Chapter 5 ..... **46**
Heroes & Story 46
Michael R. Falkner 46
Robert Taggert 49
Greg Rifkin 49
Ariah D. F. 745 50
Heroes in game 53
Inventory 54
Objects 55
Chapter 6 ..... **57**
Virtual Agents 57
Noé 58

Bruce W. Bronson 59
Joshka Kruger MD 60
Brother Gabriel 61
Ice 62
Serenity _0345xnf_tdi#$ 63
Tyranos Protector 65
Rob M-60 66
Professor Sebastian Ronald O'Rourke 67
Pepper 68
Lance Lassiter 70
Noire 71
Chapter 7 73
Eurasian Dynasty 75
Base building 75
Power supply and Harvesting resources 76
ED Buildings 77
ED Upgrades & Repairs 82
ED Units and Infantry 83
Chapter 8 92
Lunar Corporation 94
Base building 94
Power supply and Harvesting resources 95
LC Buildings 95
LC Units and Infantry 99
Chapter 9 104
United Civilized States 105
Base building 106
Power supply and Harvesting resources 107
UCS Buildings 108
UCS Units and Infantry 112
Chapter 10 117
Aliens 119
Biological Units 120
Biological Structures 123
Air Units 124
Chapter 11 126
Troubleshooting & FAQs 126
Game Tips 129
Chapter 12 132
Credits 132
Appendix A1 - Keyboard shortcuts **134**
Notes 138

CHAPTER 1
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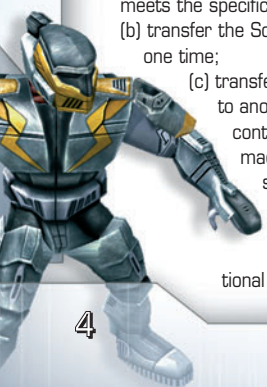

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CHAPTER 1
EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game.

TURN THE COMPUTER OFF IMMEDIATELY

and consult your doctor before playing again.

PRECAUTIONS DURING USE

- Do not sit too close to the monitor. Sit as far away as comfortably possible.
- Do not play when tired or short of sleep.
- Ensure that there is sufficient lighting in the room.
- While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

SYSTEM SPECIFICATIONS

- Windows® 2000 or Windows XP Home / Professional (XP recommended)
- DirectX™ 9.0c or higher (on DVD)
- CPU with 1,5 GHz (2,0 GHz or faster recommended)
- 512 MB RAM, 1 GB recommended
- DirectX™ compatible 3D graphics card with Per-Pixel-Shader 1.3 support (ATI Radeon and X-series or Geforce 6600 and 6800 recommended)
- DirectX™ 9.0 compatible Sound card
- DVD-ROM Laufwerk
- 1,5 GB free hard-disc capacity
- Mouse and keyboard, Broadband Internet access recommended

CHAPTER 1
INSTALLATION

The Earth 2160 engine is based on the newest DirectX 9.0c technology. Meaning that, DirectX 9.0c (or higher) is absolutely necessary for the game.

To install DirectX 9.0c, place your Earth 2160 DVD-Rom into its drive on your computer. Should the "Autorun" function of the your drive be active, you will see the dialogue menu, described below, on the screen.

If the "Autorun" function of your DVD-ROM drive is not active, open Windows Explorer and select your DVD-ROM drive, then double click on the "Autorun.exe" to call up the menu.

You are now ready to install Earth 2160. Place the DVD-Rom in its drive and click on "Install Earth 2160" in the Autostart Menu. If the Autorun function of your DVD-ROM drive is not active; repeat the same process as described above. During the installation please follow the on screen instructions to complete the installation.

The installation requires a minimum of 900 MB free space on your hard disc, but for Windows swap files, for savegames, screenshots and editor files it is recommended to have a minimum of 1,5 GB free hard disc space available.

After installation you have the possibility of creating a Desktop icon and or a Quicklaunch icon in the task bar. The choice is yours.

After installation has been completed you can run the game from the Autorun menu by choosing "Start Earth 2160". Additionally you can choose from the following options in the "Autorun" menu.

First click on Install DirectX 9.0c, to begin installation of DirectX 9.0c.

NOTE: During installation, the set up program will check your system for an existing, older version of DirectX. Should one be found, you will be asked if you want to update to DirectX 9.0c. If no older version is found, no dialogue box will appear.

IMPORTANT: After installing DirectX 9.0c the computer must be restarted so that the changes can become effective. If you do not restart the computer Earth 2160 will not run.

Other options available in the Autorun menu are as follows: Uninstall, Explore, Website and Exit.

By clicking on Explore you can view the complete contents of the data carrier.
The button Website will connect your computer to the Earth 2160 Web page as long as there is a running Internet connection
Click on the menu option Start Earth 2160 to enter the game.
Select Exit to leave the Autorun menu

The game can also be carried out over the Desktop icon or by clicking on

Start -> Programs -> Reality Pump -> Earth 2160 -> Earth 2160.

If you have an older graphics card or problems to run the game you have the possiblity to start Earth in safemode. To do so just click on

Start -> Programs -> Reality Pump -> Earth 2160 -> Start in Safemode

For further FAQs regarding this option please refer also to Chapter 12 in this manual.

UNINSTALL

Earth 2160 can be uninstalled either via the "Uninstall" menu item in the AutoRun menu or via the program manager. Click on the Start button, and then on

Programs -> Reality Pump -> Earth 2160 - Uninstall Earth

To remove the game from the hard drive, follow the instructions on the screen.

NOTE: During the uninstall process the screenshots, savegames and editor files will be not be removed. This files are not located in the game direcetory and you have to delete them manually.

You find your savegames in the "My documents" folder in the subdirectory Earth 2160 files. If you do not want to keep them, just delete the whole directory "Earth 2160 files".

EARTH
2160
WELCOME TO
EARTH UNIVERSE!

CHAPTER 2
PREHISTORY

It's the year 2160... the Earth no longer exists.

The terrible war between the two superpowers, the Eurasian Dynasty and the United Civilized States had a fatal outcome for the Earth and its inhabitants - the Blue Planet was catapulted out of its orbit and exploded. An asteroid belt between Mars and Venus is all that's left of humanity's home planet.

The only hope for the survivors is Mars, plus a few moons and a series of other planetoids - all barren and hostile places that would have to be subjected to intense terraforming before anyone could live there on a permanent basis - a bleak outlook and a hard test indeed for humanity. So you think that the opposing sides would surely see the light and stop hostilities in the face of this uncertain future for humanity?

How wrong you are, my friend!

When the Eurasian Dynasty evacuation ship reaches Mars with thousands of survivors aboard, the ED discovers to their dismay that the Lunar Corporation has already built a network of bases on the Red Planet. It doesn't take long for the old hostilities to flare up again - and a vicious new war for habitable territory and desperately needed resources breaks out. The LC defends their staked-out territories, while the ED tries everything in its power to procure settlement land and resources for its citizens. So you can see that the Red Planet isn't exactly the ideal place to be - only a few areas can be settled.

Thousands of refugees are forced to live under almost inhuman conditions. While the war between the LC and ED drags bloodily on, they suffer in containers and hastily-erected barracks on the scrap heaps of Mars and other planets and moons. It's sheer chaos and madness everywhere you look... with various splinter groups breaking away from the large corporations, mutiny is the order of the day. The war isn't just a matter for the LC and the ED - there are also internal factions within each of the large factions' ranks tearing at each other's throats - and just when mankind seems hell bent on destroying itself, a silver cloud of hope appears on the horizon - a fast-spreading rumor about a planet just like Earth - the Lost Eden!

THE FACTIONS

In the year 2160, the powerful factions, the Eurasian Dynasty and the Lunar Corporation, are fighting for every single habitable foot of land in the solar system. A furious arms race is taking place - newly invented weapons are immediately tested and tried on many battlefields.

Both sides are also conducting scientific experiments, the purpose of which is only known to a few insiders. A deep veil of mystery covers this world of research - but it seems that the experiments aren't just about the further development of standard technologies.

Even the heroes only get to know piecemeal about the secret plans of their governments - plans that are of huge consequence for humanity. You've probably surmised by now that not all survivors of the Earth's destruction are fighting for the two main combatants - pirates and gangs are everywhere, and groups of settlers are fighting for their independence. You'll meet all these groups when you take one of the following sides:

ED – EURASIAN DYNASTY

The ED is a dynasty where brute force and sheer, relentless militarism rule. Before the Earth exploded, this superpower grew and expanded on the former areas of Russia, Europe and Asia.

In the year 2148, the ED started the fateful nuclear war that was to cause the end of the Blue Planet just two years later. Most of humanity died along with their home planet. The ED leadership did manage to get away to Mars just in time, on a gigantic evacuation ship.

The Eurasian Dynasty is well-known for their advanced technologies, above all in the cyber implants and cloning sectors. Most of the ED military personnel are cyborgs, specially created and bred for battle. Domestically, the ED is an authoritative system that puts out false claims and lies to further its ironclad control over its citizens.

Regime opponents are mercilessly prosecuted - the slightest criticism of the way things are run is seen as treason and brutally avenged. In the course of the power distribution process, most of the ED officers fell out of favor, to put it mildly. Many of them were executed out of hand and others landed in infamous labor camps. The GPU, a kind of secret police with almost limitless power became the all-powerful internal instrument of the ED.

LC – LUNAR CORPORATION

The Lunar Corporation, founded in 2002, was really supposed to be a company formed to explore the near and far reaches of space.

In the crisis years between 2012 and 2014, the LC took over the former NASA and all of that organization's patented space technology.

In the year 2034 they finally managed to build one of their first wonder cities - Orbital City I. One year later, the first moon base was up and running. When the war to end all wars broke out in 2084, the LC evacuated Orbital City I's population to the moon base, expanding it rapidly to take the fresh influx of refugees. They called the base LUNA1.

The Lunar Corporation broke off all contact with the Earth and became an independent power. A couple of years later, LUNA2 followed. The total population of the two moon bases hit 233,000 in 2150. When Earth was destroyed in that year, The LC managed to build bases on Mars, where the ED evacuation vessels also later landed.

The Lunar Corporation was always the most peace-loving of the three powers-that-be, but their pacifism has meanwhile become an on-going farce. Gone are the days of their official message of peace and goodwill to all men.

They love pointing out the aggressive qualities of the ED, but they weren't exactly all peace and bright shining love themselves when the ED were trying to get their people settled on Mars in 2160. Instead of trying to help them, they fought them - when and where they could.

Their secret biological weapons research doesn't exactly fit in either with the "Love and Peace" thing that the LC likes to convey to the world.

UCS – UNITED CIVILIZED STATES

The United Civilized States superpower originated in North and South America. The former areas of Western Europe and North Africa were also under their ironclad heel for a while.

If truth be told, this was more or less a decadent society - robots did the work while humans lived life to the full. Their government system of rotation led indirectly to an advisory and consultation software catastrophe.

The UCS' original idea was to eliminate corruption by this method - novices were supposed to be recruited regularly and often by drawing lots. In time, the training system for these novices became so powerful and far-reaching that the system itself could have taken over the government.

A dangerous development, you might say. Of course this led to system-generated wrong decisions - and these in turn led to the outbreak of the terrible war. Before the Earth exploded, most of the UCS members did manage to board an enormous evacuation ship – their destination was the Red Planet - but the Phoenix never made it... no-one knows what has become of that giant vessel, with all the UCS technology and hundreds of thousands of human beings on board.

Some say the ship was destroyed by a meteor - but that theory couldn't be proved. The monster ship was lost without a trace. One opinion was (and it was the most likely) that the ship had been driven into deep space thanks to computer error.

Ω – ALIENS

CENSORED

In applying Par. 235, Article 15/C of the Act of 12.05.2160, it is hereby established that there are absolutely no grounds for the speculation that relicts of an alien civilization exist in this solar system - and especially not on Mars.

Any person who states otherwise, or who contributes to the spreading of such a rumor, will be prosecuted to the fullest extent.

ENTERING THE SERIAL NUMBER

You'll be asked to enter your serial number when you first start the game.

This is a 16-digit number - and you HAVE to enter it! You'll find your personal serial number on the back of this manual. Just type in the number - and you don't have to bother with upper and lower cases either. Once the number's been accepted, you'll only need it if you install the game again. This serial number is a one-off - in Multiplayer mode, it's your own identification key that will give you access to the EarthNet Server.

ACTIVATION

To play Earth 2160, an additional activation is necessary. You can do this in two ways - the first one (and the one we recommend) is online. After you've started up the program and entered your serial number, Earth 2160 will ask you to activate it - just click "Activate via Internet".

The program will then connect to the activation server and complete the process in a few seconds. You must be connected to the Internet for this.

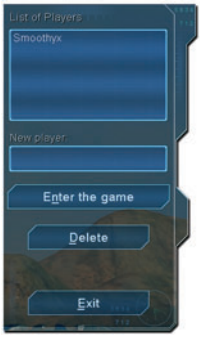
Telephone activation via voice computer (free)

If you don't have Internet access, you can activate EARTH 2160 anonymously by telephone. To do this, select "Activation by phone". Now you'll see a 16-digit activation code. Please call the toll-free number shown and when asked to, enter it using the number pad on your telephone. This hotline is solely for product activation.

If you have any technical questions or queries on game content, please use the relevant support hotline. You'll find more on this in the Support Chapter in this manual. If you don't want to activate EARTH 2160 right now, you can always do it later, anytime you like. However, gameplay is limited for games that haven't been activated.

PLAYER PROFILE

When you start the game, you'll see a list of players at the top of the screen.



It shows you all the player profiles that have been created. If this is your first time playing, now's the time to create your own profile.

Click in the **New player** box and enter your player's name.

You can delete existing profiles - just click one, then click **Delete**.

Click **Enter the Game** to get to the Main menu. You'll find more information on this in the following section.

Choose **Quit** to exit the game.

MAIN MENU

When you've chosen a player profile, the Main menu will appear. Here you can choose between –

CAMPAIGN: select this option if you're playing Earth 2160 for the first time. Click Campaigns. Now you can choose between the Eurasian Dynasty (ED) and the Lunar Corporation (LC). We recommend that you start with the ED campaign - it has an extensive tutorial. You'll find more on campaigns in the Campaigns section in **Chapter 4 - The Game**.

SKIRMISH: in the Skirmish mode you can choose from 16 additional maps, on which you can play single games against computer-controlled opponents. Events on these maps have nothing to do with the actual campaign stories. In the Skirmish mode, you can just a map and an opponent, make your various game settings and start playing right away. You'll find more information on this in the **Skirmish** section in this Chapter.

LOAD GAME: This option opens up the Load screen where you can restart saved games. You'll find information on this in the **Saving / Loading** section.

MULTIPLAYER: If you want to play Earth 2160 on the Internet or in a local network, choose this option. This is explained more fully in the **Multiplayer** section.

SETTINGS - This option opens up a screen in which you can change the graphics, sound and game control. You'll find more on this in the **Settings** section.

BACK - This option will take you back to the Profile screen. As described in the Profile section above, here you can choose a player profile or create a new one.

QUIT - click here to leave the game and return to Windows.

CAMPAIGNS

At the beginning of the game, you have two campaigns in the upper area of the window to choose from - the Eurasian Dynasty (ED) and the Lunar Corporation (LC).

If you choose the ED, you'll be playing the dynamic officer Michael R. Falkner; and for the LC, you'll take the role of the beautiful Ariah, Lunar Corporation Special Forces Captain. The Earth 2160 story begins with the ED campaign and you get an extensive tutorial with it as well - that's why we recommend that you start with this campaign. Earth 2160 is split into four campaigns. The UCS and the Alien campaigns will be unlocked as soon as you've successfully completed the ED and the LC campaign. Each campaign has seven missions, all structured in a non-linear way - this means that they don't have to be played in the same order. If another campaign is unlocked during the game, it will appear in this window. Click the campaign name to select it. You can also set the level of difficulty here. To do this, just click on the arrow beside the difficulty level.
You have three options:

Easy: We really recommend this level of difficulty if you've never played a realtime strategy game before – we don't want you chewing those fingernails and screaming for a psychologist!
Medium: This level of difficulty will provide you with an 'average' challenge. It won't be a breeze for you, but you should manage it without an expensive visit to your cardiologist!
Difficult: If you're an RTS veteran, this is the level for you to get your teeth into – but be careful the game doesn't up and bite you!

When you've chosen your level of difficulty, click **OK** to start the game. The **Back** button will take you back to the Main menu. If you've already played Earth 2160 and saved a game, you can call it up with **Load game**.

SKIRMISH

In this screen, you can choose a single map and battle against one or more computer opponents. Here's how to make the game settings:

Map: Here you can choose your skirmish territory from over twelve available maps. When you click a map name, an overview of the battle site will appear in the center of the window.

Players: When you've decided on a map, windows for each player will appear under 'Players'. Depending on the map, you can play against one or more computer opponents. Click the arrows beside the Player windows to define the roles –

None: this stays blank on the map.
Profile names: you take this!
Easy, Medium or Difficult: an easy, average or difficult computer opponent will take this. So you yourself also decide under just how much pressure your opponent's going to put you.

Site: When you've defined the participating players, you can define the sides to which these players belong in the windows of the 'Sides' column. If you click the arrow beside the windows in this column, you have the following options, provided that you've selected the option "**Construction units**" as your starting units:

ED: Eurasian Dynasty
LC: Lunar Corporation
UCS: United Civilized States
Alien: Aliens

Not ED: a random side, but not the ED
Not LC: a random side, but not the LC
Not UCS: a random side, but not the UCS
Not Aliens: a random side, but not the Aliens

Game type: When you've selected your opponent, click the arrow beside the Game type window. Depending on the selected map, you have the following options:

Destroy buildings: battle will rage until all enemy buildings have either been destroyed or captured.

Kill enemy heroes: To win the game, find and kill all enemy heroes. Protect your heroes or you lose the game.

Cease-Fire Start: A cease-fire occurs at the beginning of the game - during this period, no attack may take place. Whoever attacks loses. Position your forces and wait for the declaration of war.

Uncle Sam: Here the resources are limited and are defined from the start. Destroy all the buildings of your opponent to win the game.

Starting units: If you want to start the game only with the construction units, then click the arrow beside the **Starting units** window and select Construction units. With the **Map default** setting, you and your computer opponents will start with the default units for this map. These are mostly light battle units with which you can scout the map area.
Tip: If you start with construction units, you can define the side you want to play and the side you want to play against… on the other hand, if you choose Map standard, you'll have to play the side for which that particular map was designed.

Allied victory - if you select this option, you could also enjoy the fruits of victory with allied troops. If this is off, the battle will continue until only one side is left standing.

Virtual Agents - here you can decide whether virtual agents should take part in the game or not. You'll find more on the subject of virtual agents in **Chapter 5**.

Random positions: If this box is checked, the start positions on the map will be randomly distributed, otherwise just start at the position on the map for player number 1. Your position on the minimap is marked with a yellow-bordered flag.

Click the Play button to start the game. If you click the Load button, the Load screen will open up. The Back option will break off the action and take you back to the Main menu. Quit the game with….Yes! Quit.☺

LOCAL AREA NETWORK – LAN

You can also play Earth 2160 on a local network or on the Internet, matching yourself against human opponents. To do this, select **Multiplayer** in the Main menu. Now you have the following options:

Select connection: In this window, choose whether you want to play on a special game server like, for example, Earth-Net, or whether you want to be directly connected with the other players via the TCP/IP protocol.

IP address: With this option you can dial an Internet or LAN server directly. Now click on **Initialize**. The Select session screen will open up. At this point, **Back** will take you back to the Main menu.

SELECT SESSION

In this screen, you have the following settings available:

New session: You create your own session here, choosing a map yourself and defining the game settings. To do this, just click a blank box and enter your session name. You can protect your session with a password too - just enter your key word in the **Password** box.

If you now click New session, you'll get to the Create session screen, where you define the conditions of the upcoming match.

Available sessions: If you want to join a current game or load an available game, choose the session name from the Available sessions window and then click on **Join**. If the session is open to more gamers, you'll get to the session screen. **Back** will take you back here too, but this time to the Network menu.

CREATE SESSION

The New session screen is similar to the Skirmish screen, because you make the same settings for Multiplayer battle as you would for a game against computer opponents.

Choose the map using **Mission name** and define the sides in the conflict using **Player** and **Side**. Now select the **game type** and **starting units** and decide whether **virtual agents** and **allied victories** are allowed or not. You'll find more detailed information on this in the Skirmish section in this Chapter. In the Create session screen, you can also decide if other players may join the game later. To do this, check the **Allow new players** box on the lower left of the window.

When you're finished with the settings, start the game by clicking **Start session**. You can also load a saved session - just click the **Load** button. Click **Back** to exit and return to the Main menu.

EarthNet™ offers you the opportunity of matching yourself with players from all over the world. To use EarthNet™, you must be connected to the Internet.

The EarthNet™ server supports the following additional options:

1. Chatting with other gamers
2. Taking a look at other players' game statistics.
3. Playing Earth 2160 on the Internet - without knowing the precise IP of the people you're playing with.
4. Voice Chat

The maps in EarthNet™ are in this case identical with the maps used in the Skirmish mode. This means you can also use the Skirmish mode to train for your 'international' network games. When you login for the first time on EarthNet™, you must create a profile (Account). You'll be asked to enter a user name and a password. You can also enter additional information like, for example, your e-mail address, ICQ number, location, age, gender and general information about yourself. If you have already created a profile (Account), just enter your name and password to join EarthNet™. Now you'll be taken to the Main menu of the EarthNet™ server. Everyone on the server has his or her own password. Each account is linked to a specific serial number. On the EarthNet™ server you can login to current chat rooms and discuss your tactics, battles etc., with other players. You can of course also open your own chat room. The list of current games shows you the current games. To join one, choose a game from the list and double-click it. You can also create your own game. **Back** will return you to the Main menu of Earth 2160.

SETTINGS

With this option you can change the settings of the game. If you click a **graphics**, **control**, **keyboard**, **sound** or **network** tab, the field for that particular tab will open up. When you're done with the settings, confirm with **OK**. Click **Default** to return to the default settings. **Back** will again cancel the procedure and take you back to the Main menu.

GRAPHICS

Resolution: Click the arrow beside Resolution to change the overview in the game (depending of course on the capabilities of your graphics card). With an efficient graphics card, you can choose resolutions of 1280x1024 or even higher. If your card is an older model, you should choose 1024x768 or lower.

Window mode: You can also play the game in a window on your Desktop. To do this, check the appropriate box.

Gamma correction: If your monitor image is too dark or bright, you can adjust the color intensity with these controls - and that will also adjust the brightness of your monitor image. If the Sync option is checked, the color values are matched uniformly. If you uncheck the box, you can adjust the color values individually.

Detail level: This setting defines the general display quality of the game. The **Low** setting will give you less detail, but will at the same time reduce the hardware requirements of the game. **Medium** will give you average graphics. **High** will give you fantastic graphics – but with higher demands placed on your processor and graphics card. If you set **User-defined** here, you can individually define the following aspects of the graphics in the pull-down menu in the center of the tab:

Anti-aliasing: this means the calculation effort involved in smoothing the corners of objects. Depending on your graphics card, the possible levels are **None**, **2x**, **4x**, **6x** or **8x**.

Texture quality: again depending on your graphics card, you can set the rendition quality of the textures here. Possible levels are: **Low**, **Medium** and **High**.

Terrain quality: the detail level of the landscape reproduction. Here you also have **Low**, **Medium** and **High** available.

Shadow quality: this means the rendition quality of the shadows. Possible levels are in this case…wait for it…yes! **Low**, **Medium** and **High**. This option is only available if **Draw shadows** is activated.

Shadows draw distance: this means the distance until the shadow of objects is actually displayed. Possible levels are: **Close**, **Medium** and **Far**. This option is only available if **Draw shadow**s is on.

LOD distance: setting the so-called LOD (Level of Detail) to **Close**, **Medium** or **Far** causes a change in the rendering of quality in the detail of objects when zooming in or out. With an efficient graphics card, we recommend the Far setting, but with older cards, please choose the Close setting.

Particle effects: The display quality of the particle effects. This setting enables you to influence the quality of explosions, fountains and steam. Possible levels are: **Low**, **Medium** or **High**.

In the lower part of the **Graphics** tab, you can switch the following effects on and off from the relevant boxes:

Low quality renderer: Click this box when gameflow is a little "jerky". The quality of object rendering will then be somewhat reduced and as a result will not need so much calculation time.

Reflections in water: Surroundings and lights will reflect on water and chrome surfaces if this option is switched on.

Light reflections: the sun and headlights create reflections on smooth and metal surfaces.

Show vehicle tracks: Tanks, Mechs and other vehicles leave tracks on the terrain.

Draw shadows: all objects and units will throw realtime shadows. Switching on this option is pre-requisite for the setting of Shadow quality and Shadows draw distance.

Shadows on objects: depending on the rendered light sources, shadows are also displayed on all objects in the immediate surroundings.

CONTROL

You can influence the following aspects of control:

Scroll speed: using both sliders, you can define the speed with which the screen window can be moved by means of your **mouse** or your **arrow keys**.

Hardware Cursor: This box is checked by default - its function is to switch off mouse delay (especially in the case of slow computers). If your computer configuration will accept it, (if it's fast enough), you can uncheck this box. The pointer will then have animated display and be somewhat slower.

Invert mouse: Check this box to invert the vertical axis of your mouse.

Alternative mouse control: Select/Deselect LMB, RMB commands: With this option you can swap the mouse button functions with one another: Left mouse button for selection/de-selection, right mouse button for commands.

Allow mouse scrolling: If this option is activated, you can move the screen window to the screen edge by just moving your mouse. If you switch this off, you'll only be able to scroll with your arrow keys.

Auto zoom: If this option is activated, you can zoom the screen window in and out, tilting the camera automatically at the same time - by rotating your mouse wheel. Hold and drag your right mouse button to turn the camera left and right. The "standard" free 3D camera will then be disabled.

Fixed camera setting: When this box is checked, you can no longer turn the camera. Only zooming, tilting and scrolling are then possible.

Sell buildings without confirmation: Switching this option on means that you won't have to explicitly confirm a building sale in an extra window.

Display current research onscreen: The technologies currently being researched will be displayed in the upper right corner of the screen during the game. In this case, the number of simultaneous research projects depends on how many Research Centers are available.

Show fractions symbol: If you activate this option, each of your units will carry your side's logo on the right of the Status bar.

Automatic replay recording in Skirmish / in Network: Checking the relevant box activates automatic recording of Skirmish or Network games.
Please note: to complete recording properly, games must also be completed properly. In Multiplayer no player may quit the game before it's finished. At the end of the battle, you can save the whole game round on your hard disk, via the relevant button.

Autosave: This box activates the Earth 2160's Autosave function. Use the sliders to define the time taken between the individual saving procedures - short = every minute, to long = every 30 minutes. If this option is activated, you can access the last three automatically saved games in the **Load** screen.

Display base messages and Chat scroll speed: Games, messages and chat will be displayed at the left screen edge. Using the sliders, you can define how fast the text should flow upwards.

KEYBOARD

In the keyboard settings field, you can get an overview of the shortcuts for the various game functions and commands. If you want to change one of the shortcut hotkeys, first click the entry in the list on the left - now click the shortcut on the right that you want to change. Enter the new hotkey and click **OK**. You'll find the entire standard key assignments in appendix A1 of this manual.

SOUND

Here you can change the playback and volume of effects, tone and music:

Overall volume: General volume

Music: Volume of the background music, if the **Play soundtrack** option is activated.

Sound FX: Volume of the sound effects.

Units: The volume at which your units report.

Dialogs: Volume of dialogs and briefings.

Ambient noise: The volume of ambient noise.

Play soundtrack: If you activate this option, music will be played during the game.

Swap channels: This option swaps your speaker channels.

NETWORK

In this window, you can set the options for speech transmission in Multiplayer battles.

Activate speech transmission: if you activate this option, you can communicate with other players via the game server.

Transmission codecs: here you can select the Codec with which you want to communicate.

Test speech transmission: this starts a functions test of speech transmission.

Record chat: the messages to and fro between players will be saved in a log file.

Delete chat log: chat recordings are deleted.

User-defined game port: if this box is checked, you can enter your own game port in the field on the right.

User-defined NAT resolver: in this window you can enter an NAT server address, together with a port.

PLEASE NOTE: You'll need headphones with microphone to use the speech transmission function. A corresponding driver and, where necessary, the appropriate software must also be installed on your computer.

CHAPTER 4
THE GAME SCREEN

The Gamescreen will appear when you start a campaign or a Skirmish battle. This is where you complete missions and goals, build bases and send your units into battle. The Gamescreen shows a section of the map you're playing on. At the screen edges, you'll find buttons that open all the menus you'll need to play Earth 2160.

A: Game options
B: Mission goals
C: Resources distribution
D: Resources display
E: Construction
F: Research
G: Minimap
H: PIP-Window
I: Production
J: Production packages
K: Group functions
L: Commands window
M: Pictograms
N: Main sceen & camera

A: GAME OPTIONS

If you already clicked this symbol (upper left) or if you press Esc during the game, a menu will appear with the following options:

Save: you can save the current game here. You'll find more information on this in the Save / Load section.

Save replay: If you choose this option, the course of events in the game will be recorded.

Load: Click this button to load a saved game. You'll find more information on this in the Save / Load section.

Restart: Click on this button to confirm your selection if you want to start the current mission again from the beginning.

Settings: This button will take you to the Game settings screen. You'll find more on this in the Settings section in Chapter 3 of this manual.

Quit: Quit the current mission and return to the Main menu.

Back to game: Takes you back to the game.

B: MISSION GOALS

A click on this button will open the window with the goals for the current mission. Earth 2160 is a realtime strategy game with role-playing elements. In each mission there is a main goal and various other secondary goals to be accomplished.

To 'win' a mission, you must at least complete the main goal. The secondary goals aren't compulsory, but they can provide you with access to new units, technologies and objects.

All these goals are displayed in the Questlog. Individual tasks that have already been accomplished are checked on this list. Using the **Briefing** button in the lower area of the window, you can call up the texts of the mission briefings again - and return using the **Goals** button. Click **Close** to return to the game.

C: RESOURCES DISTRIBUTION

In the XXII century, the few remaining resources are all-important. Three kinds of raw material are really significant: **water**, **metal** and **crystal**. Special units are responsible for 'harvesting' the raw materials and transporting them to base. These resources are a pre-requisite for the training of troops, for the building of structures and for research. The virtual agents also get paid in resources. If you click the **Resources distribution** button , a window with three sliders will open up. This is where you define how the available raw materials should be distributed among the three sectors of your economy, enabling you to give preferential delivery to the financial sector that is currently the most vital for you. This will accelerate your progress in this sector, but naturally your other sectors will suffer. If all the sliders are pushed to the right, your resources will be uniformly distributed among your buildings, units and research facilities.

Buildings: If you channel resources into this sector, your base will expand faster.

Units: More resources in this sector ensure that your infantry, ground and airborne units will all be produced faster.

Research: If you channel raw materials into this sector, inventions and upgrades will be developed faster.

In this window, all available harvesters are displayed as small **pictograms**. The numbers on the upper left and the symbol below on the right show just how many harvesters are working, and what they're doing. Click on an appropriate harvester to automatically order it to the other resources.

D: RESOURCE DISPLAY

The amounts of available raw materials are displayed at the upper screen edge. The droplet stands for water, the cube for metal and this icon for crystal. Just which raw materials you can harvest depends on which side you're playing in the game. The ED uses water and metal, the LC needs crystal and water and the UCS need crystal and metal. The Aliens need all three of these resources in order to clone themselves.

E: CONSTRUCTION

If you click the Construction button or press F1, a screen will open up in which you can assemble vehicles and arm them - you can then put these into your factories.

First select a **Basic model** (1) in the lower area of the window and assemble an individual vehicle by clicking the various categories like **Armor** (2), **Engine** (3), **Weapons** (4) and diverse **supplementary equipment** (5).

Then provide a **name** (6) for your model and make your vehicle ready for production by clicking the **arrow** (7). Here you can define standard settings like lighting and **combat behavior** (8), with which your vehicles will be equipped before leaving production. Available models are on the right of the Construction window. You can remove these from the production range by highlighting them, then clicking the **Delete** symbol (9).

Hold and drag with your right mouse button in the **main window** (10) to see your masterpiece from all sides.

With the **New unit** (11) button, you can start from scratch or assemble a new construction – but don't forget -

before you can construct new units, you'll have to build the necessary structures for production - and research the necessary components as well. Then you can use the available elements to assemble your vehicles. You'll find more on this in the Construct vehicles section.

F: RESEARCH TREE

Click on this button or press F2 to open up the Research tree. In Earth 2160, you can research a large number of technologies and upgrades and use the results to equip vehicles and buildings and produce new military units.

If you point (your mouse pointer) at a technology symbol, a window will appear with the description of this particular invention. The costs (in metal, crystal or water), the necessary time and the progress research has made for that particular technology are all included in the information here.

Available shows that this technology can now be researched. **Not available** means you'll have to research other technologies first.
Researched means that this technology is available to you.

Click the appropriate symbol to start research work. The Status bar shows the development progress. You can cancel the process anytime you want with a right-click. You'll find more information about the various technologies in the descriptions of the four main antagonists.

PLEASE NOTE: The Research tree is only available if you've already constructed a Research Center. The Aliens have no research.

Tip: If you want to carry out research on an invention for which previous inventions are a prerequisite, you can also select this directly. All the necessary research is carried out automatically. If you have several Research Centers available, you can carry out up to 6 research projects at the same time. You can start also researches by holding down the Ctrl - key and pressing the right mouse button in the construction window.

G: MINIMAP

The Minimap shows you an overview of the terrain where the current mission is taking (or will take) place. Your units have not yet scouted sectors that are obscured by atmospheric conditions. Send out scouts to reveal map sectors like this.

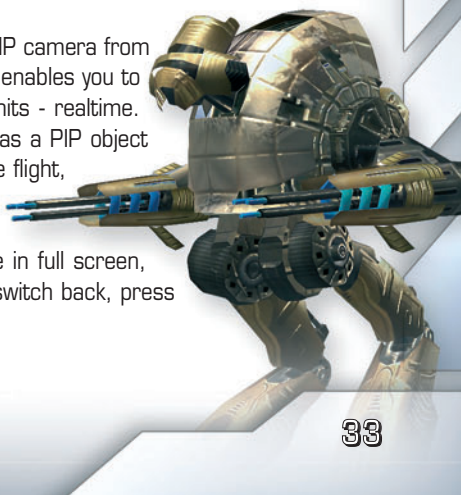
If you right-click in the Minimap, the screen window will jump to the corresponding position on the map. If you've highlighted units, you can send them to a particular location by clickin it on the map – and if you use the Minimap together with the PIP window and the group functions, you can manage entire battles on the Minimap alone, without having to move the screen window to the location where the blood's flying and the cannons are thundering☺.

H: PIP WINDOW

If you click the PIP button , the window with the PIP function will open up. It shows you a picture-in-picture - use this to keep an eye on your base or your units, if these are currently at a different location on the map.

At the lower edge of the PIP window you'll see two buttons:
PIP object (1) defines the point or unit to display in the window. If you've just selected a unit, the PIP camera will follow this unit automatically. If no unit is selected, the PIP camera will stay focused on the current map sector, even if you later move the image to a different position on the map.

The **FPP button** (2) changes the perspective of the PIP camera from the isometric to the first person view and back. This enables you to follow battle events 'through the goggles' of your units - realtime. Pre-requisite for this is that a unit must be defined as a PIP object first. If your unit gets destroyed on a reconnaissance flight, the camera will switch back to the ISO perspective.



Tip: If you want to experience the first person mode in full screen, select a unit and press the Caps Lock ⇩ key. To switch back, press the Caps Lock ⇩ key again.

I: PRODUCTION

The button at the right lower screen edge opens a window in which you can order the construction of buildings and units. **The lower sector of the window** (1) shows building or units with which other buildings and units can be produced. If you click one of these, the building or unit that you can produce with the selected object will be displayed in the **upper area of the window** (2). The types you can produce depend on the side you have chosen to fight with.

Construct building

If you point to one of the available buildings, the production costs and a description will be displayed for you. To award a construction contract, click the **desired building** (3) and move the pointer over the terrain in the game screen. Now you'll see an image of the building on your pointer - it will turn green if the building can be constructed at this particular location. When you've found a suitable location, click it and construction will begin - If you have sufficient raw materials available. You can keep your eye on construction progress thanks to the small bar on the left, beside the relevant building.

Produce units

In the lower screen area, if you click an **object** (4) that can train infantry or construct vehicles, the **available units** will be (5) displayed. You can also produce vehicles here that you've assembled in the Construction window. Click on a particular unit to order it. **A symbol** (6) will now appear on the left edge of the Production window - this is your unit that's currently in the production pipeline. Any more **production orders** (7) are arranged beneath the first one. If you have more than five orders running, **white arrows** (8) will point down to the other units in the production queue. Once again, progress is shown by the **little bar** (9) on the left, beside the relevant units.

PLEASE NOTE: This process applies to the ED, the LC and the UCS. The Aliens have a different method of reproduction - and that will be fully explained in Chapter 10.

J: PRODUCTION PACKAGES

In the Production window you can press F4 to call up the menu for Production packages. This enables you to put together several units into a "Production package". With this option, you can produce a predefined number of ground combat units, air defense units and supply units and allocate them to a group right away. The **left mouse button** (1) adds units to the packages and the **right mouse button** (2) removes them. When your package is ready, you can also give it a **name** (3). For more options see the ingame tool tip.

Package behavior

Right-click an appropriate package to call up the Commands window. Here you can define unit behavior. Click one of the numbers to **allocate your package to a group** (1) between 1 and 10. Use the two lower buttons to define whether your units should go to the **staging area** (2) or **directly to their group** (3).

K: GROUP FUNCTIONS

You can combine vehicles into a group - this avoids having to rush every vehicle singly over the terrain to its destination. To do this, highlight the desired units and press the key combination Ctrl + 1 - this will allocate the units to group 1. Do the same for each group. You can have up to 10 groups.

If you hold down the Ctrl key and click on several units one after the other, these units will all be allocated to one group. If you've already pre-selected a group, the new units will become part of the available group.
You can also remove single vehicles or infantrymen from a group - to do this, hold down the Alt key and click a unit in a selected group. To deselect a group, right-click in the Main window.

All available groups are displayed for you at the lower screen edge. Click on the corresponding symbol or use the keystroke to call up the desired group again.

Tip: If a group travels a long distance, faster units will wait until the slower ones have caught up. This prevents your fast units from doing a 'lemming' - a mindless rush to death with absolutely no help from behind!

L: COMMANDS WINDOW

The shortcut F9 or a click on the button on the left below your Main screen will open a window with the commands that you can give your heroes, units, buildings or virtual agents. First select a unit - now you have the following icons available in the Commands window:

ICON	DESCRIPTION
	UNITS
	Chase enemy/Hold position: The unit pursues the enemy within visual range / The unit holds its position.
	Fire at will/Return fire: The unit will shoot at opponents in visual range / The unit will only shoot when attacked.
	Bursts of fire/Precise aiming: The unit shoots fast but inaccurate salvos or the unit shoots deliberately, but accurately.
	Stop, Cancel: All actions are stopped.
	Attack: Command to attack. First click the button and then an enemy target. The Attack command is automatically excecuted during an enemy contact.
	Stand/Crawl/Automatic (only ED infantry): The unit either walks or runs normally, or lies flat on the ground and crawls.
	Lift off/Land: Units that can fly and also land (e.g. LC infantry), will either land or take off when you give them this command.
	Hacking auto/No Hacking: Some LC units can take over enemy vehicles. If Hacking is set to run automatically, these units will attempt to takeover a vehicle when the opportunity arises.
	Lights auto/Light off: Vehicle lights switch on automatically when it becomes dark / The lights stay always off.
	Crouch on/off: A few UCS units and Aliens can crouch - this gives them more protection against enemy attacks - but there's one drawback here - they can't move when they're in this position!
	Exit crew: The whole crew exits the vehicle.
	Exit troups: Troop transporter sets down transported battle units.
	Camouflage on/off: Activates or deactivates camouflage. Some units can hide from their enemies thanks to a camouflage device.
	Harvest crystal/Harvest water/Harvest metal/Harvest all: In the Commands window, you can define the 'harvesting' behavior of units (LC mines) which harvest raw materials.

ICON	DESCRIPTION
	ALIENS
	Clone: Alien ground units can clone themselves. Pre-requisite here is that sufficient water is available.
	Transform: In their "development stage", Alien ground units and Alien spaceships can transform themselves into the next stage of development in alien life forms.
	BUILDINGS
	Set destination point: In the case of production buildings you can define where finished units should report to when they exit the factory. (ED: exit, LC: training center and factories, UCS: unit factories).
	Sell buildings: You can also sell buildings. Part of the costs of the raw materials will then be returned to you.
	Power on / off: Buildings that consume energy can be switched off - BUT - they will no longer function.
	Fly to new location: Some LC buildings can be relocated to a new site. This command defines the new position.
	Gate open / Gate automatic: Some factions can protect their buildings from attack with walls. This command defines how the door will behave. On 'automatic', your door will open up for your own units.
	Laser attack: Stationary laser cannons are given a target with this command.
	Energy disperse on / off: Some buildings can be equipped with defense shields during the game - these deflect attacks with energy weapons. The energy from the enemy weapon is converted into power by your shield - power for your own use. Switches this shield on/off.
	Weapons upgrades: If weapons upgrades are available for a building, these will be displayed as icons in the lower part of the Commands menu. The framed icon shows the current armament. If you click one of the other icons, the appropriate weapon will be converted. If a building has several weapons slots, these will be displayed below one another in lines.
	HEROES & VIRTUAL AGENTS
	Inventory: Opens up the inventory of the hero or agent.
	Automatic weapon selection / Don't change weapon: The Agent or Hero will automatically use the right weapon / The armament is allocated manually.

ICON	DESCRIPTION
	Lay mine: Places a mine at the given position, if it's in the inventory.
	Set up bomb: Lays a mine at the given position, if it's in the inventory.
	Release agent from hire: Releases an agent from your service - you can then send him or her away.
	Take over tasks: Most of the agents have special skills. For instance, they can manage your base construction or take over research..

M: PICTOGRAMS

Depending on the particular mission, you'll see small portraits and pictograms on the left side of your screen. These are harvesting **vehicles** and/**or mines** (1) that currently have nothing to do, plus the portraits of your **heroes** and/**or virtual agents** (2). The pictogram on the **upper left** (3) has a special function. Available agents report via this pictogram and can then be hired by you.

The number and the symbol on the lower left in the pictogram represent the number the resources that the agent wants from you for his services. A click on the appropriate pictograms will select your unit or your hero - now you can issue commands, allocate resources to them and hire them.

N: MAIN SCREEN & CAMERA

On the Main screen you can see the entire Earth 2160 gameworld. Everything done by your units is displayed here for you. You'll find more on the subject of symbols and unit control in the **Unit control** section on the following pages.

Earth 2160 gives you complete control of the camera perspective. Move the screen window over the maps, by moving the pointer to the screen edge. Use your mouse wheel to change the distance of the camera from the action. If you zoom in real close to your units, the angle of view will almost hit ground level, with the result that you can see your units close up from the side. Rotate the camera by holding down the right mouse button and moving the mouse right or left (standard setting). If you hold down the right mouse button and move the mouse backwards or forwards, you'll zoom in on the action.

To accomplish a mission successfully, you'll issue many different commands to your infantry units, vehicles and heroes. You can issue commands to your people like for instance, go to target locations, attack targets, adopt a particular type of combat behavior and use special skills. You'll find all your available commands in the **Gamescreen - Commands window** section in **Chapter 4**.

SELECT UNITS AND VEHICLES

You have to select a unit before you can issue commands to it. Do this by clicking your hero, soldier or vehicle. If it's a ground unit, you'll see three bars above it.

The green bar stands for the health of the unit - if it gets to zero, your soldier will die. The purple bar represents the psychological power of resistance of the unit. If an opponent attacks with psionic weapons, the bar will diminish in length. Your soldier will die if the bar reaches zero, if he runs away or if he attacks his own people.

The bar with the cartridge shows how much ammunition your unit still has for the weapon it's currently using. If this bar hits zero, get your soldier some ammo ASAP! When you select a vehicle, similar bars are displayed. The green bar shows the condition of the vehicles - at zero, it will explode! The blue bar shows the condition of the energy field that's protecting the vehicle. The bright bar shows the status of the vehicle's electronics systems. If it disappears, the vehicle can be attacked by hackers or hostile repair vehicles and captured. If the pilot's still in the vehicle, he can quickly carry out the necessary repairs and get the vehicle up and running again.

CREATE GROUPS

You can define groups that can have a desired number of military personnel and vehicles. To do this, select the desired troops and simultaneously press the Ctrl key and a number from 1 to 0. You can then select such collections of units as a group at any time - just press the appropriate number key.

You'll find more information about group functions in the Gamescreen - Group Function section towards the end of this manual. You'll find a list of all the shortcuts in appendix A1 at the end of the manual.

MOVE UNITS

Move a unit or group by selecting it, then clicking on the desired location (standard setting). If obstacles are between the unit and its target location, the unit will find its own way around them.

VEHICLES AND FORTIFICATIONS

Infantry units can enter vehicles and buildings, barricade themselves in bunkers and behind walls, etc., and take cover behind vehicle wrecks and scrap metal. This obviously will protect them from enemy fire much better than if they're out in the open.

To send a soldier or a pilot into a vehicle, first select him and then click the vehicle (standard). If there's still room in the vehicle, the pointer will turn into a green arrow with green triangles - the selected unit will then take its place in the vehicle.

Units will leave a selected vehicle when you click the "**Exit**" button in the Commands window. You'll find more on this in the section on vehicles.

Buildings are similarly manned. Select your soldiers and move the pointer over the structure. The green arrow will appear. Then a green bar will be displayed, with symbols for the number of soldiers that can enter the building. If the symbols are green, soldiers are already in there - gray means that there's still room in the building. Now just click to get your soldiers to enter the building.

If you want your soldiers to leave the building, click it and leave the pointer over the building. With each click, a soldier will now leave the building until all the symbols above it are gray and the structure is empty.

CONTROL INFANTRY

When you select an infantryman, you can give him specific commands. Press the F9 key or click the symbol for the Commands window at the left lower screen edge. When you've selected an infantryman, the Commands window will show all the commands you can issue to this particular unit. These commands are portrayed by buttons with which you activate the command, or switch the behavior of the selected unit between two or more conditions. You'll find all your available commands in the **Gamescreen - Commands window** section in **Chapter 4**.

CONTROL VEHICLES AND BUILDINGS

If you've selected a vehicle or a building, you can control it with hotkeys or with the buttons in the Commands window. This is just as it is for the foot soldiers, except that you have other commands available. You'll find these commands in the **Gamescreen - Commands window** section in **Chapter 4**.

HEROES AND AGENTS

To control these aces, you have more than just the general attack commands at your fingertips. You'll find more information about heroes and agents in Chapters 5 and 6. The commands are also in the **Gamescreen - Commands window** section in **Chapter 4** in the **Heroes & Agents** column.

SET WAYPOINTS

For longer distances, you can set waypoints for your units.
This avoids unnecessary (and perhaps mission-endangering) fighting at outposts when you're planning an attack on other positions.

This function is also ideal if you want to send one or several units out on patrol or if you want your unit(s) to go to targeted waypoints.

To set waypoints, first select the desired units and press R. Recording will now start. Now just click to select the waypoints one after another on the map. When you've selected them all, press X to carry out the function - or if you want a regular (repeated) patrol, first Z then X.

You'll find a list of all keyboard commands either in Chapter 12 of the manual or via the Options - Keyboard button...and you can change these commands too.

EXPERIENCE

When you've trained your infantry units and produced vehicles, you can then do battle against your opponent, accomplishing the various mission goals and the main mission that will take you further into the story.

When your army is victorious and your units destroy enemy troops or buildings, you'll receive experience points. In the example on the right, the Apollo has an Experience level of 2.

Remember that it's the pilot (controlling the vehicle in the mission area) who gets the so-called "Level-Up" - not the vehicle. The number of points depends on many factors - the main one here is the number of enemy units which this particular unit has succeeded in destroying. When your unit has collected a certain number of experience points, your battle status will improve.

The "Level-up" is represented by small symbols displayed beside the status bar of the relevant units. There are eight experience levels in the game. With each level gained, the health of the unit concerned will improve together with its damage values.

On the following page, you'll see an overview of the experience points and the individual levels with associated bonuses. The first column shows the symbol of the relevant level, the second column is the level itself and the third column gives you the required experience points you'll need to reach the next level. Health describes the improvement in the unit's resistance with a relevant Level-up and the Damage column tells you how much additional damage the unit can cause at the respective level.

Symbol	Level	Required Experience	Health Points	Damage
	Level 1	4 Points	+ 12%	+ 12%
	Level 2	10 Points	+ 30%	+ 30%
	Level 3	20 Points	+ 50%	+ 50%
	Level 4	40 Points	+ 70%	+ 70%
	Level 5	80 Points	+ 100%	+ 100%
	Level 6	160 Points	+ 130%	+ 130%
	Level 7	320 Points	+ 160%	+ 160%
	Level 8	640 Points	+ 200%	+ 200%

The next overview tells you just what your units have to do to collect experience points:

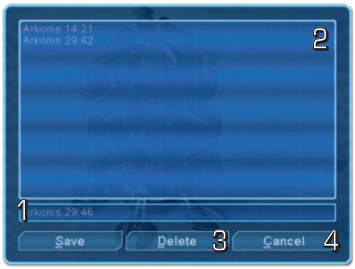
Kill a hostile infantry unit:	1 experience point
Destroy a building:	1 experience point
Destroy a jeep or artillery unit:	2 experience points
Destroy a building with light armament:	2 experience points
Destroy a tank:	3 experience points
Destroy a building with heavy armament:	3 experience points
Eliminate a virtual agent:	5 experience points

As you can see, it can take a while until your units can actually be classed as elite. So take good care of them. In the Single player mode, you don't need to start each mission afresh and collect new experience points every time - most units are automatically used for the next mission.

CHAPTER 4
SAVE AND LOAD GAMES

You can save the current game at anytime, quit and continue later. This applies to campaign missions as well as rounds in the Skirmish mode. To do this, press the Esc button, or click the **Game options button**. Now select the **Save** button in the menu Game options.

SAVE GAME



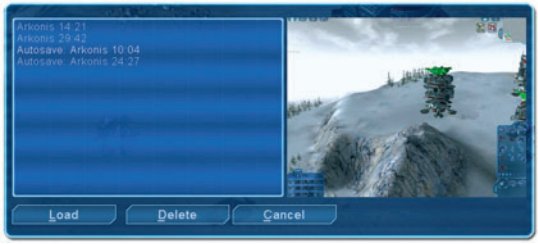
The Save game screen will open up, with a list of all saved games. Below the list a description for the game you want to save will be recommended. It consists of the name of the mission and the time expired.

If you want to change the **name** (1), click in the box, type your desired name and confirm with the Enter key. If you wish to delete games you saved earlier, select **these games** (2) in the list and then click **Delete** (3). You'll have to confirm this in a separate window. If you want to cancel the procedure, click the **Cancel** button (4).

LOAD GAME

You load a saved game by selecting the **Load game** option in the Main menu. A window with tabs for each campaign and one for the Skirmish maps will appear. When you click one of the **tabs** (1), you'll see the **games** (2) for every mission that you've finished in this particular campaign. All the games you saved yourself are here, plus automatically created games. To load a game, click on the game name and confirm with the **Load button** (3).

If you want to delete an older saved game, click it and select **Delete** (4). You must confirm this in a separate window; otherwise you'll lose the game for good. If you can't find a suitable game to load, click the **Back button** (5) or **Quit** (6) to quit the game.



If you want to load a previous game during a game, open the Game options menu with the Esc key - alternatively, you can click the relevant symbol at the upper left screen edge - then click Load.

Now all the games in the current campaign will be displayed, but not games from other campaigns. Chose a game by clickin it - now click OK.

REPLAYS

In Earth 2160 you can record individual moves or entire games to see and analyze them later (great for improving your tactics!)

SAVE REPLAY

To record a replay, select the **Save replay** option in **Game options**. From now on, everything that happens in the game will be recorded. Stop recording by opening Game options and clicking **Stop recording replay**.

LOAD REPLAY

If you want to see a replay, open up **Load game** in the Main menu as described above. Then click in the window under the list with the saved games. Here you can choose between the regular saved games and the recorded replays (Ill. No. 7, on page 40).

Select the desired replay and click **OK** to start viewing.

During a replay you'll see everything that happens on the map. You can move the screen window, rotate it and zoom in and out - unhampered by bad atmospheric conditions. However, you have no influence on events on the battlefield.

Name: [MICHAEL R. FALKNER]
Age: [36]
Position: [Major, ED Special Forces]

Major Falkner is an experienced officer in the ED Special Forces. He is very much appreciated for his drive and for several outstanding successes he has had. His cynical humor isn't quite to everyone's taste, but he has often succeeded in boosting his troops' morale to the point where they'd follow him through the gates of hell. He understands how to motivate his men to a T and is known as an officer who always is there for his men, no matter what. In the upper ranks of the ED, however, Falkner's humor falls on deaf ears. This notorious "awkward customer", as the ED bigwigs describe him, also frays their nerves with his rather doubtful moral conduct - but it was this selfsame attitude that saved Michael's life during the ED's political life-and-death power struggles shortly after the downfall of Earth. During this period, many ED officers were either interned or executed.

The death warrants passed Michael Falkner by - probably because the general opinion of him was that he was totally non-political and (although a damn good soldier) was after all just a cynical would-be funny man. The ED Special Commission at this time needed a few experienced officers, and Falkner was classed as 'non-rabble-rousing' thanks to his lack of interest in politics. Since the power struggle, during which Falkner lost many of his friends and colleagues, he's kept his true thoughts to himself on just about everything and built a wall of dry humor around himself. Many were fooled by this, and hardly anyone knows that Michael R. Falkner was very much aware of what the ED thought of him and of what exactly was going on. It was also clear to him that it was only a matter of time until a situation of open confrontation with the ED would occur - and that he would have to then take his fate into his own hands – you will witness his metamorphosis at first hand.

During a series of missions, Falkner will change from being a querulous cynic into a true hero on whom the future of humanity will depend… hard to believe when you think that only a few years ago, in 2153, when Michael Falkner's name appeared in the ED Special Security Commission records, he was just an unknown and underestimated officer. His superiors thought of him as a fearless soldier with a leaning towards adventure. He didn't seem to politically oriented - in fact, he showed no interest whatsoever in politics. That saved his life and his rank when the bitter and bloody ED in-fighting began. Falkner escaped banishment - instead he was shipped to an outpost on Titan, where he was supposed to keep an eye on the exiles. At this time in his life, he thought he would be condemned to live on the friendless, barren moon of Saturn for ever - with no earthly hope of ever getting another promotion. That would probably have been the case too, if it hadn't been for an unexpected incident…

Although Titan had been terraformed to some extent and was also rich in natural resources, the ED hierarchy would never have believed that any other powers would even take a remote interest in a third-class celestial body like this…no way. So you can imagine their surprise when in 2156 the Lunar Corporation sent expeditionary troops to Titan to take over and mine the moon's metal resources.

At this time, Falkner was in command of a small garrison on Titan. He received the command to pull back with his men - but to kill all the prisoners in a nearby labor camp first. Michael succeeded in capturing an LC ship and pressing home a hugely destructive attack against the Lunar Corporation. Thanks to this attack, the LC believed that they had underestimated ED strength on Titan - and while they were working out a plan to defeat this surprisingly strong enemy, Falkner, with his handful of men, succeeded in harrying the LC so much that the ED reinforcements had all the time in the world to defeat the LC completely.

After this stroke of tactical genius, Falkner was ordered back to Mars. Shortly after this, he was given a special mission on Cydonia. He was commanded to put down the uprising there, using all military means at his disposal. Instead of obeying this command to the letter, he managed to end the rebellion with no bloodshed and to come to peaceful terms with the settlers there. The rebel settlers laid down their weapons and freed all their hostages, including a certain General Robert Taggart, Falkner's mentor-to-be. The ED bigwigs however, did not honor the cease-fire agreement that Falkner had so painstakingly worked out and the rebel leader was captured and executed. That was indeed a bitter blow for Michael Falkner - he had given his word to the rebels. You could say that this was the last straw for him - his last illusory bubble burst and this cruel injustice of his superiors' inflamed his inborn sense of right and wrong - enough was enough… the shards of any positive hopes he may have harbored about the new ED leadership now lay scattered around him - and apart from the changes that this incident wrought on him, the Cydonia story had other, far-reaching consequences for Falkner.

His erstwhile commanding officer, Colonel Rifkin, now made it his life's work to hang a court-martial on Falkner for refusal to obey orders. After all, thought Rifkin, Falkner had brought about a peaceful conclusion to the conflict without the knowledge and the approval of his superiors. And the wily Rifkin succeeded…Falkner was indeed court-martialed. The case against him was dropped however, because General Taggart, recently liberated by Falkner from the hostage camp, spoke up for him - and this wouldn't be the last time that General Taggart would save his protégé's bacon from the hostile actions of the ED high-ups - or from the consequences of Falkner's own unrestrained conduct. It was lucky for Falkner that he was now under the direct command of General Taggart himself.

24.06.2153

Report No. 456/3456 Bd. 67
Military police, District of Cimmeria

Colony Fox 17, 24:00 local time.

The military police on Fox 17 was forced to arrest Major Michael Falkner, ID nr. 456/96, for being totally under the influence of alcohol. The Captain was in the company of two of his subordinates, Corporal Dan Gillio und Sergeant Ian Miller. All three were, at the time of the MP's arrival, vandalizing a franchising institution, "Rosie's Corner". The reason given was the fact that closing time was 23:00 hours. The Major and his men did not comply when asked to leave the bar, according to a statement given by Gina Davies, an employee of Rosie's Corner. The accused also did not respond when asked to leave by the military police unit consisting of 5 men. Instead they (the Major and his subordinates) proceeded to erect a barricade in the premises of the aforesaid bar. An attempt to extract them by force failed. The calling of reinforcements also had no effect on the situation. The Major and his subordinates finally surrendered to the military police at 05:46 am, the reason for their surrender being their excessive intake of alcohol and their inability to stand. Said alcohol came from Frau Rosalind Palmer's private stock at the club, illegally removed and imbibed by the accused. Following this, Major Falkner, fully inebriated, was taken to the garrison detention facility.

I hereby request that disciplinary actions be initiated against Major Michael Falkner.

Addendum
Due to Major Falkner's unruly conduct the said bar was destroyed. Furthermore, 8 military police officers suffered injuries (including 2 seriously wounded).

There follows a list of equipment, gear and facilities either damaged or destroyed - losses total 2,360 credits:
16 Mirrors
12 police batons
4 helmets
18 stools
13 window frames and panes
3 games consoles
156 crystal glasses
2 iron banisters

Signed,
MP Sergeant Roger Sullivan

General Robert Taggart

General Robert Taggart owes his life to an incredibly brave deed of Falkner's. The General was held captive by a group of ED rebels who were set on killing him until Falkner rescued him - and the General's never forgotten it. Since then he's become Falkner's friend and mentor - a fact that has often helped Michael out of some tricky situations. Both men are linked by respect for human values and for one another. They don't talk about it much - that would be very unwise with the current political situation the way it is right now - but they're both aware that they are allies in a hostile environment.

Taggart is one of the very few ED officers who value honor, courage and heroism. He worries like a father about Falkner - because he suspects that Michael's rebellious behavior could mean his execution someday. He does everything in his power to protect his subordinate. He's been able to save Michael on several occasions from the plots of the ED secret police. It wasn't so much his activities that were hostile to the government, the complaints were more or less about his irregular conduct (mostly caused by alcohol) - and that was grist to the mills of his high-ranking opponents in the ED...

Colonel Greg Rifkin

Michael Falkner has many enemies. One of these (and a dangerous one) is a certain Colonel Greg Rifkin who would love to get Falkner court-martialed and imprisoned. You could say he's one of the few who can really appreciate Michael Falkner's true potential - and he doesn't like what he sees...

In each campaign, you'll take the role of one of the two heroes - the protagonists of a new era. If you start the game with the Eurasian Dynasty, your hero will be Michael R. Falkner - Major of the ED Special Forces. You've read his personal history on the previous pages.

If you decide to go with the Lunar Corporation, you'll take the role of the beautiful Ariah D.F., Captain of the Rapid Reaction Forces of the LC.

Name: [ARIAH D. F. 745]

Age: [29]

Position: [Captain of Dep. 67, Rapid Reacition Forces of the LC]

Ariah is a steely female soldier and a true fighter - but under certain circumstances she acts more like a brave fantasy warrior with no trace of the cool discipline her LC colleagues possess. She is appreciated by her subordinates as being a tough and decisive military officer. Ariah is the type of woman that stays beautiful even in full uniform - armed and ready for battle, she loses none of her feminine charm and appeal.

Face to face, she gives the impression of being trustworthy and honest, while her straight-dealing style can also go over the top on occasion, even bordering on stubbornness. Ariah is courageous and a sticker to the end, no matter how dangerous the mission may be. She never backs away from an order or discusses its execution with her subordinates - and that applies to her own objectives as well.

All in all, in spite of her 'weaknesses', Captain Ariah D.F.745 is a soldier much appreciated by her superiors. She is often given difficult and responsible missions - because the top women in the LC know that Ariah's ability to assert herself will give her the backbone to see any mission right through to the end. Although she often finds herself in hot water with her superiors because of her attitude on some things, they even entrust her with top-secret missions - because she quite obviously has no political interests at all.

Her self-will, which perhaps bears a trace of the rebellious, would never be seen as a reason not to give her difficult missions - because her non-political attitude is not seen as being a problem, since it's overshadowed by her fighting abilities.

Here's one example of her abilities - in the year 2157, she managed to get hold of secret information about the ED's cutting-edge rocket technology - and pass it on to her superiors.

It was thanks to her insight that the LC were able to develop efficient defense systems against the ED rockets with time to spare - the so-called ARD rocket systems. This unusual success brought the young woman to the attention of the Stellar Council. The results of her daredevil mission were weighed against the accusations against her in two court-martial proceedings - and all charges were dropped.

The story behind the court-martials? The argumentative Ariah was again in trouble with her superiors - she had totally ignored an order to retreat. She had furthermore insulted and even attacked her immediate superior, Colonel Janice N.U. 894, calling her a "half-assed, dumb goat" - but the really important success that Ariah had achieved (those rocket defense systems proved to be vital for the LC) saved her from a worse fate and she was transferred in 2159 to the Department of Counterespionage.

Since then she's been working with **Lynn** [on the left], a skillful former ED hacker, whom Ariah had freed from an extremely unpleasant ED prison camp.

They now worked side by side for the LC. Together they gained access to secret ED data which, when decoded, exposed the existence of a secret ED military installation on Io, a Jupiter moon.

In 2160, Ariah was transferred from counterespionage to the LC Rapid Reaction Forces, directly under the command of Dept. 67 of the Stellar Council.

Ariah's continual rebelliousness and insubordination were the official reasons given for this transfer - but unofficially?...it was the start of Operation Desert Wind.

To the Chief of Dept. 67.
Report
Re: The military behavior of Captain Ariah D.F. 745

- Confidential –

We hereby inform you that Officer Ariah D.F. 745, in the period between 03.09.2159 and 23.10.2159, showed complete disrespect for her superiors, Major Vivian L.C. 768 and Colonel Lamia C.V. 789.

Captain Ariah actually criticized the commands she received from the aforementioned officers. In addition, she accompanied this insubordination with remarks such as old [redacted] and blonde [redacted] It was reported to us that she in fact made these comments in the presence of her soldiers, using vulgar speech not befitting an officer of the LC.
We have also received further information that points to occasions on which Captain Ariah reviled the decisions of the Stellar Council. She was also overheard slandering some individual members of the Council with insults like for example, "these old [redacted] and [redacted] don't know what's going on in the real world".

These remarks caused consternation among the ranks of her superiors, but the lower ranks are reported to have cheered her rousingly. We wish to draw the attention of the Stellar Council to the following facts:
Captain Ariah has had a longtime, extremely suspicious relationship with one Lynn L.R. 678, an ED deserter. This Lynn was with the ED as an officer - a hacker. She joined the LC on 24.02.2159. This suspicious relationship started on the day that Captain Ariah freed the ED Lynn from an ED prison camp. The possibility that Lynn may be an ED spy and double agent cannot be ignored.

With all due respect on our part, may we suggest to the Council that we, the LC, have many bright, talented and moreover loyal officers who could capably replace Captain Ariah should the occasion arise. We would in this case like to bring the outstanding skills of our Cynthia D.F. 459 to the attention of the Stellar Council - she has been tested and tried on many occasions - and is absolutely trustworthy.

The hero of a campaign is the most important character in the game. ('He', by the way, means 'he or she'!)
He must not be allowed to die, otherwise the current mission will have failed. Your main character is equipped with special skills too - invaluable in many situations. So take good care of your heroes! Here are some of the specialties a hero has for you - for one, he has more strength and health than a "normal" soldier. Your hero can also use every type of equipment that he finds, he can heal himself, repair vehicles and swap weapons and types of armor. His presence is indispensable in several missions – in leading your forces, for instance, or reaching a certain target or hitting a special game character.

HERO CONTROL

Hero control functions just like with every other infantry unit. You can select him, put him with a certain group of soldiers and have him enter buildings or vehicles. If you select your main character and press F9, the Commands window will open up - from here you can issue more commands to your hero. As an alternative to F9, you can click the symbol of the Commands window on the lower left screen. You'll find the commands for heroes and virtual agents in the **Gamescreen - Commands** section in **Chapter 4**.

EQUIPMENT AND INVENTORY

During the game, heroes and virtual agents can obtain additional weapons, medkits, armor and other useful objects. These objects are to be found all over the Earth 2160 gameworld. Depending on the object, a rotating symbol for a package, a weapon or armor will appear.

Take up the object by selecting your game character and clicking the object. Each object acquired is automatically put in the inventory.
For weapons the rule is: If you've set the option **Automatic weapon selection** in the Commands dialog, your hero will automatically take the best available weapon for the current situation.

You can open the Inventory fast by pressing the I key. Alternatively, you can open the Commands window with F9, or click the symbol of the Commands window on the lower left of your screen - then click the Inventory button .

On the left, the Inventory shows a portrait of the **Game character** [1] together with the objects being currently used. On the upper left, you can see the **current weapon** (2). On the right in the Main window of the Inventory the **current armor** (3) is displayed.
The remaining **content** (4) of the Inventory can be seen on the right.

Your Hero can carry up to 16 various objects - 12 of these in his "backpack" and 4 for immediate use. Each object has a certain **Weight** (5) - the total weight that the game character is carrying is shown on the right. Remember that just a few objects can weigh more than a lot of objects.

USE OF OBJECTS

If you move your pointer over an object, a small **Description** (6) will be shown, together with the object's statistical values. Click an object to select it. You can use a selected object by clicking the **Use** (7) button.

To remove a selected object from the inventory, click the **Drop** (8) button. A dropped object is displayed on the screen near your game character. It can be picked up again at any time - if you change your mind, for example, or if you want to pass it on to your second hero.

PLEASE NOTE: some objects can only be used if they're transferred to the hero's personal inventory. Select an object like this in the Inventory and click Use. The object will now appear in one of the free locations around the portrait of your game character.

Some objects, e.g., **Medkits** (9), are used automatically. Select the object by clicking it and then click your right mouse button. Now the game character will use that object without you having to do anything else. For example, if you transfer a Medkit to automatic mode, the game character will treat his own wounds.

TYPES OF OBJECTS

In Earth 2160, there are various kinds of objects that your hero and/or your virtual agents can use:

Medkit: a Medkit has a positive effect on the health points of your game character. Medkits can be used automatically by your hero.

Toolkit: this contains a set of tools and nano-robots for repair of armor, weapons and other armament objects. Toolkits can also be put in the "Automatic use" mode.

Battery: this consists of a nuclear micro-unit, which provides power for energy weapons, armor and special military equipment. You can also set Automatic use 'batteries, automatic use can be set.

Electronic binoculars: expands the game character's field of vision. This means that enemy patrols can be seen earlier.

Ammo Pack: regular ammunition for assault rifles and sniper rifles. Caliber 5.56

Mine: a versatile, standard landmine. When the option **Use** has been selected in the Inventory, the mine will lie near the game character. It will explode when it comes into contact with an enemy unit. An activated mine can be deactivated. To do this, select your game character and click on the mine.

Time bomb: temporally delayed explosion. When the option Use has been selected in the Inventory, the time bomb will lie near the game character. By the way - you'd better get your game character out of there - the bomb will explode after a certain time has elapsed.

Remote-controlled bomb: this functions like a mine - but the explosion is triggered from a safe distance. When the option **Use** has been selected in the Inventory, a symbol showing the remote-controlled bomb will appear in the Commands dialog. Click this symbol, then click the location on your screen where you want the bomb placed. Now select your game character and click the bomb.

Personal shield generator: this protects your game character. The values are:

Shield resistance: this value tells you the maximum number of enemy shots that can be intercepted and absorbed by the shield.
Shield regeneration: this tells you the amount of time the generator needs to fully recharge.

Generator for a reflecting personal shield: this generator creates a reflecting shield around your game character – it was developed specifically to neutralize energy weapons. Each generator can be classified by the following statistical values:
Shield resistance: this value tells you the maximum strength of the energy burst that can be absorbed by the shield.
Shield regeneration: this tells you how much time the generator will need to fully recharge.

Armor: Your game character will use many types of armor to protect himself from enemy fire. Each type of armor can be classified by the following statistical values :
Protection from firearms: effectivity against firearms
Protection from energy weapons: effectivity against fire from energy weapons
Protection from chemical weapons: effectivity against fire from chemical weapons

Weapons: Your character will naturally have to use lots of different weapons during the game - like firearms and energy weapons. Weapons have the following differing values:
Accuracy: tells you the accuracy of the selected weapon
Ammunition consumption: tells you the ammunition consumption - how much the weapon needs, per shot
Firing speed: gives you the firing speed with and without exact aiming.
Damage range: the range at which the weapons can be effectively used.

Self-cloaking device: a high-tech gimmick that makes your game character invisible to your opponent.

Chaos Tool: this generator-driven psi-weapon is used for brainwashing your opponent. The activated psi-weapon can be used for causing panic among nearby enemy soldiers, or it can confuse them so much that they start to attack each other. The all-round practical invention ☺... especially if you want to slip through enemy lines unnoticed!

CHAPTER 6
VIRTUAL AGENTS

During the game, you'll get the opportunity to hire virtual agents - but only if you've enough resources in your account! Virtual Agents are mercenaries, who can support you in all possible aspects of gameplay. At times you'll come across other game characters who can join you - in both the Campaign and Skirmish modes.

HIRING AGENTS

If a Virtual Agent is available, he or she will greet you and his mercenary icon will appear on the left side of the screen. From this moment on, the agent will await job offers from you.

In Multiplayer mode, your opponent can also make your mercenary an offer and lure him away from you. To hire an Agent, just click his pictogram. The fees they charge vary considerably - they could charge you more or less according to what side you're playing, or depending on who you've got already working for you - but you have to spend a certain amount of your resources - water, metal or crystal, depending on the type of agent you want to hire and on which side you're playing.

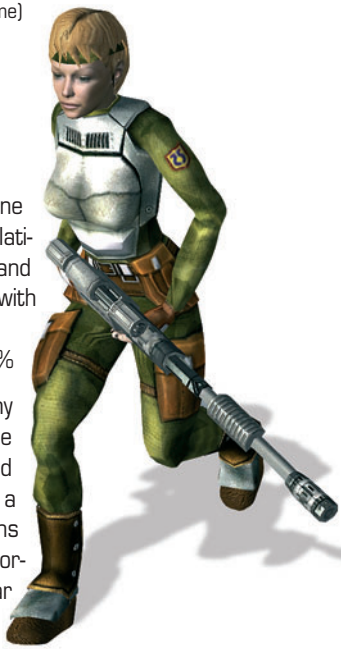
You can hire a maximum of 3 agents at any one time. Click an agent's symbol to close the deal. After a few seconds, the agent will report his arrival and the pointer will change, giving you the opportunity to send him to your preferred location. Click any point on the map. Your new agent will go there right away - if he uses a vehicle, he'll travel to his location in or on the vehicle. Your virtual agent is now ready to receive your orders!

Even if your contract with him runs smoothly and everything's guns'n'roses (sorry, Axel!), your agent won't serve you forever. When the contract starts running out, he'll ask if you want to prolong his services. If you want to extend his contract, you'll naturally have to pay him again.

Agents' contracts last for 15 minutes. If you don't extend his contract, the agent will disappear from the map - but it could be that after a time he'll offer you his services again. You can also release an agent from your service before the contract expires by clicking the **Release agent** button in his Commands window…BUT…tread carefully here! The agent may put you on his 'customer blacklist' - and raise his fee considerably the next time you try to rehire him. The more negative your reputation is with him, the more it's going to cost you to take him on again!

Noé*

(*Author's remark: Noé is a orphaned street kid - no one knows her surname)



Health: 500 HP
Weapon: Mortimer sniper's rifle
Vehicle: „Zed" - a huge and very special motorcycle, 1.000 HP
Vehicle armament: Ion cannon (electronic damage)

Special skills: Noé is an excellent sniper. Her presence alone increases the accuracy of units in the area. She is also a superlative scout. If you wish, she'll train small recon units in your base and search for resources and enemy bases in the area together with these units.

Additional accuracy: +25%

Noé was born on Triton in the LC slums next to one of the army bases. Nothing is known about her parents. As a young girl she went through some hard times - she joined a street gang called the "Royal Marauders" and was the sole survivor of a battle with a rival mutant gang called the "Spiders". Her subsequent actions remain unknown. It is presumed that she was incarcerated in a forced labor camp for sociopaths. When the tide of the Mars war started to turn against the LC, she was drafted into the Volunteer Support Corps (the name suggests it was voluntary - actually it was do or die). The so-called Voluntary Corps was usually sent to the front line and after a few hard and bloody battles with the ED, Noé went AWOL and joined the group of one John "Callico" Rackham, the head of a gang of space pirates and smugglers operating in the Asteroid Belt between Mars and Jupiter- their specialty was raiding ED ships. This relationship was destined for trouble and soon Noé and Callico were quarreling bitterly. The official version claimed that the disagreement was caused by the unfair division of the bounty, but those in the know said that it was quite simply the break-up of a short but passionate and turbulent relationship. Afterwards, Noé decided to go it on her own and became a freelance mercenary, offering her services to anyone with a fat credit balance. Since then, some of the more ill-disposed mercenaries she works with have started to call her "Mantis". Rumor has it that the nickname fits, because the only thing that remains of her numerous lovers are the pet names she gives her gear. So her Mortimer rifle and her Zed motor scooter are no more than a memorial to the guys she used to love.

The fighting skills she picked up while struggling to stay alive on the streets make her an outstanding scout and a dangerous opponent.

Bruce W. Bronson

Health: 500 HP
Weapon: Plasma grenade launcher (only ground)
Vehicle: real bundle of power - an armored battle truck, 1.000 HP
Vehicle armament: HE cannon (armor-piercing, only ground)

Spezielle Fähigkeiten: Special skills: Bruce is a mining expert - resources management is also one of his strong points. He can coordinate and organize the activities of your collectors and build mines and refineries. Collectors and mines work a lot faster under his influence.

Harvesting speed: +25%

In the time when the Earth still existed, Bronson was one of the most famous resource hunters. He tried his hand at many things: he worked in the oil industry as an engineer assigned to difficult drilling enterprises; he was a gold and uranium ore digger, and even an F/X expert in the movie industry! Bronson also worked as a mercenary for the ED and since he was a valuable asset, they took him along when they left the Blue Planet. Bruce was grateful for this and worked for a few years in the Dynasty's service.

He completed numerous missions for the corporation, including the discovery of metal deposits on Titan - but he quit when the word spread that the corporation's authorities were using political exiles and out-of-favor ED military men for the hard labor jobs. The choice of sides to work for wasn't all too extensive - so Bronson switched to the Lunar Corporation, but they didn't satisfy him either. The LC regularly cheated him on payments and insurance premiums, so he soon decided to leave and he and a couple of fellow adventurers established their own mining company. He went through a lot of incredible adventures as he freelanced around the Solar System. He mined on Titan, Mars and Venus and ultimately lost his entire equipment in a battle between the LC and the Dynasty. He and his men were shanghaied into the LC, but that was mild compared to having to fight off certain space pirates and Martian gangs.

There was also a time when he was held for ransom by a smuggling party and when he decided not to pay, the bandits tried torturing him, but he snapped and after a desperate fight, he managed to find a weapon. You can imagine the rest - the smugglers didn't get a penny from their captive and had to dance the Lambada to the tune of Bruce's cannon!

Bronson is a really tough guy - and some people might even call him ill-mannered - but not in his presence…

Bruce' Battle Truck

Joshka Kruger MD

An outstanding military doctor and scientist. Specialized in alternative medicine.

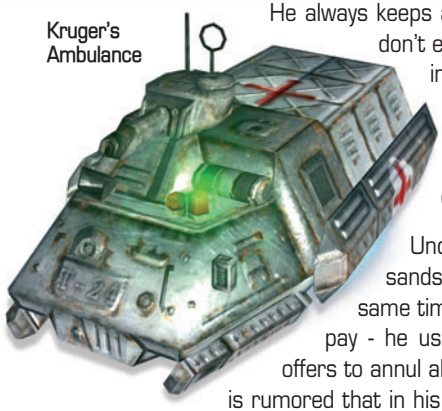
Health: 500 HP
Weapon: Acid gun, shoots chemical grenades (only ground)
Vehicle: An ambulance, 1,000 HP
Vehicle armament: chemical cannon

Special skills: His mobile ambulance is full of exotic chemicals. Thanks to this, he can provide support for your scientists and significantly reduce research costs.

Research costs: -25%

Doc is a widely-known and eccentric military doctor. Once he served in the ranks of ED, but currently he's working as a "private practitioner", as he calls it. He is not only a skillful medic but also an effective mercenary who has seen a lot of battles. He's also famous for his scientific inventions - the experimental healing and stimulating nanoids, for example.

Doctor's lifelong passion is organ transplantation and the vivisection of Aliens. Due to the current shortage of Aliens in the Solar System, his talents are put to creative use in organ commerce.


Kruger's Ambulance

He always keeps a full set of internal transplant organs at hand (but don't even ask where he gets them from ?). His repertoire includes plastic surgery and anything from partial to full cyborgization. Doc has such a shrill sense of humor that it can bring coma patients out of their deathlike trance - some say his jokes could resuscitate the dead without electric shock treatment.

Undoubtedly, the doctor has managed to save thousands of people during his years of service, but at the same time he can be pretty hard-line when a customer can't pay - he usually points to the small print in his contract and offers to annul all debts - for various parts of the customer's body. It is rumored that in his youth the part of his brain governing remorse, pity and compassion was surgically removed. Malevolent LC minds suggest that Doc doesn't even have a doctor's license and that he's only a simple animal doctor with a fake diploma. Anyway, these rumors never prevented Doctor Kruger from getting new contracts. In this era of the struggle between the ED and the LC his services are in great demand.

Brother Gabriel

Health: 900 HP

Protection from firearms: 50
Protection from energy weapons: 50
Protection from chemical weapons: 75
Weapon: flamethrower, weapon can't be changed.

Special skills: this crazy preacher can significantly raise the fighting morale of nearby soldiers. Units that are near him fight better. His detailed knowledge of church architecture causes a reduction in building costs.

Building construction costs: -25%
Additional accuracy: +10%

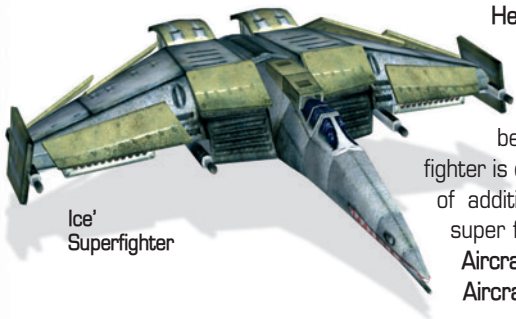
Don't be fooled by Brother Gabriel's appearance or his weird Latin quotes. The man is a cold and efficient mercenary killer, notorious for his fits of rage and unpredictable behavior.

One time when he was hired to kill a certain member of the Stellar Council, he killed all the support personnel as well - he sees all the LC ladies as witches, whose death will be "a joy unto the Lord". It is not entirely certain if Brother Gabriel really is a priest, because no churches or even sects acknowledge him as one of their ranks. So far no-one has dared to inquire who the mysterious Lord is that Brother Gabriel worships. Rumor has it that the mad preacher is not a human being at all, but a special robot prototype manufactured in the past by the UCS Corporation; at any rate, his origins and past remain shrouded in mystery, giving substance to all the rumors.

No one even knows for sure how he survived Earth's destruction, since the UCS Corporation's escape ship never made it to Mars - and at that time Brother Gabriel was neither working for the Lunar Corporation nor the ED.

Ice*

(*Author's remark: Ice did not permit us to publish his actual name)



Ice'
Superfighter

Health: 500 HP
Weapon: Mortimer 49"
Aircraft: a super fighter craft! Ice built it himself - he regards it as being an extension of his body. The fighter is extremely fast and agile, with a series of additional high-tech gear on board. The super fighter has 1.000 HP.
Aircraft weapon 1: Heavy Blaster
Aircraft weapon 2: Rocket launcher

Special skills: this brilliant pilot knows everything about aircraft. He can help you to build the vehicle best suited for your current situation. He also trains pilots and reduces the costs of all aircraft equipment.

Costs for aircraft: -25%
Pilot experience: +2

A flying genius: at one with his machine. That's somehow understandable - after all, he communicates with it by means of implants in his own body - or so rumor has it anyway.

Both pilot and an engineer, Ice is a hard man to put down, a man of weathered countenance and a surprisingly friendly smile. He likes to joke, sometimes at the expense of others. In battle he is precise and extraordinarily controlled - cool as the proverbial block of ice. Ice's family has been always closely connected with the ED. Before the Earth was destroyed, he was a member of an elite group of highly-paid Corporation pilots - but after an unfortunate and mysterious air crash near Mons Olympus during the war on Mars, he had to undergo many complicated operations which involved inserting implants into his nervous system - he recovered, but his left leg remained entirely paralyzed.

People say that his misfortune was not an accident but the result of someone's scheming. This surely explains why the ED authorities let a man of his talent quit their ranks. In the political in-fighting after the destruction of Earth, he somehow found himself on the list of suspects - but they didn't dare to exile or imprison him like they did to the other high-ranking officers on the list - Ice's family was much too important. So they tried to get rid of him in a rather more cunning way - hence the crash…this is probably also why they released him from service when he recovered – to get rid of him at all costs - although he was such a brilliant flyer.

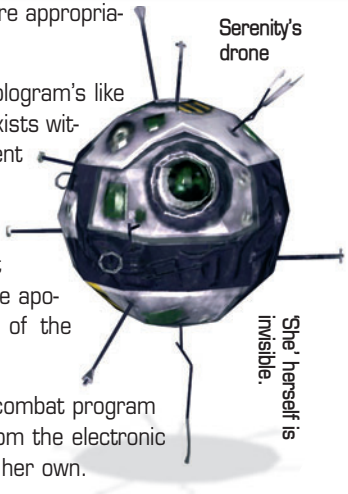
Serenity _0345xnf_tdi#$

Health: 500 HP
Weapon: no
Protection from firearms: 50
Protection from energy weapons: 50
Protection from chemical weapons: 50

Special skills: Serenity is a powerful, artificial intelligence being. She can organize your power supplies and build new power stations and generators. Under her influence, your flow of energy will be optimized. She'll switch off buildings that aren't currently needed. She can also improve the work rate in your factories, enabling vehicles to be built faster.

Vehicle construction time: -15%

Serenity is a drone – 'she' herself is invisible…so who, or more appropriately what is Serenity?



First of all, it's generally agreed that it's a she, since her hologram's like an elf-like creature. She's a hacker program, a virus that exists within the ED and LC networks. There are at least three different hypotheses as to why she exists.

The first of these says that Serenity was created on Earth by the UCS corporation. While fleeing from the imminent destruction, she hacked into the ED systems and avoided the apocalypse by implanting herself in the vast virtual network of the Dynasty.

The second hypothesis implies that she was designed as a combat program by an elite ED programmer. Serenity managed to escape from the electronic clutches of this genius, killed him and started to operate on her own.

The third hypothesis, originated and firmly believed by the hackers and scientists of the Lunar Corporation, is the most fantastic: they say that Serenity consists of the knowledge and the memory of a real woman's psyche – that of a special agent, one Lamma F.N. of the LC. Lamma fell in love with Cybor Space (an ED officer), betrayed her own faction and was sentenced to death. After her execution, her memories were somehow transferred into virtual reality. Now the weakness in this theory is that Cybor Space didn't have the necessary talent for it - so who could possibly have done it?

One popular variation on this theory is the most plausible solution - that Lamma was the loser in a love triangle made up of Cybor, Lamma and a young, brilliant scientist. Putting aside these conjectures and theories, the fact remains that Serenity is a highly dangerous hacker program, able not only to hack into the defensive systems of both the LC and ED, but also to avoid security firewalls and viruses.

She can reproduce herself any number of times, making her difficult to eliminate. This makes her a fantastic ally of inestimable worth.

Tyranos Protector

Health: 900 HP
Weapon: "Alien laser" (weapon can't be changed)
Protection from firearms: 50
Protection from energy weapons: 50
Protection from chemical weapons: 70
Vehicle: none

Special skills: he knows everything about Alien technologies. This helps your scientists to work faster and reduce costs.

Research speed: +30%
Research costs: -25%

Tyranos can command the Aliens. He is a gigantic colossus - his presence alone spreads terror through the enemy ranks.

He was first discovered in 2160, when the Dynasty's scientists discovered strange structures below the surface of the Red Planet, most likely abandoned by some mysterious Alien race. The scientists also found strange, seemingly lifeless creatures there - which would turn out to be the most lethal species in the entire universe. No one quite knows why the bodies of these Aliens remained in stasis below the planet's surface. Perhaps they were stored there millions of years ago to be used as future genetic material.

Another hypothesis is that the Aliens were left on Mars as guardians in order to protect the secret of the Dimension Gate and other remnants of a mysterious, ancient civilization. Tyranos can induce this terrible, awe-inspiring army to work for him. If you have him on your side, it could tip the scales of the war in your favor.

Rob M-60

Health: 900 HP

Protection from firearms: 75
Protection from energy weapons: 75
Weapon: Chaingun AG (weapon can't be changed)
Vehicle: Dragoner 2, a heavy bomber
Vehicle armament: Shuriken gun (armor-piercing).

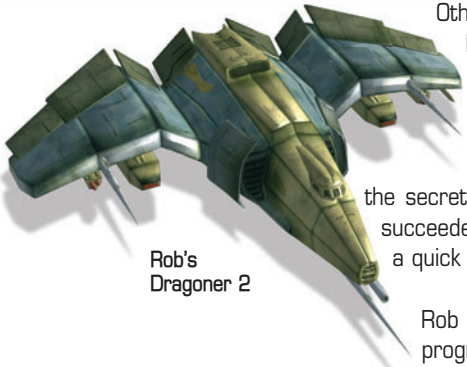
Special skills: this robot can attack enemy bases all on his own. If you allow him to, he'll create units and attack your enemies. He is designed to train infantry units in a short time.

Additional accuracy: +20%
Infantry costs: -20%
Experience of the infantry: +2

Rob M-60 is a creation of the UCS, designed for specific infiltration and sabotage missions. The Rob M-60 series was created in 2149, shortly before the destruction of Earth. It was never mass-produced: there were only a few units manufactured. The UCS disappeared after the Earth was evacuated. It's thought that the ship they used to escape the disaster was destroyed, damaged or lost somewhere out in the Solar System. It is a mystery, however, how Rob M-60 survived this disaster.

Some say that a gang of space junk collectors operating around Ganymede came across a wrecked ship module drifting through space. The module contained some pitiful human remains and a defunct UCS battle robot with an extensive set of replacement parts. They quickly decided to dismantle the robot and sell the salvaged components to the LC Corporation, a decision that cost them their lives...while they were trying to take Rob apart, they accidentally activated his back-up power sources - end of one smuggling gang...the robot took control of their ship and tried to establish contact with the UCS command, this being part of his battle program. When this failed, the robot, being programmed to act on his own, started a career as a virtual agent. M-60 quickly became famous.

There are rumors that say Rob M-60 contains the UCS computer mainframe, which insidiously killed all the UCS people.



Rob's
Dragoner 2

Others say that as the sole survivor of the UCS, he knows what happened to the UCS ship. So some people wanted to try to examine the robot's electronic matrix to find out more - a scary task. In mercenary circles, some boasted that they could single-handedly finish this "tin can" and wring all the secret information out of his system - but no one has succeeded yet. Those that have tried succeeded in finding a quick but agonizing death.

Rob M-60's might isn't simply based on his combat programs, titanium skeleton and durable yet flexible construction. He is also fitted with a portable technical service center containing a multitude of interesting components, including replacement units, which will activate if Rob is attacke from ambush in battle. Rob M-60 simply copies his identity, data and programs into the memory of a replacement model. As a result, this 'tin can' is practically immortal. The question is, will his replacement parts ever run out? A heck of a lot of warriors in this solar system are eagerly awaiting that very moment...

Professor Sebastian Ronald O'Rourke

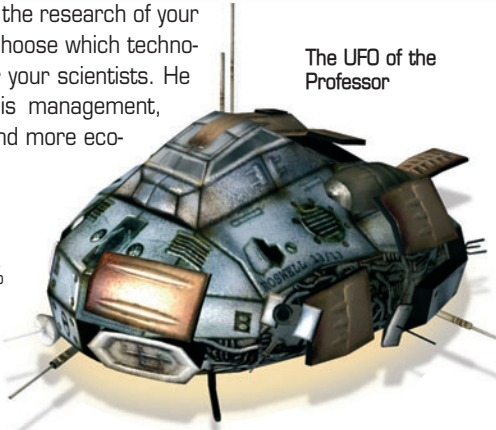
Health: 500 HP

Weapon: "Sonic Blaster" (Energy damage)

Vehicle: the reaction when people see Sebastian's "vehicle" for the first time is usually..."Hey, it's a UFO!" or to be more exact ... it looks like a saucer that can fly! He built it from scrap and other materials that were lying handy at the time. OK, it's maybe a little bit clumsy and looks really weird - but it's efficient. The vehicle is small, floats above the ground and doesn't exactly get the driver high on its speed. It has no armament either - at least not in the conventional way. It does have a couple of useful (you could say, revolutionary!) tools that the Professor seems to have slapped on just anywhere on the craft.

Vehicle armament: Ion grenades (electronic damage, only ground)

Special skills: the young "Professor" can oversee the research of your technologies. If you allow him to decide, he will choose which technologies to research. He is a priceless support for your scientists. He specializes in attack technologies. So under his management, these special weapons will be produced faster and more economically.


The UFO of the Professor

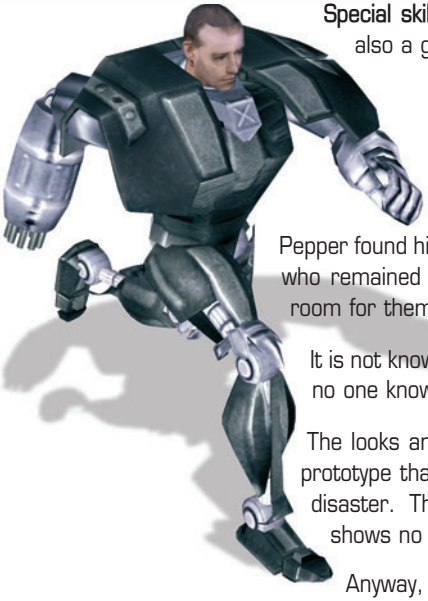
Research speed: +20%
Construction time for special weapons: -50%
Construction costs for special weapons: -25%
Loading time for special weapons: -50%

There are two theories concerning Professor O'Rourke. The first one explains away his youthful appearance as being the result of some genetic experiments conducted by the UCS. There are those who think that the UCS wanted to create a genius strategist of extraordinarily receptive mind. The results of this research exceeded their wildest expectations, but then the subject took control, vanished and reappeared as Professor Sebastian O'Rourke. There are also those who say they knew him back on Earth. Shortly before war broke out, the elderly scientist managed to transfer himself into a new host - cloned from his own body cells. However, a small detail went wrong - his original idea was to switch to a fully-developed, adult body – but perhaps the Professor had too little time to complete the operation, because the clone was still a teenage boy. The young body seems to fit a Professor's character quite well however - curious, a real know-it-all and one who loves to hear the sound of his own voice - but there's no doubt about it – he's totally unique.

Pepper's Gorgosaurus

Pepper

Health: 500 HP
Protection from firearms: 80
Protection from energy weapons: 50
Weapon: Plasma cannon (weapon can't be changed)
Vehicle: Gorgosaurus
Vehicle armament: Gauss radiation



Special skills: he can build your bases fast and efficiently. He's also a good trainer of your infantry and your pilots.

Additional accuracy: +25%
Experience of the infantry: +2
Experience of the vehicle crew: +2

In 2150, shortly before the Earth was destroyed, Pepper found himself among the ranks of the "Lost Souls" - the people who remained on the Blue Planet, because there was not enough room for them aboard the ED and UCS evacuation ships.

It is not known how he managed to escape the doomed planet and no one knows how he came into possession of his Gorgosaurus.

The looks and design of it seem to be UCS - perhaps a machine prototype that they were unable to recover from Earth before the disaster. This will probably remain unsolved, because Pepper shows no inclination to talk about it.

Anyway, Pepper duly turned up on Mars and worked as a mercenary, at first for the ED and then for the LC. His colleagues often asked him for support in getting overdue payments from the authorities. His tough attitude usually assured that the money was paid. Pepper distinguished himself in the battles with the LC landing troops on Titan. It was at this time that he met Major Falkner.

At the time, he didn't think much of ED officers, hence his transfer to the LC. Pepper is a paragon of discipline, the type of soldier who carries out his orders without hesitation and one whose main passion in life is fighting.

Pepper hates cowards and deserters like Lance Lassiter. He spends all of his spare time lovingly upgrading and polishing his Gorgosaurus. So, in a nutshell: Pepper is a relatively decent guy - with a whole lot of fire power. That's why, when given a choice between deploying an additional battalion or employing Pepper, commanders from both sides of the conflict will take Pepper.

Lance Lassiter

Health: 500 HP

Weapon: Rocket launcher

Vehicle: a tuned tank called "Molly".

Vehicle armament 1: Cannon (armor-piercing)
Vehicle armament 2: Rocket launcher (explosive damage)

Special skills: this crazy loves everything that has a barrel (beer too ☺). He can oversee the upgrades of your cannons and make your base defenses more effective. Under his management, battle vehicles will be produced faster and more cheaply. His enthusiasm will also have a positive effect on your pilots. Their experience and accuracy will be increased.

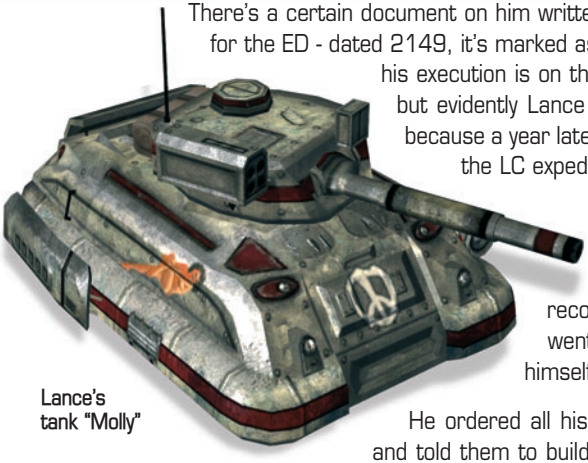
Costs for ground vehicles: -20%
Costs for upgrades: -50%
Construction time for vehicles: -10%
Additional accuracy: +10%
Experience of the vehicle crew: +3

Lance has a bad reputation with his fellow mercenaries - because he has served in most of the armies in the solar system - and gone AWOL from them too. He fought in the ranks of the LC and the ED and at the side of insurgents and rebel colonists - he even fought for the UCS on Earth! Lance would say that his frequent changes of employers were caused by their lack of appreciation for him and for his sense of humor. He started off on his career on Earth, as the aide-de-camp for a General Bradley of the UCS forces.

A young and promising officer, his career took a dive when he "borrowed" his superior's speeder machine and crashed it in the desert in Nevada. The furious General didn't care one whit that Lance was as drunk as a skunk at the time - he was immediately transferred to a penal company.

Lassiter managed to escape, went to ground and changed sides. Many rumors about him were circulating after this - he was supposed to be in many different locations at the same time, for instance. Naturally, this was impossible - but it shows you just how elusive the man can be.

There's a certain document on him written at the time when he was working for the ED - dated 2149, it's marked as 'Completed, for Filing' - the date of his execution is on the document as well - 27th August - but evidently Lance was in no mood for dying just yet, because a year later he reappeared as a mercenary for the LC expeditionary forces.



Lance's tank "Molly"

He quickly gained renown with them as a courageous but reckless leader. One time during a reconnaissance mission on Earth, he went far beyond enemy lines and found himself surrounded by the ED troops. He ordered all his men into their one remaining tank and told them to build a dummy PSI cannon using plastic scraps and other junk. He then ordered his men to attack. When the enemy troops spotted a vehicle packing a deadly PSI cannon, they beat a hasty retreat and Lance and his soldiers were able to get back to their lines. He was the talk of the LC after this - but that didn't keep him there - he disappeared with the regiment's cash and escaped from Earth, only to resurface on Mars in the ED ranks.

Currently he's using the diversity afforded by mercenary life for his sidelines. He drives a light tank he calls "Molly". In battle, Lance Lassiter uses a rocket launcher.

Noire

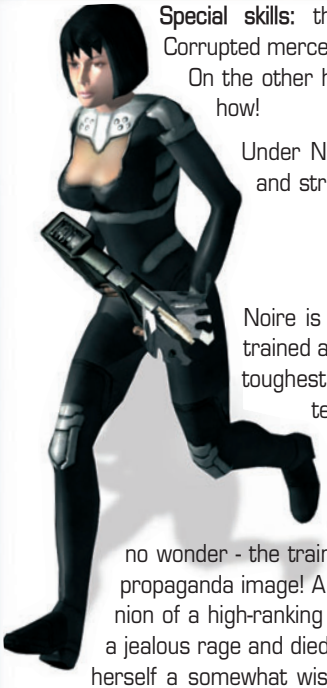
Noire is the 'stage name' of this death-dealing, female creature!

Health: 500 HP

Weapon: Electronic cannon (power and electronic damage)

Vehicle: "Hell bike", HP 1.000
Vehicle armament: bolts of lightning (power damage)

Noire's "Hell bike"



Special skills: this beauty corrupts agents hired by your opponent. Corrupted mercenaries will sabotage your opponent instead of helping him. On the other hand, she can also motivate your workers - but don't ask how!

Under Noire's influence, your resources will be harvested faster and structures will be built faster.

Speed for resources harvesting: +20%
Construction time for buildings: -20%

Noire is the result of a an LC series of tests to 'breed' specially trained agents. Children who fulfilled special criteria were given the toughest training imaginable. These human test subjects lived in terrible conditions and were identified only by numbers.

Before her escape from this camp, Noire had no name - she was known only by her identification number. The LC categorically denies any knowledge of this awful camp and no wonder - the training methods used there didn't exactly fit the their official propaganda image! A few years later Noire reappears as the charming companion of a high-ranking ED officer, Fiodor Crooknose. Sadly this officer went into a jealous rage and died a violent death at Noire's hands - our heroine then found herself a somewhat wiser patron, George Boyard, who protected her from the consequences of her deed.

Boyard, also a high-ranking ED officer, saw that her talents could be put to use as an ED counter-intelligence agent - so Boyard got two for the price of one – a lover and a spy.

However, this rather forced cooperation proved unsuccessful and after his mysterious demise (and the demise of many of her later 'companions') she decided to strike out on her own under the assumed name of Noire.

This agent is as attractive as she is deadly. Her abilities must be used carefully, especially when you take into account her tendency to get high on her power. Noire uses an electronic cannon in battle.

EURASIAN DYNASTY

The ED is a Corporation established on what used to be Russia, Asia and Europe. Its primary objective is to conquer territory on Mars and other planets which are currently almost completely controlled by the Lunar Corporation.

ED BASE BUILDING

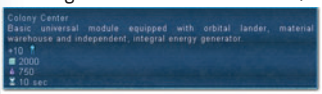
The key to this game is to create the best base possible. Find a good location and keep expanding by adding better and better military complexes, well planned for both attack and defense, and you will be invincible. For this is the only way you'll be able to build the powerful units and conduct the technological research that are the keys to success on the battlefields of the 22nd century.
Each side has its own way of building bases. There are several building types and different upgrades available. This is why we will explain each side's methods separately.

To build an ED base, click on the Production button located at the lower-right part of the screen, or press [F7]. The window will display the locations where you can build your base and train your units. The screen is divided into two areas. In the lower area you see the different objects you can build. At first, the only thing you can choose is the **Orbital Construction Center** (1). This puts a space station up in orbit to act as a seed colony, and then sends it down to the planet's surface. Once you've clicked, the upper half of the screen shows the colony. You can start building your base.

The **Colony Center** (2) is the first and most important building. This is where you need to start building your base. Click on it and move around the main screen area with your mouse. The Colony Center is displayed in red on your pointer. When the foundation for the Center is ready it changes to green. Move the pointer to the location you want to build it on and begin with a click.

Once you've got your main ED building finished, you can start new buildings by clicking on Buildings (3). These are linked to the **Center via Connectors** (4). Choose just one of the structures displayed in the upper window, select a location to build it and set it down with a click. To interrupt construction, right-click on the structure being built.

ED bases can only be built on the Colony Center. Each Center has 8 possible connectors. These are corridors that dock other buildings on to the Colony Center. When you choose a building in the Construct menu, the possible connectors are displayed in blue on the terrain.



Each building has a price and a construction time. When you float the pointer over a building or unit, its cost and the time it takes to build it are shown in the Production window as a tooltip. When building your base you can place connectors and/or multi-connectors. These corridor extensions let you build structures far away from the Colony Center.

There is no limit to the number of bases and buildings you can construct. As long as you have enough resources you can build as many Colony Centers and extensions as you like.

To issue commands to your buildings open the **Command window** at the lower-left of the screen, or press F9 . Depending on what building you have selected, you'll have several different buttons available. The various commands are described in more detail in **Chapter 4**.

POWER SUPPLY

All buildings in the ED base use up power. This means you'll need to start building Power Plants quickly. When a lightning bolt appears over a building this indicates that it's low on energy and therefore isn't operating properly. To get your power supply back up, start building more Generators.

HARVESTING RESOURCES

The Eurasian Dynasty needs two types of resources to build structures and train troops: metal and water from natural sources such as lakes or geysers.

The ED uses the MIG-V-23 Vologda harvester to collect what it needs. First build this vehicle, select it and click a resource deposit. Harvested resources are automatically brought to the depot and are ready for use.

MAIN BUILDINGS

Colony Center

Basic universal module equipped with orbital lander, material warehouse and independent, integral energy generator.

Metal	Water	Time	Capacity
2.000	750	10 sec.	10 units

Energy Generator

Module containing standard efficient RBMK-X56 Zwiezda fusion generator with armored reactor containment/ housing.

Metal	Water	Time
300	0	10 sec.

Exit

Fully automatic doors to the outside world. All moving sidewalks and transmission belts from different parts of the complex lead to them.
To set the destination point, select your exit, click on the respective icon in the commands window and confirm the destination directly on the main screen.

Metal	Water	Time
200	0	10 sec.

Connector

Standard communication module. Moving sidewalks and transmission belts installed within enable the swift transfer of troops and materials.

Metal	Water	Time
20	0	7 sec.

Multi-connector

Expanded communication module used as a communication network center. Contains a trans-shipment platform that carries out troop and material transmission to other parts of the complex.

Metal	Water	Time
200	0	7 sec.

OTHER BUILDINGS

Storage

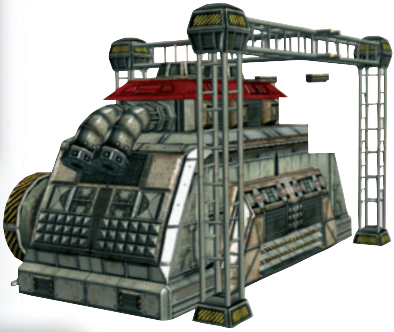
Storage module equipped with automatic loading platforms and transporters, designed to send materials long distances and into orbit. How much storage you have determines how many units you can build. Maximum 10 units per storage.

Metal	Water	Time	Capacity
800	0	30 sec.	10 units

Barracks

Military housing module, consisting of barracks and a training complex - creates living conditions for humans.

Metal	Water	Time
500	500	10 sec.



Production Hangar

Hangar able to house large mechanized forces, equipped with automatic production line and transmission belt terminals.

Metal	Water	Time
800	150	1:00 min.

Ammo Supply Center

Module containing a standardized ammunition factory and a KOLOBOK automatic transporting unit production line. Small drones fly the ammunition to the battlefield.

Metal	Water	Time
300	150	30 sec.

Research and Technology Center

Research and technology center equipped with a series of specialized laboratories and test chambers - can be configured to the requirements of specific projects.

Metal	Water	Time
800	150	45 sec.

Shield Generator

Module containing a TU-7TX force field generator, adapted to efficiently cooperate with other modules of the same type. Creates an effective force field around the entire complex. **Requires:** Energy Shield Generator

Metal	Water	Time
1.500	0	15 sec.

DEFENSE STRUCTURES

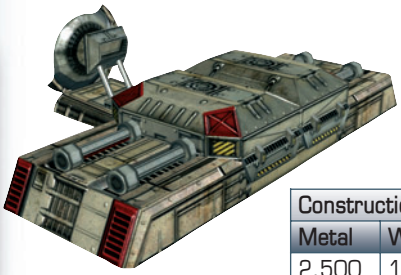
(Laser) Defense Tower

Modular battle platform adapted for mounting varied types of stationary battle systems.
Standard equipment: heavy anti-tank cannon

Metal	Water	Time
500	150	25 sec.

Anti-Aircraft Defence Tower

Modular battle platform adapted for mounting varied types of stationary battle systems. Standard equipment: anti-aircraft missile launcher. **Requires:** Rocket Technology

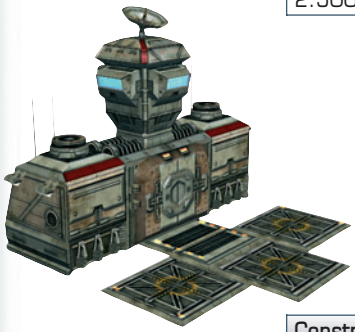


Ballistic Missile Launcher

Module containing a ballistic missile factory, silos for missile storage and an extendable launching platform, protected with an armored shield.

Requires: Rocket Technology

Construction			Research		
Metal	Water	Time	Metal	Water	Time
2.500	150	1:00 min.	0	3.000	2:00 min.



Airfield

Specialized module consisting of an assembly hall and airfield - able to take three KA-82B Khan assault aircraft.

Requires: KA-82B Khan. For KA-82B Khan other researches are required: AN-80 Infantry-Transporter and KA74 Amursk.

Construction			Research KA-82B Khan		
Metal	Water	Time	Metal	Water	Time
1.000	150	30 sec.	3.000	3.000	2:00 min.

Wall

The outer line of defense of the base. The wall protects the complex against fire and infiltration. Topped with a magnetic rail for mobile defence systems.

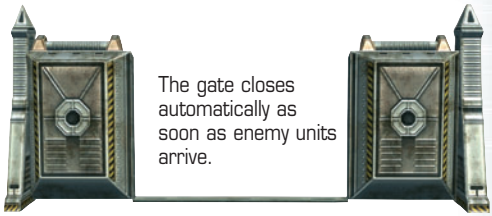
Tip: When building a wall, do not forget the gate. Otherwise you have to sell 4 parts of the wall and build a gate instead.

Metal	Water	Time
50	0	30 sec.

Gate

Fully automatic gate installed as a part of the outer line of base defense. Allows ground units to exit the walled-in perimeter.

Metal	Water	Time
200	0	30 sec.



The gate closes automatically as soon as enemy units arrive.

Wall laser blaster

Battle platform acting as a mobile defense system for the base. Designed for various battle systems. Moves on a magnetic rail.
Standard equipment: Light laser blaster.

Heavy wall laser

Battle platform acting as a mobile defense system for the base. Designed for various battle systems. Moves on a magnetic rail. Standard equipment: Heavy laser blaster.
Requires: Advanced Laser Technology Level 1

Chemical missile wall launcher

Battle platform acting as a mobile defence system for the base. Designed for various battle systems. Moves on a magnetic rail. Standard equipment: Chemical missile launcher.
Requires: Chemical Technolgy and Rocket Technology

Wall Cannon

Battle platform acting as a mobile defence system for the base. Designed for various battle systems. Moves on a magnetic rail. Standard equipment: Heavy anti-tank cannon.
Requires: Piercing Cannon

Weapon	Metal	Water	Time
Wall laser blaster	300	0	30 sec.
Heavy wall laser	300	0	30 sec.
Chemical missile wall launcher	300	0	30 sec.
Wall Cannon	300	0	30 sec.

Automatic Radar Center

Fully automatic radar center.
Standard equipment: DP-22 monitoring module, based on Doppler radar technology. Shows the location of all enemy aircraft. Able to detect any units using camouflage technology.
Requires: Heavy Doppler radar

Construction			Research Doppler Radar		
Metal	Water	Time	Metal	Water	Time
500	150	40 sec.	3.000	3.000	2:00 min.

UPGRADES FOR THE STATIONARY ARTILLERY

When building your base, you won't get around the fact that you'll need both Production buildings and Defense structures. Depending on what side you're playing, you've got laser fences, barricades, bunkers and machine gun towers to choose from. By researching new technologies, you can replace your existing artillery with state-of-the-art weapons.

You don't need to spend lots of time looking for the weapons you want to replace. Just click on the building you want to upgrade and open the Command window with F9. Buttons for the available upgrades will appear at the bottom of the window. Click on the symbol and your new weapon will appear.

REPAIRS

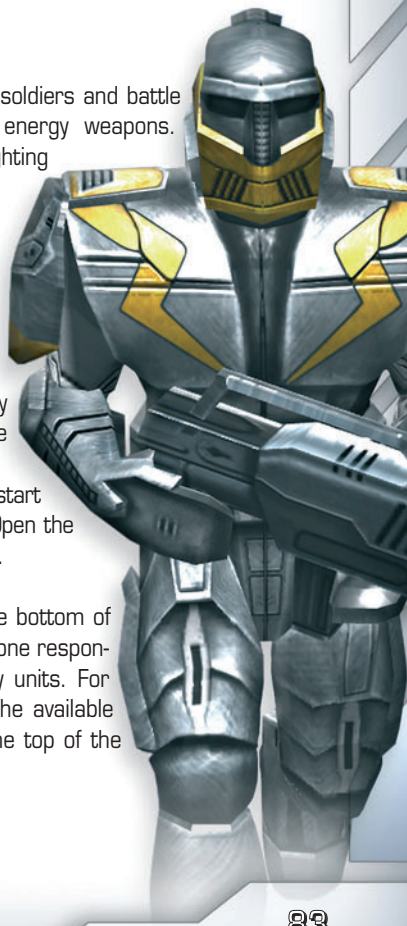
Enemies may attack and destroy each building in your base. To check the status of a building, just select it and you'll see a bar over it. This bar shows the building's condition – red means its damaged, green means its OK. Damaged buildings will repair themselves as long as you have assigned enough resources to buildings in the Resource Distribution window.

Later you can also research into repair vehicles and assign them to automatically fix any damaged buildings and/or units. Keep in mind, though, that the Gruz repair vehicles have a pretty limited operating radius. Beyond this area, you'll have to direct the repair vehicles manually.

During the game you create your own army out of different infantry, ground and air units and send it into battle. The better you research new technologies, the better the weapons and gadgets you can provide your soldiers – and the more likely they will emerge victorious. The number of soldiers and vehicles you can send into battle is only limited by the number of Storages you have available. These have a limited capacity of 10 units. Once this level is reached unit production stops. Build a new Storage and you can start producing units again. There are two main categories of units: infantry and vehicles.

INFANTRY

The infantry is trained in baracks and consists of normal soldiers and battle robots, equipped with light conventional weapons or energy weapons. Though the infantry lacks firepower, it is vital for certain fighting tasks, such as capturing buildings.



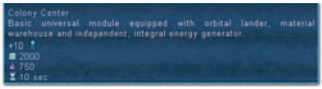
TRAINING THE INFANTRY

To train your infantry units you'll need to build the proper structure in your base. Plus, you'll need sufficient resources, since each unit has its price – which you pay in water and/or metal. You'll need to build a camp on to your Colony Center, as well as an exit so that your units can leave the structure.

Once this is done, you can start cloning your foot soldiers. Open the Production window with F7.

Click on **Buildings** (1) at the bottom of the window and select the one responsible for producing infantry units. For the ED, that's Barracks. The available **Units** (2) now appear at the top of the window.

What units you can produce depends upon how far your research has progressed. Some units, like rocket infantry, are only available after you've researched the technology.



If you float the pointer over an available unit in the Production window, a small popup appears listing the details and cost of this type of unit. Shortly afterwards, you'll see a detailed description. Here are the unit details and their meaning:

- **Metal:** The training cost in metal
- **Water:** The training cost in water
- **Time:** The time it takes to produce one of these units.

Click on the desired unit in the Production window and you'll see a **Symbol** (3) to the left of the unit, as well as a **Status Bar** (4), showing how its production is coming. To cancel the production, just right-click in the small popup. Training will stop and you've lost the resources used to that point.

To produce several units in a row, click on the infantry types in the Production window. Whatever order you clicked them in, this is the order they will be trained or produced. Barracks can only produce one unit at a time. This means that if you want to produce large numbers of troops quickly you'll need to build many Barracks. The **Number** (5) of Barracks available is shown at the lower left of the Production window. Click on the Barracks symbol again to switch to the next one.

PRODUCTION PACKAGES

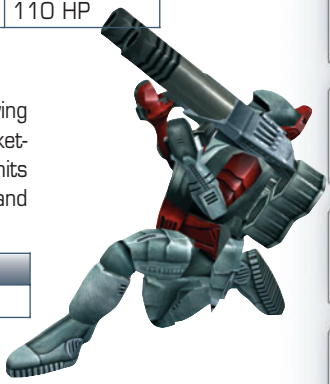
You can also create or order so-called Production packages. To create a new package, press the button F4 in the Production menu.
Add the **Units** (1) you want to the package by clicking on them and give the package a **Name** (2). Click on **OK** (3) to end and a new **Symbol** (4) is available in the Production menu. Click on the package to start producing all the units which are in it.

Here are the types of infantry you can train in an ED base:

Infantry

The ED ground infantry is equipped with highly reliable AK-149 machine guns. The infantry is extremely efficient for backing up special forces as well as manning defense complexes.

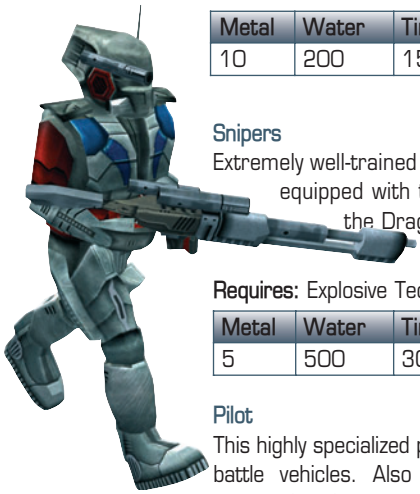
Metal	Water	Time	Health
5	150	10 sec.	110 HP



Rocket infantry

These infantry are specialized in destroying armored targets. Equipped with the rocket-propelled RPG-32 artillery, these deadly units must be supported by ground infantry and manned battle stations.

Metal	Water	Time	Health
10	200	15 sec.	90 HP



Snipers

Extremely well-trained special forces, the snipers are equipped with the favorite tool of all snipers, the Dragunov-3 - very effective against infantry.

Requires: Explosive Technology

Metal	Water	Time	Health
5	500	30 sec.	130 HP

Pilot

This highly specialized pilot can control a wide range of battle vehicles. Also very well-suited for storming enemy air units.

Metal	Water	Time	Health	Mind
5	150	10 sec.	90 HP	200

Mobile battle machines of all different types fall into this category whether tracked or wheeled, flying or gliding. Mostly heavily armed and armored, their size makes them an easy target for the enemy. Vehicles include support units like artillery. Vehicles are built in the Production Centers.

VEHICLE PRODUCTION

To build a vehicle you need a Production Center in your ED base, as well as an exit so the vehicles can leave the structure.

Vehicle production is done just like the training of infantry units. For example, if you want to build a tank, open the Production window with F7 and choose the Production Center at the lower part of the window. You can start production simply by clicking on the unit you want. Create a production line by clicking on several units one after the other. The battle details and production costs for the unit are displayed as soon as you float your pointer over it. Create a Production package with the appropriate key F4 and switch from one Production Center to another by clicking on the Production Center symbol. The vehicles you can build depend on the state of your research. In the Construction window, which you can call up with the F1 key, you can also create your own vehicle from existing parts and build it in the Production Center.

VEHICLE CONSTRUCTION

You can equip your vehicles with more powerful weapons, tougher armor, faster drives and special shields, provided you've carried out the required technology research.

To assemble your vehicles, open the Construction window with F1 or click on the tank symbol at the top of the screen.

In the middle of the window is a picture of your **Construction** (1), with its **Name** (2) displayed below it. To the right of it you can see the **available models** (3) you can also build.

Click on one of the models shown on the right side and it enlarges and moves to the center of the window. You can rotate it by holding down the right mouse button. You can make changes to the equipment immediately, then send the vehicle to production by clicking on the **Arrow symbol** (4). To remove a vehicle from the list of available models select it and click on the **Delete symbol** (5).

To assemble a completely new vehicle type, click on the **Tank symbol** (6) and choose an appropriate **Chassis** (7). The 3D model of the frame is surrounded by symbols representing the equipment you can use for your new vehicle. Choose **the Shield**, **the Add-ons** (8), **Armor** (9), **Engine** (10) or **Weapon** (11) by clicking on the proper symbol.
The tooltips provide useful information on the details and price of each component.

AVAILABLE BASIC MODELS (7)

Any new basic model you have developed as part of your research work will automatically be displayed here. Before you can start building these, you'll need to prepare them in the Construction window and make them available for the factories.

SHIELDS AND ADD-ON EQUIPMENT (8)

The available shield and tool kit models are presented here, along with the captions:

Shield strength: this shows the number of hits the shield can absorb
Shield regeneration: this is the time it takes for the shield to completely regenerate itself

ARMOR (9)

These are the armor types you can use to protect your vehicle against enemy shots. Along with the description and price you see the following figures:

Shot Protection: how well it stands up to conventional shots.
Energy weapon protection: protection against shots from energy weapons.
Chemical weapon protection: how well it stands up to shots from chemical weapons

ENGINE (10)

Here's a list of the drives you have researched. Along with the prices you'll see the following:

Speed: top speed the drive can reach
Shield Regeneration: time needed for the shield to regenerate itself

WEAPONS (11)

At the top of the Construction window you can see the different weapons you can mount on this type of vehicle. You can choose from canons, lasers, grenade launchers or surface-to-air missiles. Depending on the type of weapon, you'll see the following info:

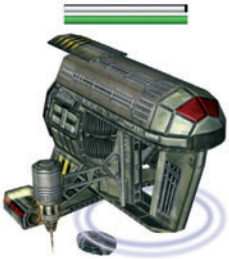
Damage: the damage that can be inflicted with a shot
Damage range: the range within which this weapon can cause damage
Accuracy: the accuracy of this model
Ammunition: how much ammunition there is
Range: the weapon's range
Firing frequency: how often the weapon can shoot
For some weapons you will see how quickly it can fire in Quick mode, or how accurate it is in hitting targets.

COMMANDS (12)

In this part of the Construction window you can issue commands to the vehicles leaving the Production facility. Depending on the vehicle built, you can choose from different commands. You can get a list of all commands in Chapter 4 – Command window, Units.

ED VEHICLES

Here are the standard vehicle models you can produce in your ED base:



MIG-V23 Camp 9 1

Flying mining unit designed for strip mining of natural resource deposits.
Harvests metal and water.

Metal	Water	Time	HP
400	400	1:30 sec.	2.000

GAZ-65V Grozny

An armored vehicle for commanding officers. Multifunctional module designed for the installation of various locating, communication and enemy transmission jamming systems.

Requires: Doppler Radar

Construction			Research		
Metal	Water	HP	Metal	Water	Time
450	120	400	0	5.000	3:00 min.

KA-78 Gruz

Automatically repairs damaged units and buildings. Along with aircraft, your forces also receive repair devices based on the same technology, ready for mounting on the majority of our units.

Requires: AN-80 - Infantry Transporter

Construction			Research		
Metal	Water	HP	Metal	Water	Time
450	120	300	3.000	3.000	2:00 min.

AN-80 - Infantry Transporter

A flying structure designed with the help of the cutting-edge infantry transport technology. Its extensive onboard equipment, biological regeneration system and well-equipped weapon storeroom led ED troops to nickname it the "Flying Hotel".

Construction			Research		
Metal	Water	HP	Metal	Water	Time
150	100	500	1.500	3.000	2:00 min.

GAZ-49P Dubna

The design of the GAZ-49P Dubna is based on Zundapp and BMW battle motorcycle technology - and is over 200 years old. Developed with the help of new technologies and equipped with armament mounted on modular platforms - suitable for reconnaissance and battle.

Metal	Water	Air	Ground
100	150	Yes	Yes

GAZ-N21 Gagarin

The Gagarin is an excellent off-road combat vehicle. Independent six-wheel drive enables it to perform even in the most demanding terrains. Modular armament provides it with the necessary potential to perform any given task or mission. The Gagarin's weak armor is the price of its high mobility.

Requires: AN-80 - Infantry Transporter

Metal	Water	Air	Ground
150	150	Yes	Yes

T-850 Rasputin

The Crowning achievement of ED anti-tank weapons technology. This vehicle is a sensible compromise between high mobility, armor and firepower.

Metal	Water	Air	Ground
500	150	No	Yes

KA-74 Amursk

Multifunctional aircraft used for reconnaissance purposes. May be used against various enemy forces, depending on requirements. Soldiers refer to it as "The Merry Coffin" thanks to its weak armor.

Metal	Water	Air	Ground
150	150	Yes	Yes

T-926 Kirov

The Kirov is the result of ED attempts to create heavy anti-tank weapons able to withstand and attack LC tanks. This slow but practically indestructible vehicle can fight off various enemy forces, provided you equip it with the necessary weapons.

Requires: T-850 Rasputin

Metal	Water	Air	Ground
1.200	150	No	Yes

T-930 Moscow

Super heavy combat structure based on the "Kirov". Part of the armor was sacrificed to mount an additional turret - this makes the "Moscow" more of a back-up vehicle, rather than the driving force at the heart of an armored column.

Requires: T-926 Kirov

Metal	Water	Air	Ground
900	150	No	Yes

KA-95 Orsk

Flying battle platform for long-range missiles. Due to its lack of anti-aircraft weapons, it requires air force unit support during missions within enemy territory.

Requires: T-850 Rasputin

Metal	Water	Air	Ground
600	150	No	Yes

KV 4X Aurora

Known as the Fat Little Sister, this is a self-propelled ballistic missile launcher. Its four tracks enable driving in difficult terrain while hydraulic stabilizers enable heavy missile and seismic bomb launching.

Requires: T-850 Rasputin

Metal	Water	Air	Ground
600	150	No	Yes

KA-82B Khan

Universal medium-range assault aircraft. Excellent for destroying flying enemy units and armored ground targets. Practically the best design in its class.

Requires: Airfield

Metal	Water	Air	Ground
250	150	Yes	Yes

An overview of the ED researches, see the poster included with this manual.

LUNAR CORPORATION

CHAPTER 8
LUNAR CORPORATION

The Lunar Corporation (LC) is dominated by women and normally tries to present itself as the most peace-loving and altruistic of the factions. However, the LC Stellar Council has strongly promoted research and development of biological weapons and its politicians have been known to take drastic, bloody measures that have hardly advanced its publicly stated goals of helping humanity.

LC units are trained and research is conducted in the same way as those of the ED and UCS. There are, however, some differences in the way bases are constructed.

LC BASE BUILDING

The LC has its own unique way of building bases, with some very special buildings and highly unique upgrades available. All structures are erected completely in orbit, then brought down to the planet's surface at the spot you define. As with the Eurasian Dynasty, you start construction in the Production window. At the beginning, the only object you can choose at the bottom of the Production window is the Orbital Construction Center. Once selected, it now appears in the upper window area, ready to be built.

Most LC buildings must be placed on a main construction module called Big Foot. You can stack up to five buildings on to the Big Foot in a tower form. Take note, though, that there are some structures, such as the Fighter Station or the Research Module on which you cannot stack any other buildings on. Therefore, these should always be the last structures you place on the tower.

The only LC buildings which don't have to be placed on Big Foot are the Mine complexes and Defense centers such as the Parallel towers or the various Laser fences. So the first structure you should build on your LC base should always be Big Foot. Click on the structure in the Production window and place it just like you did in your ED base. The cost will be deducted from your resources and you'll see a progress bar in the Production window. When the bar reaches the end, the finished module will drop from orbit. It's a good idea to put several Big Foot modules on your base.

To issue commands to a module in your base, click the module. Open the Command window with F9. This window contains all standard commands (listed in **Chapter 4** under **Command window – Buildings**), as well as the command to fly to a new location. This is one of the unique aspects of the LC – buildings can fly from one tower to another. You can even use this button to send Mine complexes to the next resource field.

POWER SUPPLY

Nearly all LC buildings require power. To generate enough power, you'll need to build Solar power modules. These structures can send energy to your buildings without cables. When a lightning symbol starts blinking over a building, this means it is out of power. You should then either build more Solar Power modules or turn off modules you aren't using.

HARVESTING RESOURCES

Unlike the ED, the LC harvests its resources using Mining complexes, which are placed near the raw material deposits. Build this structure by opening the Production window, clicking on the Orbiting Construction Center and choosing the Mine complex. This LC harvester can only be set up near crystal or water sources. It requires neither Big Foot nor any other power.

Use the "**Harvest all**" symbol in the Command window to determine which resources will be harvested. The LC needs crystal and water.

BUILDINGS

Mining Facility

Universal mobile mining center for raw material mining, storing and processing. For security reasons it has been equipped with an independent on-site power supply system. The built-in orbital lander makes it completely independent of the base module.

Crystal	Water	Time
800	300	1:10 min.

1. MCM Main Construction Module

Module used as the basis for modular towers. It is equipped with an orbital landing module, independent energy generator, integrated anti-gravitational elevator and an automatic gate system. The base is designed to mount up to four modules.

Crystal	Water	Time	Capacity
1.000	600	10 sec.	5 units

2. Solar Energy Module

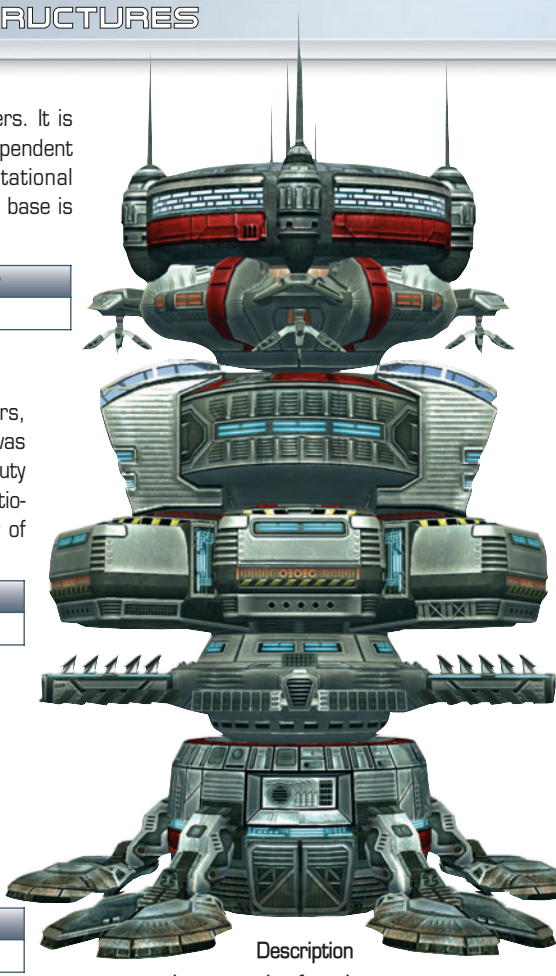
This module contains quantum converters, which process intercepted solar energy. It was converted for operation with a heavy duty system. It has also been equipped with directional energy transmitters, enabling the supply of power to distant buildings.

Crystal	Water	Time
300	150	10 sec.

3. Production Module

This module is equipped with a hangar and a fully automatic production line. All types of vehicles and craft can be produced here and pilots and drivers trained. The finsihed vehicles and craft are delivered via an anti-gravity elevator.

Crystal	Water	Time
800	150	1:00 min.



Description
and enumeration from bottom to top

4. Infantry Training Module (ITM)

Module consisting of barracks and training halls for LC soldiers. Guarantees moderately comfortable living conditions.

Crystal	Water	Time
500	500	10 sec.

5. Battle module

Standard triple battle module. Three modular platforms, adjusted for mounting various defence systems, pack a real punch as far as firepower goes. A multiple platform layout like this guarantees protection from all sides of the tower.

Standard equipment: three electric guns. Upgrade possible.

Crystal	Water	Time
500	600	30 sec.

6. High Technology Module

A module consisting of laboratories and test chambers used for developing and initiating the use of new technologies. It can't be hooked up to other modules due to its special functions - that's why it can be only placed at the top of a tower.

Crystal	Water	Time
800	150	45 sec.

Fighter Station

This battle module can only be placed at the top of the tower. It contains a production hall and a indoor landing strip for 4 Mercury and Atlas class units.

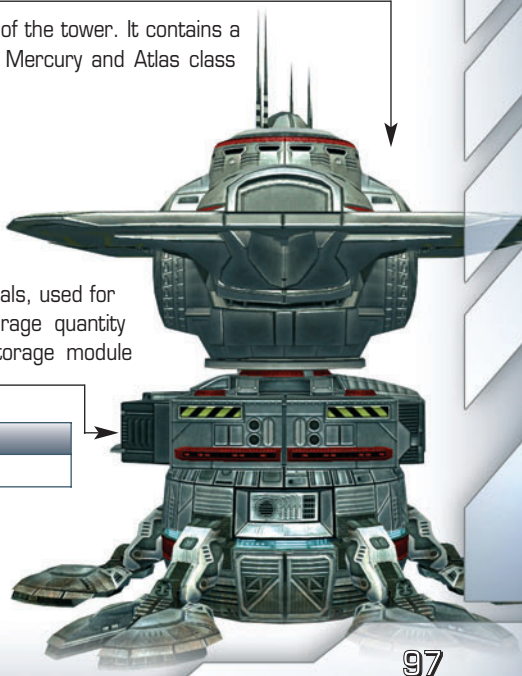
Requires: Mercury

Crystal	Water	Time
1.000	150	30 sec.

Storage Module

The storage module stores surplus mined materials, used for emergency production of battle units. The storage quantity determines how many units can be built. A Storage module increases your unit limit by 10.

Crystal	Water	Time	Capacity
700	150	45 sec.	10 units



Espionage Module

Modified modular tower base equipped with a motion detector. Thanks to its applied technology, this system can detect all moving ground vehicles - at almost any distance. The strength of this structure has been weakened by the installation of additional detectors, therefore only up to four modules may be installed on top of it.

Requires: Movement Detection Module

Crystal	Water	Time
800	600	30 sec.

Ultimate Battle Module

Advanced battle module consisting of a production unit and a landing strip for the Ripper and Ultimate Ripper independent battle units. This module can only be mounted on the tower top.

Requires: Ripper

Construction			Research		
Crystal	Water	HP	Crystal	Water	Time
2.500	150	1.500	0	2.000	1:00 min.

Energy Wall Generator

Remote powered energy barrier, equipped with a beam emitter for destroying airborne units flying directly above it.

Crystal	Water	Time
100	0	15 sec.

Energy Wall Generator with EWG-SG Sniper Gun or AA Launcher

Modified segments of an energy wall.
In addition to the standard equipment, this is fitted with a modular platform for installation on various defence systems.

Standard equipment 1: EWG-SG Sniper Gun
Standard equipment 2: AA rocket launcher

Crystal	Water	Time
200	0	15 sec.

Energy Wall Generator with Electric Cannon

A modified segment of an energy wall. In addition to the standard equipment, it is fitted with a modular platform for installation on various defence systems. Standard equipment: Electric cannon.

Requires: Anti-Aircraft Magneto Missile Launcher

Crystal	Water	Time
200	0	15 sec.

Twin Tower

Independent, remote-powered battle module equipped with two modular battle platforms adjusted for installing on various defence systems.

Standard equipment: two plasma blasters.

Requires: Ultimate Battle Module

Construction			Research		
Crystal	Water	Time	Crystal	Water	Time
1.000	0	1:00 min.	0	3.000	2:00 min.

INFANTERY UNITS

The LC relies above all on air superiority to win its battles. LC infantry can fly around using their jet packs, while many LC vehicles are equipped with anti-gravity generators that give them the ability to hover over the ground. The LC often makes use of Hackers – ingenious units that can capture enemy vehicles and break into the defense system computers. As you can imagine, these units are particularly dangerous for the UCS, which relies so heavily on battle robots.

TRAINING INFANTRY

To train infantry units, you'll need the required modules and enough resources in your base. Each unit has its cost in water, crystal or both. The LC trains its infantry using an Infantry Training Module (ITM). To begin training units, open the Production window with F7, or click on the appropriate symbol on the right side of the screen. Now select the ITM and click on the unit you wish to train. To start a production "line", click on the symbol just to the left of the Production window. The "**infinity**" symbol illustrates the start of a "non-stop production run".

Here are the types of infantry you can train in your LC base:

Infantry

The LC's female assault units are equipped with G90 assault rifles, a developmental version of the H&K construction which was used during the Great War of 2084. Heinkel P14 jet packs enable this formation to fly.

Upgrade to Infantry - Second Class possible

Shooting range: +1, Accuracy +5%.

Construction			Research Upgrade		
Crystal	Water	HP	Crystal	Water	Time
10	150	100	0	1.500	1:00 min.

Hacker

Battle software specialists. They know all there is to know about hacking into most enemy security systems. Highly mobile thanks to their Heinkel P14 jet packs.

Hacking range: 14

Requires: Infantry - Second Class

Upgrade to Hacker - Second Class

Hacking speed: +20% Hacking range: 15

Upgrade to Master Hacker

Hacking speed: +50% Hacking range: 16

Construction			Research Upgrade 1			Research Upgrade 2		
Crystal	Water	HP	Crystal	Water	Time	Crystal	Water	Time
5	300	130	2.000	1.500	1:00 min.	1500	2.000	1:00 min.

Pilot

A specialist trained in the use of various battle vehicles and craft. Equipped only with a Heinkel P14 jet pack and a G90/M light assault rifle, a shortened version of the G90 assault rifle. Not qualified for open combat outside the vehicle or craft.

Crystal	Water	HP
0	0	80

Here are the types of units you can produce in your LC base:

Apollo

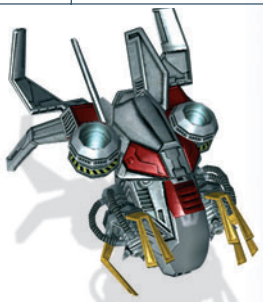
A fast and agile battle vehicle designed to search and destroy infantry units. Its main function can be partially modified by additional armaments - but light armor doesn't guarantee a high success rate in a clash with enemy vehicles and craft.

Crystal	Water	Air	Ground
120	150	Yes	Yes

Athena

Popular with the LC troops, the "Little Cloud" is a light air interception unit. Thanks to its regulated turbine action it can remain suspended in midair.

Crystal	Water	Air	Ground
120	150	Yes	Yes



Ares

Heavy fighter craft designed to destroy ground targets. Equipped with UWB (Ultrasonic Wave Blaster) which effectively destroys everything in its path using a process called "ultrasonic sterilization".
Requires: Athena

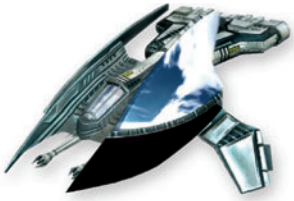
Crystal	Water	Air	Ground
210	150	No	Yes

Pluto

A battle structure based on an orbital lander, this is equipped with Heinkel H66 regulated turbine propulsion.
Armed with a Plasma Cannon, its basic task is to destroy enemy ground installations.
Requires: Athena

Crystal	Water	Air	Ground
600	150	No	Yes

Mercury



Fast and agile fighter jet designed as an LC base air defence unit - due to its limited flying range, it is usually used as a defence support for "Atlas" bombers - the ones that are known as "the calm before the storm"...

Requires: Athena

Crystal	Water	Air	Ground
250	150	Yes	No

Atlas

A heavy bomber plane designed to destroy enemy structures. Armed with plasma beam blasters, it can annihilate even fantastically-armored targets and fortified buildings. This is the new version of an effective bombardment - accelerated plasma charges instead of bombs.

Requires: Mercury

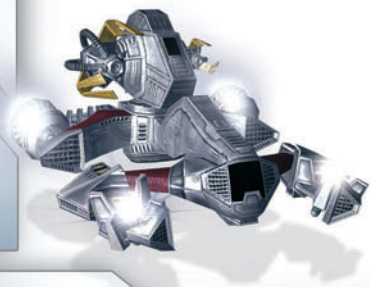
Crystal	Water	Air	Ground
400	150	No	Yes

Phobos

Universal battle vehicle, well armored and armed. Versatile equipment options enable it to be adapted to any given battle conditions.

Requires: Ultimate Battle Module

Crystal	Water	Air	Ground
500	150	No	Yes



Deimos

Heavy Tank Destroyer. Two guns and strong armor enable units of this class to fight on and win - even when outnumbered. Equipped with 2 PSI Ray Cannons. Subliminal stimuli transmission stream system using human brain wavelength frequencies confuses or kills enemy soldiers. Effective against infantry and vehicle pilots.

Requires: Phobos

Crystal	Water	Air	Ground
500	150	No	Yes

Charon

A mobile arsenal, the perfect support for armored units that can take the brunt of an enemy attack. A single "Charon" has enough firepower to nullify even a large military concentration.

Requires: Deimos

Crystal	Water	Air	Ground
900	150	No	Yes

Crion - mobile Artillery

An anti-gravity platform equipped with a high-flight, plasma beam cannon. It can only fire after landing, since it needs to be stabilized by hydraulic grounding units. Destroys enemy defence installations. Almost defenceless in a direct attack, since it's a real easy target for enemy air force action.

Crystal	Water	Air	Ground
600	150	No	Yes

Styx - A command unit designed as a support unit for LC main forces. Equipped with modular platforms for mounting versatile devices based on top-secret hostile system jamming technology and auxiliary energy shield regeneration sub-units.

Crystal	Water	Air	Ground
1.000	150	No	No

Ripper - W18 "Wonder Weapon". A battle unit camouflaged as a segment of a building, this is equipped with a powerful plasma cannon and an integrated, efficient power supply source for steering and defense shields.

Requires: Ultimate Battle Module

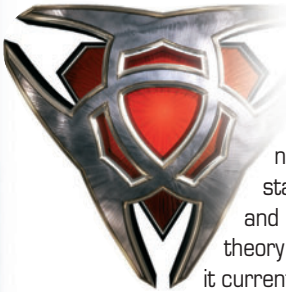
Crystal	Water	Air	Ground
700	1.000	No	Yes

Ultimate Ripper - What could be better than a W18 "Wonder Weapon"? A "Wonder Weapon 2", the W18/2 module. A very durable craft, it is used for destroying enemy targets normally inaccessible to standard units, e.g., within an enemy base. In the W18/2, craft size has been increased, enabling multiple target destruction.chen Basis.

Requires: Ripper

Crystal	Water	Air	Ground
1.500	2.000	No	Yes

UNITED CIVILIZED STATES



Most members of this race managed to evacuate the earth on a huge evacuation ship just before the blue planet was destroyed. Mars was the original goal of this galactic Noah's Ark. But the Phoenix never got there. No one knows what exactly happened to the ship, or its technology, or, last but not least, the hundreds of thousands of passengers deep in stasis-sleep. One theory is that the on-board computer rebelled and killed most of the people it was supposedly guarding. Another theory is that a meteor destroyed the ship en-route. As for the UCS, it currently exists in only a few outposts scattered throughout the solar system. Creating and training units and carrying out research are done in the UCS in exactly the same way as in the ED and LC, with a few exceptions for building bases.

UCS BASE BUILDING

The UCS builds its bases using drones. These special engineering robots are assigned to build structures at any location on the map. Begin construction by clicking on a drone. The Production window opens at the lower-left of the screen. The buildings and units appear at the bottom of the window.

When building a base, start with a Power Plant. Since the UCS is so highly automated, nothing can work without a power supply. Click the **Power Plant** and the pointer will change into a picture of the structure, with a bright circle around it. This shows which area can be supplied with the power generated by the plant. Once you've found the desired location, click on it and a Construction robot will start building. The progress bar over the site shows you how it's coming.

Now choose the **Technology Center** from the Production menu and build it. When the Technology Center is ready, you should set up a **Refinery**. You can build this anywhere on the terrain, but ideally it should be near resource deposits. The Refinery sends crystal and metal materials to all buildings. All three of these main buildings – Refinery, **Power Plant** and Technology Center can be placed directly on the terrain.

You can also place the Transmitter, the Main Defense Tower and the Tank obstacles using this menu. The latter need no power and can be placed anywhere on the terrain.

Upgrades to these main buildings which allow you to produce additional vehicles and battle robots, are available in the Production window when at least one of these structures has been built. Most upgrades can only be used as add-ons to the Technology Center. Others, like the Landing Area or the Depot are built on to the Refinery, while the Generators are built on to the Power Plant. The places where you can build upgrades are shown in blue on the respective structures.

You can issue commands to a building in your base by clicking on it. Choose the Command window or press F9. For a complete list of all commands, see **Chapter 4 – Command window: Buildings**.

POWER SUPPLY

All buildings in the UCS base need power. When you see a lightning symbol appear over a building, this means it has no power. You can supply power by building a new Power Plant or by using a Transmitter. In addition, you should always shut off the power in buildings that are not being used. Otherwise you are just wasting your power supply.

When you build a structure using a drone, a blue circle appears around the Power Plant, showing its range. If you place your structure outside this circle it will have no power. You can still provide it with power, though, by using a Transmitter, which you can place anywhere on the map. The Transmitter's range is also indicated with a bright circle.

HARVESTING RESOURCES

The UCS needs crystal and metal . These are harvested by Termite vehicles and brought to the Refinery. Once processed, the resources are stored in the Storage. In order to utilize resources, you'll need at least one Refinery, which you should expand to include a Landing area and a Depot. Plus, you'll need at least one **Termite** harvester ready. This is normally included as part of the Refinery. Once this is built, you simply need to select your Termite and click on a crystal or water source and the "boys" will start working immediately.

If the harvesting process is too slow for your liking, or the enemy destroys your Termite, you can produce more of them. For this you'll need a Heavy Unit Factory. If you assign a second Termite to a Refinery, it's a good idea to add a second Landing zone so the two Termites can deliver their resources at the same time.
Tip: if you decide to construct a second Landing zone, a Termite will automatically come with.

You can build the following structures in your UCS base:

Power Plant

Automatic power plant based on GE PG4-54D Hellfire generators, equipped with short-range GE ET2-2F energy beam transmitters and protective energy field generators.

Upgrade possibilities: up to 4 Fusion generators and / or up to 4 Energy coordination centers.

Crystal	Metal	Time
300	1.200	10 sec.

Power plant with
2 Fusion generators and
2 Energy coordination centers

Cold Fusion Generator

Crystal	Metal	Time
100	200	10 sec.

Power plant module equipped with a hyper-efficient General Electric PG4-54D. Hellfire plasma generator, designed to increase the basic power output of the power plant.

Energy Coordination Center

Crystal	Metal	Time
400	200	30 sec.

A Power Plant module, which increases the efficiency of the whole complex by 25%. Automatic, electronic module of control and correction of plasma stability, optimizing the efficiency of General Electric PG4-54D Hellfire generators.

Energy Transmitter

Energy transmitter equipped with long-range General Electric GE ET2-4A energy beam transmitters and protective energy field generators.
You can build as many energy transmitters as you want.
No upgrades possible.

Crystal	Metal	Time
50	100	15 sec.

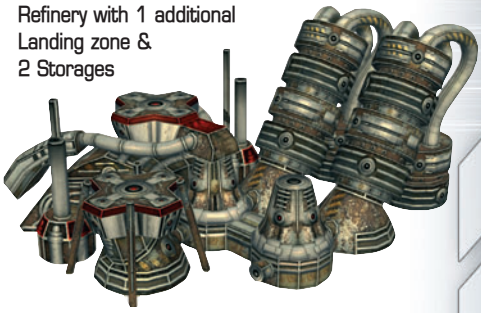
Refinery

Complex processing center, equipped with a landing zone (for a "Termite" class mining unit), an energy force field generator and a molecular spatial transmitter for transporting processed materials.

Possible Upgrades: Landing zone, Storage

Crystal	Metal	Time
0	800	1:00 min.

Refinery with 1 additional Landing zone & 2 Storages



Refinery Landing Zone

A Refinery landing module for "Termite" class mining units. Increases efficiency by relieving some of the air traffic congestion on the refinery main landing field.

Each landing zone comes with a "Termite" class mining unit.

Crystal	Metal	Time
0	400	30 sec.

Storage

Refinery module for storing processed resources. Equipped with teleportation system terminal operating within the processing complex perimeter.

Crystal	Metal	Time
0	400	20 sec.

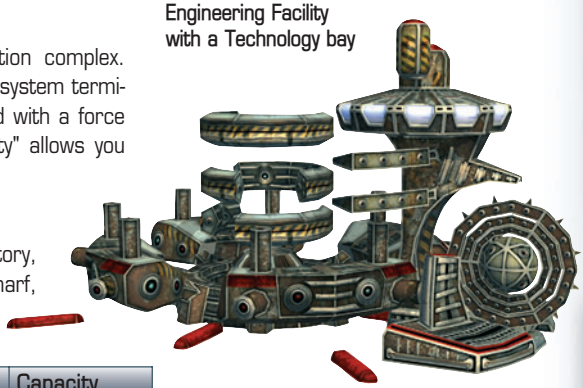
Engineering Facility

The central building of a production complex. Transmits units from teleportation system terminals outside the complex. Equipped with a force field generator. "Engineering Facility" allows you to build up to 10 units.

Possible Upgrades:
Technology bay, Light Unit Factory, Heavy Unit Factory, Bomber Wharf, Unit Teleport Facility and Bomb Teleport Facility.

Crystal	Metal	Time	Capacity
100	700	10 sec.	10 units

Engineering Facility with a Technology bay



Technology bay

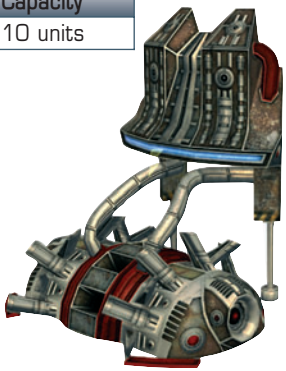
Engineering Facility module containing a GENIUS class supercomputer performing both research and practical application functions. Every GENIUS unit focuses on a separate project to avoid system overload.

Crystal	Metal	Time
500	1.000	45 sec.

Light Unit factory

Engineering Facility module. Fully robotized assembly hall and warehouse for all types of cyborgs. Units produced use production complex teleportation system terminals. A "Light Unit Factory" combined with one of the "Unit Production Count" technologies enables you to build 10, 15 or even 20 units.

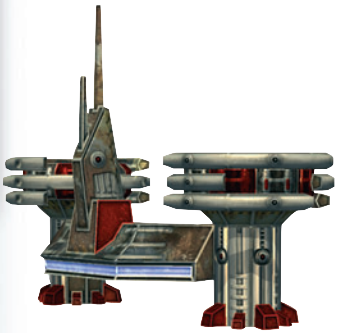
Crystal	Metal	Time	Capacity
100	500	10 sec.	10 units



Heavy Unit factory

Engineering Facility module. Fully robotized assembly hall. Equipped with a teleportation system terminal. A "Heavy Unit Factory" combined with one of the "Unit Production Count" technologies enables you to build 10, 15 and even 20 units.

Crystal	Metal	Time	Capacity
150	800	1:00 min.	10 units



Bomber Wharf

Engineering Facility module. Fully robotized hangar for flying units - at the same time it performs the role of a Beetle bombers assembly hall. Capable of housing only two of these giant machines.

Requires: Beetle

Crystal	Metal	Time
0	1.000	30 sec.

Unit Teleport Facility

Although this is an experimental module, it's used on a relatively wide scale. Contains molecular spatial transmitters for the teleportation of units for considerable distances. Capable of teleporting up to 6 units of any type at a time.

Construction			Research		
Crystal	Metal	Time	Crystal	Metal	Time
1.000	500	25 sec.	1.000	0	30 sec.

Bomb Teleport Facility

Engineering Facility module containing molecular spatial transmitters for teleporting plasma bombs of diverse types. The bombs are produced on site.

Requires: Mayhem Rocket Launcher

Construction			Research		
Crystal	Metal	Time	Crystal	Metal	Time
0	2.500	1:00 min.	0	2.500	1:00 min.

Barrage

Standard barrage against ground vehicles. A 'blast from the past' - still useful as an outer defence zone.

Crystal	Metal	Time
0	50	15 sec.

Main Defense Tower

Complex Defense Center. Contains a force field generator and a modular platform for installing diverse battle systems.

Requires power supply; should be placed next to an energy transmitter or next to a power plant.

Possible Upgrades: Bunker, Heavy Defense Station, High Defense Tower

Crystal	Metal	Time
200	200	25 sec.

Main defense tower with 2 bunkers, a heavy defense station and a high defense tower.

Crystal	Metal	Time
500	500	40 sec.

High Defense Tower

Defence complex tower of extended height, equipped with an advanced anti-aircraft defence system. **Requires:** Rocket launcher

Bunker

Fortified Main Defence Tower module for Silver One and Silver P battle cyborgs. Completely independent of power supply.

Crystal	Metal	Time
0	250	30 sec.

Heavy Defense Station

Defense complex auxiliary tower, equipped with a modular platform for installing heavy battle systems.

Standard equipment: Plasma blaster
Requires: Jaguar

Crystal	Metal	Time
300	300	40 sec.

INFANTERY UNITS

The UCS fights primarily with battle robots. UCS factories can produce huge quantities of so-called Mechs and battle cyborgs, equipped with energy weapons. Since most attacks are ground-based, the UCS has very few airborne units.

INFANTRY PRODUCTION

UCS infantry units are produced much like those of the Eurasian Dynasty and the Lunar Corporation. You get infantry robots when you set up the necessary factories on your base. For the UCS, this is the Light Unit Factory. Of course, you also need to harvest the resources required for the task – crystal and metal.

Here are the main types of infantry robots you can produce in your UCS base:

Silver One

Standard Silver One Battle Cyborg, equipped with a quick-firing MK4 Chaingun. Perfect for battling infantry units susceptible to biological and mechanical injury or damage. Almost entirely immune to biological weapons.

Silver One mk II (Increased efficiency, accuracy and range)
HP: +25% Accuracy: +2% Range: +1

Silver One mk III (Increased efficiency and accuracy)
HP: +50% Accuracy: +5%

Construction			Research mk II (HP +30)			Research mk III (HP +60)		
Crystal	Metal	HP	Crystal	Metal	Time	Crystal	Metal	Time
5	150	130	0	1.500	1:00 min.	0	2.000	1:00 min.

Silver P

Silver P Extermination Cyborg, an upgraded modification of Silver One with an integrated plasma blaster.

Requires: Jaguar

Crystal	Metal	Time
20	200	15 sec.

Decker mkI

Modified Silver One - this can be equipped with an advanced wireless uplink thanks to the co-processor from the 4T-HI/EF family (dedicated to hacking security programs) - also has a set of ready-to-upload multi-functional battle programs.

Requires: Silver One mkII

Decker mk II: Hacking speed +20%, Hacking range:+1
Decker mk III: Hacking speed +50%, Hacking range:+2

Construction			Research mk II			Research mk III		
Crystal	Metal	HP	Crystal	Metal	Time	Crystal	Metal	Time
5	300	160	1.500	0	1:00 min.	2.000	0	1:00 min.

Here are the main types of infantry robots you can produce in your UCS base:

Dron

Light flying construction unit, also capable of performing on-site repairs in field conditions. A cheap automatic unit, devoid of armor and armament.

Crystal	Metal	Time
100	100	15 sec.

Termite

Basic mining unit. Well armored and supplied with an efficient driving system. Equipped with a mining module, but devoid of any armament.

Requires: Refinery

Crystal	Metal	Time
100	100	15 sec.

Reloader

Flying support craft. A large ammunition production unit, indispensible to UCS forces during prolonged operations on enemy territory. Plus - extremely well armored; Minuses - low speed, has no battle modules.

Crystal	Metal	Time
100	100	15 sec.

Spider

Light recon mech, designed to detect and eliminate organic units. Fast and stable thanks to its four limb-like carrier units. Due to its appearance enemy soldiers refer to it as "The Spider".

Crystal	Metal	Air	Ground
65	170	Yes	Yes

Kazuar

Basic battle mech with versatile uses. Depending on its mounted armament, it is capable of destroying lighter and heavier targets. It has only two carrier units, so it can be easily damaged.

Standard equipment: Chaingun

Crystal	Metal	Air	Ground
75	150	Yes	Yes

Scorpion

A tactical assistance mech. Six carrier units ensure sufficient stability necessary for long-range firing. Upon close enemy contact it will need the assistance of front-line units.

Standard equipment: Plasma Cannon

Required research: Jaguar

Crystal	Metal	Air	Ground
300	600	No	Yes

Lion

The heaviest UCS battle mech. Heavily armored machine on four carrier units. Two battle platforms allow the installation of various armament types, depending on enemy defense potential.

Requires: Jaguar

Crystal	Metal	Air	Ground
450	900	No	Yes

Jaguar

Based on technology used in Kazuar units, but considerably larger and more heavily armed. Unfortunately its size causes a decrease in mobility - this has been compensated by installing a large amount of battle gear, providing it with greater destructive power, though it's the same story as the Kazuar - with only two carrier units, it's susceptible to enemy vehicle fire.

Requires: Kazuar

Crystal	Metal	Air	Ground
300	750	No	Yes

Scarab

Fast and manoeverable aircraft. It's used as a recon unit, but its weak armour makes it susceptible to enemy fire, so its armament modules have been adapted to destroy biological units.

Requires: Jaguar

Crystal	Metal	Air	Ground
75	150	Yes	Yes

Beetle

Fully automatic tactical bomber operating within enemy territory - however, it's dependent on its mother production base, since it wears down its construction parts pretty fast.

Required research: Scarab

Crystal	Metal	Air	Ground
200	400	No	No

Condor

A unit capable of space travel - also used as flying heavy artillery. Specialized in destroying enemy structures. Its only drawback is that it doesn't take armament options.

Requires: Scarab

Crystal	Metal	Air	Ground
300	600	No	No

Salamander

Special support unit. Equipped with modular platforms on which communication, cloaking and detecting devices (but no weapons systems) can be installed.

Requires: Kazuar, Communication device

Crystal	Metal	Air	Ground
500	1.000	No	No

The research is similar as at the ED and the LC. An overview of the UCS researches, see the poster included with this manual.

ALIENS

The mysterious, lethal Aliens were first discovered on Mars. Their battle forces have nothing in common with those we're familiar with. The Aliens are living organisms that can transform themselves into very different-looking creatures. To do this, they need access to all resources – **water**, **metal** and **crystal**.

UNIT PRODUCTION

The Aliens don't build bases and use no buildings to train units or build vehicles. Most of their ground units are living, organic beings. To clone or transform a unit, move it near a resource supply and click on the appropriate symbol in the Command window.

When you select an Alien unit, you'll see a white bar appear above it. This shows how many resources this unit has saved. The moment a unit nears a resource supply, this display fills up. When the white bar is full, the unit can clone itself or transform itself into another, better developed unit.

Start this process by choosing a unit and pressing F9 to open the **Command window**. If the unit can be cloned or transformed, the corresponding buttons will appear.

Clone: Cloning will double an Alien unit. When you click on the Clone button, after a few moments you will see two of the same unit.

Transform into a more advanced creature (icons are different): Transforming means that the unit mutates into a more advanced organism. Depending on the type this will either be carried out by a mobile or a stationary unit. Some of the most developed units will transform themselves into a less developed form. For example, the Mantian Queen goes back to being the Mantian Lady.

Cloning and transforming a unit requires crystal and metal, particularly if it's a flying unit. Here too, a resource bar will appear indicating the amount of crystal or metal ore saved up. As soon as the bar is full, the unit can be cloned or transformed.

Alien cocoon

Here is a list of all Aliens and their possible transformations. For an overview of the clone processes and transformations, see the poster included with this manual.

BIOLOGICAL UNITS

Mantian Lady

The basic task of this unit is to multiply itself and transform into a Formidian Trooper basic unit and Orchidian Nest structure. It also has the ability to regenerate the health of all of the other Morphids.

Water	Crystal	Metal	HP	Air	Ground
200	0	0	100	No	No

Mantian Princess

Due to its higher level of development the Mantian Princess is able to transform itself into Defence and Grenadier units. Thanks to the insertion of additional receptor data into the reproductive unit's genetic code, it is able to sense delicate vibrations on the surface in order to detect other moving units.

Water	Crystal	Metal	HP	Air	Ground
300	0	0	250	No	No

Mantian Queen

This is it! The pinnacle of development among the Mantianoids. Thanks to its ability to merge matter, it has become the basis for the Coleopian Tank and Arachnian Exterminator units. A Mantian Queen can eliminate all optical camouflage effects. When their creators realized that the creation process of the present Mantianid form could not be repeated, they were forced to induce DNA chain degeneration in order to obtain the original primary base - the Mantian Lady.

Water	Crystal	Metal	HP	Air	Ground
500	0	0	400	No	No

Formidian Trooper

This is a basic Morphid battle unit. It was more or less made redundant as a battle unit when it was revealed that its direct descent from the Mantian Lady enabled it to maintain the DNA coding responsible for transformation. This led to the creation of the Mantian Princess. The unit generates and ejects a caustic substance.

Water	Crystal	Metal	HP	Air	Ground
300	0	0	150	No	Yes

Formidian Guardian

The highest level of development among the Formidianids - a battle organism, which is endowed with extraordinary potential thanks to minor DNA modifications . The armor is expanded to twice the original size and the ability to move underground makes the Guardian a tough opponent. The DNA changes increased the concentration of caustic substances generated by its secretion system.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	300	No	Yes

Hermipterian Defender

Since the Formidians had no effect on enemy airborne units, the ancient race of Builders had to create a radically new kind of unit, one which could perform anti-aircraft (AA) tasks effectively - and the implantation of an autonomic internal secretion system enabled this - as a result, the Hermipterian Defenders use organic caustic substances against their enemies.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	200	Yes	Yes

Hermipterian Grenadier

Since the caustic substance had no effect on some chemical compounds, the Hermipterianid DNA was enriched by genes that merged caustic substances with the atmosphere, changing the substance from a liquid to a solid state. When ejected, this new acid substance flies further - so the Hermipterian Grenadier is used for destroying fortifications. Due to the resulting reduction in destructive power, Formidian Guardian DNA was added - this enables the unit to dig into the surface of the planet.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	200	No	Yes

Coleopian Tank

This is the steely heart of the Morphid assault forces. A heavily armored organism, it has a modified internal secretion system that achieves a greater concentration of caustic substances. Since the Coleopian Tank is derived from the Mantian Queen unit, it has the ability to transform itself into Oryctian Tank and Gryllopian Brainer units.

Water	Crystal	Metal	HP	Air	Ground
500	0	0	1.200	No	Yes

Oryctian Tank

A modified Coleopian Tank. DNA alterations have endowed it with the ability to secret a highly concentrated substance.
This substance can penetrate anti-chemical and reflective armors, causing massive internal damage.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	1.700	No	Yes

Arachnian Exterminator

This unit, with its specially mutated internal secretion system emits a chemically unique and extremely concentrated caustic substance, which is actually able to melt the defensive coating of hostile structures.

Water	Crystal	Metal	HP	Air	Ground
500	0	0	500	No	Yes

Arachnian Demolisher

The Builders decided to introduce an additional nucleotid to the Arachnian Exterminator DNA chain. This alteration enabled caustic substances to mutate into enormously tough shells - a hugely effective unit with awesome capabilities.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	500	No	Yes

Gryllopian Brainer

As a result of Mantianid receptor research, a vicious mutated form developed. The receptors developed into wave emitters, which enable absolute control over the brain waves of living organisms.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	1.500	No	No

BIOLOGICAL STRUCTURES

Orchidian Nest

An error in nucleus merging led to the creation of an immobile organism - but one that was armored in a fantastically tough, defensive shell. The Orchidian Nest became the Alien basic defense structure, having the ability to eliminate ground and airborne targets by ejecting acidic substances. It can transform into the Cactacian Nest and Droserian Nest forms.

HP	Air	Ground
2.000	No	Yes

Cactacian Nest

This new specialized form was also born of a chemical mistake - its main task is the elimination of ground targets in defense. Later mutations substantially intensified defensive shell resistance and the amount of caustic substance ejected. The Cactacian Nest is absolutely defenseless against aerial attack, thanks to its form.

HP	Air	Ground
5.000	No	Yes

Droserian Nest

A structure that has been organically changed to allow it to perform as an anti-aircraft defence unit. The intensity of its protective layer was increased in order to improve its chances of survival. However, this resulted in smaller caustic secretion glands - but even this somewhat smaller amount of acidic emission is still enough to penetrate lightly armored air units.

HP	Air	Ground
3.000	Yes	No

Cactacian Lair

Cactacian Nest modification enabling a more effective defence against hostile units equipped with neutralising armor against caustic substances. Genetic alterations to this unit enabled the introduction of a tougher protective shell - their lethal substance can then be injected directly into unprotected flesh after the first initial penetration of the enemy armor.

HP	Air	Ground
6.000	Yes	No

Droserian Lair

Advanced form of a Droserian Nest - attacks and nullifies incoming rocket missiles.

HP	Air	Ground
4.000	No	Yes

AIR UNITS

Replicatorus

The Builders failed to create a mutation that was powerful both on the ground and in the air - they were forced to use nanoids to build their air fleet. Replicatorus is the basic unit capable of transformation into a higher form - the Morphoratorus. The crystals essential to this process are transported via anti-gravitational generators. The Replicatorus can also regenerate damaged units.

Water	Crystal	Metal	HP	Air	Ground
0	200	0	500	No	No

Morphoratorus

Morphoratorus can transform itself into air assault units by using metal as its basic building material. A large storage hall full of metal is what this unit needs to transform into a Morphorator Light Cruiser or into three Postomor Fighters.

Water	Crystal	Metal	HP	Air	Ground
0	0	4.000	800	No	No

Postomor Fighter (4)

The smallest Morphid basic flying units and the only ones to have any kind of effective defense against energy and plasma beam weapons. A quantum cumulation system created by the nanoids enables it to be used as a powerful cannon.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	1.000	Yes	Yes

Morphorator Light Cruiser

The heart of the Morphid fleet, it is endowed with a quantum cumulation system. The introduction of an additional accelerator enabled the fitting of an anti-rocket protection system. The Morphorator Light Cruiser also has an anti-gravitational generator for crystal material storage and a nest for nanoids, both of which enable it to transform into a Postomor Heavy Cruiser and Postomor destroyer units.

Water	Crystal	Metal	HP	Air	Ground
0	5.000	0	2.000	Yes	Yes

Postomor Heavy Cruiser

The largest flying unit, used for stationary ground target elimination. Uses charges strengthened by an additional coating obtained through the use of covalent bonds. Due to their high resistance level, they are perfect for carrying demolition charges.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	2.500	No	Yes

Postomor Destroyer

This is the most powerful Morphid unit. It is equipped with four quantum cumulation systems, each powered by an auxiliary accelerator. All this makes the Postomor Destroyer the ultimate weapon.

Water	Crystal	Metal	HP	Air	Ground
0	0	0	4.000	Yes	Yes

When I start 2160, I get this error message: "The application Earth2160_SSE.exe (or. Earth2160_No_SSE.exe) refers to memory at address xxxx:xxxx, that cannot be read."

Probably your installed graphic card driver isn't compatible with DirectXW. The only solution is to get a Direct X 9.0c – compatible driver from the manufacturer of your graphic card.

When I start the game I get the error message: "No 3D graphic card found" or "No D3D9 support found." What do I do?

Here as well – you are not using the latest graphic card driver and / or the latest version of DirectX 9.0. Update your driver and install at least the Version 9.0c of Direct X.

When I start Earth 2160, I see the Earth logo and then end up back at the Windows Desktop. How can I start Earth?

This problem occurs when you have an older graphic card, such as Geforce 3 TI in your computer. To start the game, do the following:

Click on **Start** - **Run** and type in "**Regedit**" ein.
First save your existing Windows registry by clicking on **File – Export**. Choose a **location** and give a **file name**. Click on the **All** button under the file name and choose **Save**.

Now go to the tree:
HKEY_CURRENT_USER\Software\Reality Pump\Earth2160\Graphics

Double-click on **MultisampleType** and change the "2" to a "**0**".

Exit the Windows registry and restart the game.

Alternatively, you can start Earth 2160 in protected mode by choosing this option in Earth 2160 Program Group under the Start Menu.

MULTIPROCESSOR SYSTEMS AND HYPER-THREADING PROCESSORS

On systems with multiple processors or systems where several virtual processors are being simulated, the sound in the cutscenes may run asynchronously to the picture, or the heroes lines are prematurely cut off. This happens because the game engine isn't getting a constant timing signal from the processor because other programs are running in the background. To correct this, start Earth2160 with the following parameters:

Earth2160_SSE.EXE -cpu_UsePerformanceCounter
This calculates the synchronization without using a CPU timing signal.

Earth2160_SSE.EXE -cpu_UseTickCount
Uses the timing signal of the switching frequency energy source for synchronization.

Earth2160_SSE.EXE -cpu_UseOneProcessor
The program is only run on a single processor. Warning – if your processors are set at under 2 GHz, you may experience performance loss.

GRAPHICS PROBLEMS

Call up the DirectX Diagnosis program (Start -> Run and type DXDIAG).
Click on the index card "Display". In this option there are three test possibilities available: AGP Texture Acceleration, Direct3D acceleration and DirectDraw acceleration. Test all modes. Should an error arise by one of the options you can deactivate it, but Direct3D Acceleration should not be deactivated, because then you will not be able to start the game.

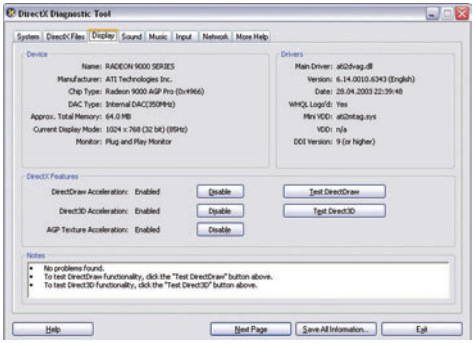
If none of the above solutions solve your problems, a driver up date may help.
You can find a list of all hardware manufacturers under http://www.treiber.de (German) or under http://www.windrivers.com (English).

NOTE: If you update your graphic card driver, it is absolutely necessary that you reinstall DirectX.

SOUND PROBLEMS

Call up the DirectX Diagnosis program. Click on the index card sound. As a default setting the sound hardware acceleration is set to 100% (Maximum acceleration).

Try setting the slide control to the penultimate setting (standard acceleration) and restart the game.



Should sound problems arise call up DXDIAG again and set the slide control to Basic Acceleration.Should this still be unsuccessfull, turn off the sound acceleration completely and set the slide control to "No Acceleration".

If none of the above solutions solve your problems, a driver up date may help. You can find a list of all hardware manufacturers under http://www.treiber.de (German) or under http://www.windrivers.com (English).

NOTE: If you update your sound driver, it is necessary that you reinstall DirectX.

TIPS FOR WINDOWS XP:

On some Windows XP systems, a message appears during DVD-ROM change following the installation, but before the start of the game (when the Earth DVD is being removed).

This error message is caused by the "Automatic notification during change", which for Windows XP can only be turned off by going into the registry. In this case, just click on "Next" until the error goes away.

Which campaign should I start with?

You should start with the ED campaign, since this one has a complete tutorial describing the basics of camera movement and unit control.

A blinking lightning symbol appears over some buildings. What is that?

You're missing power. Without enough power, nothing works. Either your Power plant is out of range (UCS), in which case you should build a Transmitter, or you need an additional Power plant (LC, ED, UCS).

I want my troops to patrol right in front of my base. How do I do that?

Select the units and click "R" for Record, click the various spots which mark the route you want them to go and finish recording with "X" for Execute. Unfortunately, there is a limit to how many spots you can mark off to define your route: 65.512 ;-)

The Alien ships are driving me crazy. How can I shoot them down?

It's very important that you research into Air Defense Missiles early, since it's hard to get rid of the Aliens with energy weapons alone.

I sent my hero into a building and now I can't find him anymore. Where is he?

Click on the Hero picture at the left of the screen.
Select the building area where he currently is. Now all you have to do is issue the command to exit the building.

I don't like the mouse control. I'm accustomed to issuing orders with the right mouse button. Can I do that?

You can define a different mouse control under SETUP – CONTROL. Then everything will work the way you want it to.

The whole 3D rotation is a bit much. I lose my overview. Can I turn it off?

Under SETUP – CONTROL – Locked Camera. There is another setting called "Auto zoom", which might make things more to your liking.

I am in a fog and the whole screen is flickering black and white. How do I fix this?

This is the so-called Fog-of-War, which hides unexplored territory. Click on the mini-map and you should be able to see things clearly.

(ED) I want to build a gate, but my wall is already there. How do I do it?

Sell the pieces of the wall that you want to replace.

(ED/UCS) My harvesters are destroyed and I am out of resources. How do I continue?

To get enough resources for a new harvester without collecting them, you can sell one or more buildings. But be sure to cancel any running research and production orders, otherwise the resources will be gone as quickly as they come in.

I'm getting killed in Multiplayer on the EarthNet Server. After just a few seconds they attack and I lose. How can I learn the game better?

You should first play the campaigns in order to learn each side's method of conducting research and building bases. It's also a good idea to play against the computer in skirmish mode before attempting to fight the hardened veterans of the Server.

How do I make screen shots?

During the game, just press the Print key. The screens will save in BMP format in the folder **My Documents**, subdirectory **Earth 2160 files**.
You should first use the "Pause" key to stop play, then set the camera position and then capture the shot. When you've selected a unit, you can use the TAB key to jump 3 pictures forward.

My screen freezes up for a few seconds every 5 minutes. Is that normal?

That's caused by the auto-save function, which is set to 5 minutes. Under SETTINGS you can either set this to a longer interval or turn it off completely.

Earth 2160 runs very slowly on my PC, or I need to greatly reduce the video settings. How can I better equip my PC?

The Earth 2160 engine carries out nearly all graphic calculations at the graphic card level. The speed of the processor doesn't really matter in this case. To make your PC Earth2160-ready, replace your graphic card. The ATI Radeon X700 models have a very good price-performance ratio. Of course, if you really want to splurge, Earth 2160 will greatly appreciate any top-of-the-line card which has a high frame rate.

I have installed the game on 2 PCs, but the multiplayer doesn't work. Why?

For multiplayer support, each installation needs its own serial number. You need another game or a new serial number.

Because we have put this product through many rigorous tests on a wide range of hardware configurations, you shouldn't experience any problems. However, it's impossible to test every configuration. Before contacting our technical support, have the following information on your hardware system ready at hand:

What **operating system** are you using?
What **processor** do you have?
How much **RAM** does your computer have?
Which **version of DirectX** is installed on your computer?
Which **graphic card** and **sound card** does your computer have?
Which **driver version** do you have for your **graphic card** and **sound card**?

If you don't have the above information handy, you can use the DirectX 9.0c diagnostics program. Click on **Start - Run** and type in "**DXDIAG**". In the System menu, you'll see the exact information about your computer. If you send us an email, attach the file (compressed, of course) **DxDiag.txt**. To get this file, open the DirectX diagnostics program and click on the button "**Save all information**".

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Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified.
Before contacting us please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault please include the following information……
. Exact error message if any.
. Steps taken to reproduce the error/fault.
. Details of programs running at time of fault, including . Anti-Virus and firewall applications.
. Most importantly, email us a DirectX Diagnostic report (see instructions above).

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XGI Technologies Inc.

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APPENDIX A1
KEYBOARD SHORTCUTS

- ← Scroll left
- → Scroll right
- ↑ Scroll up
- ↓ Scroll down
- Page Down Zoom in
- Page Up Zoom out
- Home Increase camera angle (tilt up)
- End Decrease camera angle (tilt down)
- Delete Turn camera left
- Insert Turn camera right
- Num ⇩ , Standard camera angle
- Num ⇩ + One minute "forward", or jump to next event
- Num ⇩ Enter Rotate a planned, but not yet built building 90°
- Alt + 0 Einfg Camera on the next unit
- Alt + F Follow selected unit
- Alt + F1 Quick-save game
- Alt + F2 Save game
- Alt + F3 Load game
- Ctrl + G Show mission goals
- Ctrl + S Send current position to allies

- Open game menu Esc
- Open Construction window F1
- Open Research window F2
- Define Production package F4
- Open Alliances window F5
- Open Resource distribution window F6
- Production window on/off F7
- Mini-map on/off F8
- Command window on/off F9
- Open Chat window F10
- Pause game Pause
- Change infantry movement mode C
- Attack A
- Battle mode (follow enemy / hold position) H
- Change attack mode F
- Change firing mode T
- Stop / Cancel action S
- Camouflage mode on/off U
- Light on/off G
- Exit crew E
- Change flight mode (take-off / land) L

Q	PIP (Picture in the Picture) mode
⇩	First-Person-Mode (full screen)
Ctrl + Q	PIP from First-Person-Mode
Alt + Q	Define PIP object
↹	Quick-record commands
R	Record commands
Z	Repeat commands
X	Execute recorded commands
-	Select all visible units
_	Select all visible air units
;	Select all visible battle units
.	Select all visible infantry units
I	Open inventory
P	Use medical kit from inventory
M	Use tool kit from inventory
D	Use battery from inventory
N	Lay a mine
O	Set up a bomb
W	Weapon selection mode/change weapon
	Center camera on last event
Alt + 1 ... 0	Remove unit from group 1 ... 10

Group units - Group 1	Ctrl + 1
Group units - Group 2	Ctrl + 2
Group units - Group 3	Ctrl + 3
Group units - Group 4	Ctrl + 4
Group units - Group 5	Ctrl + 5
Group units - Group 6	Ctrl + 6
Group units - Group 7	Ctrl + 7
Group units - Group 8	Ctrl + 8
Group units - Group 9	Ctrl + 9
Group units - Group 10	Ctrl + 0
Select groups 1 to 10	1 0
Add unit to group 1	⇧ + 1
Add unit to group 2	⇧ + 2
Add unit to group 3	⇧ + 3
Add unit to group 4	⇧ + 4
Add unit to group 5	⇧ + 5
Add unit to group 6	⇧ + 6
Add unit to group 7	⇧ + 7
Add unit to group 8	⇧ + 8
Add unit to group 9	⇧ + 9
Add unit to group 10	⇧ + 0

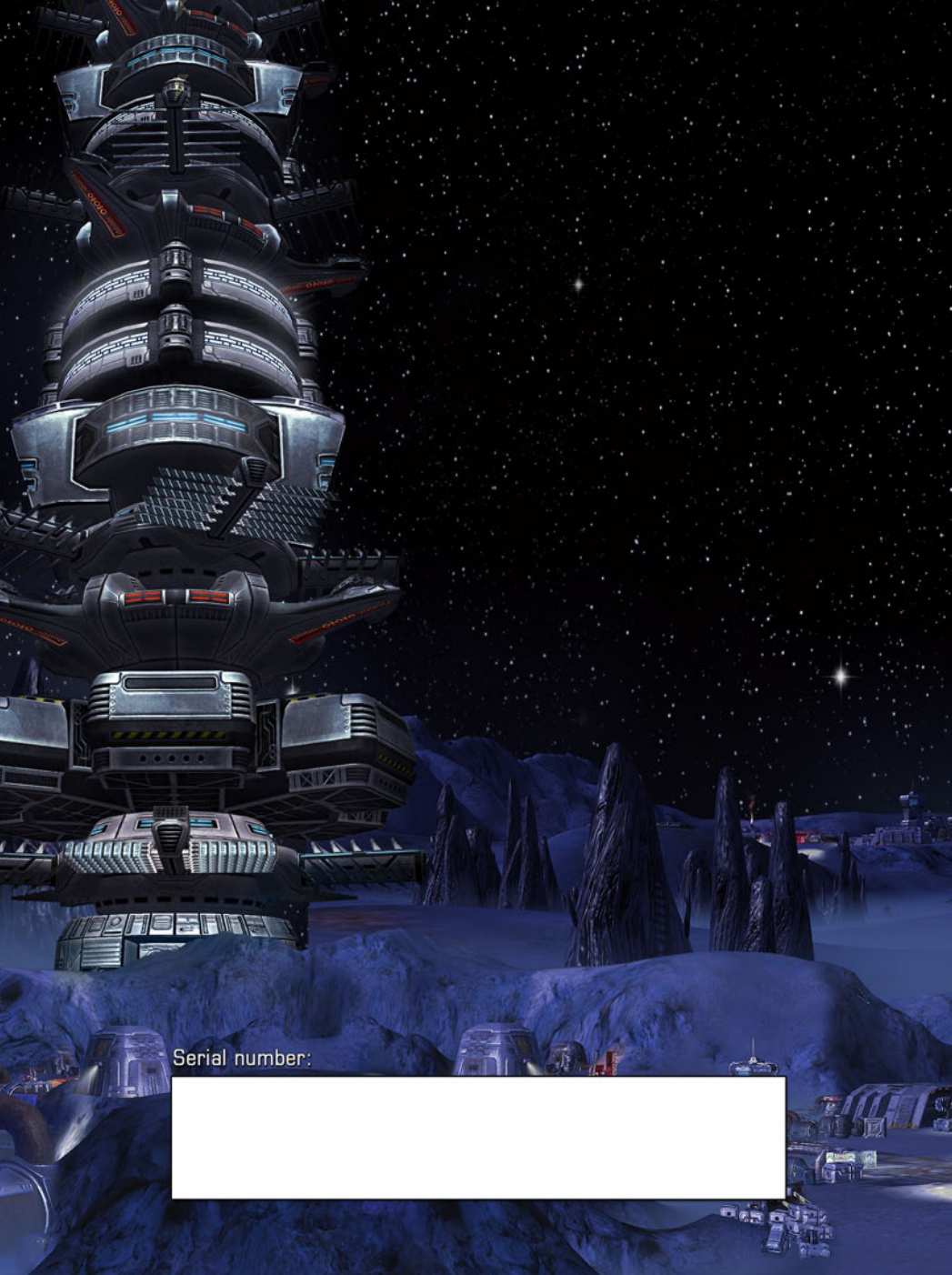
OWN KEYBOARD SHORTCUTS

- Quick-record commands
- Record commands
- Repeat commands
- Execute recorded commands
- Select all visible units
- Select all visible air units
- Select all visible battle units
- Select all visible infantry units
- Open inventory
- Use medical kit from inventory
- Use tool kit from inventory
- Use battery from inventory
- Lay mine
- Set up bomb
- Weapon selection mode
- Center camera on last event
- Select group 1
- Select group 2
- Select group 3
- Select group 4
- Select group 5
- Select group 6
- Select group 7

- Group units in group 1
- Group units in group 2
- Group units in group 3
- Group units in group 4
- Group units in group 5
- Group units in group 6
- Group units in group 7
- Group units in group 8
- Group units in group 9
- Group units in group 10
- Add unit to group 1
- Add unit to group 2
- Add unit to group 3
- Add unit to group 4
- Add unit to group 5
- Add unit to group 6
- Add unit to group 7
- Add unit to group 8
- Add unit to group 9
- Add unit to group 10
- Select group 8
- Select group 9
- Select group 10
- Remove unit from group 1... 10

OWN KEYBOARD SHORTCUTS

Scroll left	Open Game menu
Scroll right	Open Construction window
Scroll up	Open Research window
Scroll down	Upgrade-Fenster öffnen
Zoom in	Define Production package
Zoom out	Open Alliances window
Increase camera angle (tilt up)	Open Resource distribution
Decrease camera angle (tilt down)	Production window on/off
Turn camera left	Mini-map on/off
Turn camera right	Command window on/off
Standard camera angle	Open Chat window
One minute “forward”/next event	Pause game
Rotate building 90°	Change infantry movement mode
Send camera to next unit	Attack / Laser Attack
Follow selected unit	Follow enemy / hold position
Quick-save game	Change attack mode
Save game	Change firing mode
Load game	Stop / Cancel action
Show mission goals	Camouflage mode on/off
Send current position to allies	Lights on/off
PIP (Picture in the Picture) mode	Exit crew
PIP from First-Person-Mode	Change flight mode (lift-off / land)
Define PIP object	First-Person-Mode (full screen)


Serial number: