

MOONBASE COMMANDER™

PC INSTRUCTION MANUAL

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FIRST THINGS FIRST

THE README FILE

The *MoonBase Commander*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *MoonBase Commander* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\MoonBase Commander). You can also view the ReadMe file by clicking on the ReadMe icon on the AutoPlay screen. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

SYSTEM REQUIREMENTS

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 233 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	SVGA video card capable of 640x480 and 16-bit color*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher
Multiplayer:	Ethernet card and LAN with TCP/IP protocols for LAN play Internet access for GameSpy play

* Indicates device should be compatible with DirectX® version 8.1 or higher.

INSTALLING THE GAME

1. Close all running programs.
2. Insert the *MoonBase Commander* disc into the CD-ROM drive.
3. When the AutoPlay screen appears, click **Play**. If AutoPlay is not enabled (the AutoPlay screen does not appear), double-click the **My Computer** icon on your desktop. Next, double-click the CD-ROM icon, then double-click **autorun.exe** to launch the game.
4. Follow the on-screen instructions.

DIRECTX® 8.1 INSTALLATION

The *MoonBase Commander* game takes advantage of Microsoft's DirectX® 8.1 video and audio drivers. For optimum game performance, you need to install DirectX® 8.1.

The DirectX® 8.1 installation program checks your system for earlier DirectX® versions and reports what it finds. If no DirectX® components are found, the installation program automatically installs DirectX® 8.1 on your system. If earlier versions of DirectX® are found, you'll see them listed with the version numbers. Click on the **Re-install DirectX** button to update your DirectX® drivers to version 8.1.

GAMESPY ARCADE

GameSpy Arcade is a free online player-matching service. Use it to set up Multiplayer games over the Internet with your friends and anybody else who is searching for an opponent.

GameSpy Arcade is an independent gaming service run by GameSpy. Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Children under the age of 13 should check with their parents or guardian before registering.

GameSpy Arcade System Requirements

GameSpy Arcade: Version 1.1 (included) or higher
Internet Connection: 14.4 Kbs/second or higher
Internet Service Provider (ISP)

Note: All firewall protection must be disabled for this Internet feature to function properly.

GameSpy Arcade Installation

The *MoonBase Commander* CD-ROM game is designed as both a Single-Player and a Multiplayer game. For Multiplayer, you may choose LAN, or you may choose Internet play using GameSpy Arcade's player-matching feature. To install GameSpy arcade:

1. Close all running programs.
2. Insert the *MoonBase Commander* disc into the CD-ROM drive.
3. When the AutoPlay screen appears, click **Play**.
4. Follow the on-screen instructions.
5. After the game is installed, you will be prompted to install GameSpy Arcade.
6. Follow the on-screen installation instructions.
7. GameSpy Arcade will automatically launch after it is installed.
8. When GameSpy Arcade is launched, it will locate *MoonBase Commander* on your system.
9. Register your information and log in to GameSpy Arcade.
10. Find *MoonBase Commander* under **My Games**. If you don't see *MoonBase Commander* under **My Games**, scan for games in the file menu.

WELCOME TO MOONBASE COMMANDER™!

It is the future. Mankind has colonized the entire planet and nearly depleted its natural resources. As resource wars erupt, nations form an alliance to find an answer. A group of the world's brightest minds create the MoonBase probe.

Controlled remotely by a single pilot, the probe lands on the surface of any planet, replicates its central Hub and expands across the planet in search of energy. These secondary units transmit energy back to the central Hub via flexible cords.

Still, the alliance is fragile, and its leaders recognize the amazing potential of the probe. Greed soon fractures the alliance, and four distinct factions arise — each with its own objectives. These factions now use the probe not only to seek out new energy resources, but also to wage war.

You are a pilot for one of these factions. Operating your Hub remotely, you control its campaign across each planet, searching out energy-rich pools and destroying everything that gets in the way.

THE FOUR FACTIONS

NICECO



NiceCo invites you to experience the extravagance of outer colony living. You've worked hard, now don't you owe it to yourself and your loved ones to enjoy the decadent lifestyle that only a NiceCo luxury terraformed community can provide? Whether you enjoy exotic ammonium-sulfur lakeside views, or the dusky red vista of an iron-rich desert, we have just the planet for you. NiceCo — Building a better tomorrow, today!

DEWULF INDUSTRIAL



At DeWulf Industrial, we turn uncolonized planets into energy. Chances are, you may never have heard of DeWulf, but you use our product every day. Whether you're taking the family around town in your jet or checking out the latest corporate police skirmish, you're depending on energy provided by us. At DeWulf, we turn planets into energy so you can watch football.

SYSTEM7



Greetings, human viewers. No doubt, by now you have heard of us. It is no secret that we view you as an unacceptable burden on our Universe, and that it is our intent to eliminate your kind entirely. We understand that you may have trouble accepting this fate, but we ask that you view the situation logically. You will be destroyed. Please cooperate so that your termination will be as comfortable and expedient as possible. Good day.

TEAM ALPHA



We built the MoonBase technology and don't want anyone else ruining it. MoonBase is for everyone, not just for some corporate yahoo. Our resources may be limited, but if you join us, you'll get to be a big fish in our small pond.

BASIC FUNCTIONS AND FEATURES

OBJECT OF THE GAME

Capture the planet! Locate and destroy your opponent's main Hub while protecting yours from attack.

QUICK START

To get started with a quick game once you have installed *MoonBase Commander*, launch the game by clicking the **Play** button (AutoPlay required). Click **Single Player**. Click **Skirmish**. Click **Start** on the **Game Setup** Menu.

HOW TO MOVE

Launch new units from your Hub. You can launch other Hubs and use them to build even more units. Other units cannot build, though Offensive Units can shoot. Press the **L** key to find the closest Hub or Offensive Unit (Launcher) if one is not selected.

RULES FOR BUILDING

- New units must land on flat ground.
- Cords cannot overlap. You will not be able to launch if your shot overlaps an existing cord.
- Only Bridges and Crawlers can land on water.
- Build on top of Bridges to cross water.

ENERGY, TURNS and ROUNDS

Select your units carefully. Whenever you launch a unit, energy is used based on the unit level (1, 3 and 7). Once you and your opponent have used all of your respective energy (or have skipped your turns), the round ends, and your energy is refilled. You can increase your energy by launching Energy Collectors on top of Energy Pools located in the world. You will also receive bonus energy by reclaiming units and destroying an opponent. The maximum energy you can store is 35.

HOW ANTI-AIR UNITS WORK

Anti-Air units automatically shoot down enemy projectiles. Press the **R** key to see your Anti-Air Range. After firing, an Anti-Air unit is disabled for one turn cycle while it reloads.

NAVIGATION

In both the main view and the mini-map, the right mouse button scrolls the map and the left mouse button selects a unit. Hold the left mouse button down on the unit to grab it and scroll with it. Click the unit picture to re-center the camera. Click a cord to move to a unit at the end of the cord. You can also use the arrow keys on your keyboard to scroll around a map.

TOOL TIPS

Most menus have Tool Tips. When you move your mouse over certain buttons, Tool Tips describe the feature under the *MoonBase Commander* logo in the upper-left part of the menu.

SAMPLE TURN

Try launching a Spy Balloon to increase your field of view:

1. Click the Level 3 button to open up the Level 3 units.
2. Click the Balloon button to select it. A targeting device appears.
3. Click and hold either Rotate arrow to choose the direction you want it to go.
4. Click and hold the Launch button until the Launch Power Meter above travels to the right side (maximum distance), and release it. The Balloon will reveal more of the surrounding terrain.
5. Look for:

Energy Pools – These radiate (glow) a purple color. Put an Energy Collector on them for added energy.

Enemy Units – You'll be on the lookout for them more and more as the game progresses.

SAMPLE SECOND TURN

Your second turn depends on what the Balloon revealed. If you see an Energy Pool, you should try to get to it. If an Energy Pool was not revealed, you may try launching a Balloon in another direction. Eventually, you should launch a new Hub so that you can continue your expansion and exploration of the planet:

1. Click on the Level 7 button to see the Level 7 units.
2. Click on the Hub button.

3. Click and hold either Rotate arrow to choose the direction you want it to go. If you can see an Energy Pool, send your new Hub in that direction. **Note:** Unlike Balloons, Hubs have to land on flat ground. If they land on the side of a hill, or in water, they are destroyed on impact. Be very careful about where you aim and how far you want the Hub to go when you launch it.
4. Click and hold the Launch button as you did before, but be careful not to launch the Hub too short or too far. You must time the release of the Launch button to achieve the proper distance.

MAIN MENU

MoonBase Commander is a turn-based strategy game where, as the commander of a sophisticated MoonBase Hub, you will search out and attain energy resources, expand your hold over the planet, and destroy your opponents. To expand from your main Hub, you should build secondary Hubs, Energy Collectors, and offensive and defensive units. More Energy Collectors provide more construction capabilities. Wielding an arsenal of advanced weaponry, seize control of the planet for your side!

From the Main Menu, you can choose to:

- Play a **Multiplayer** LAN game. See page 10.
- Play a **Single Player** game. See page 10.
- Use the **Map Editor**. See page 13.
- Adjust your game **Options**. See page 14.
- Watch **Replay Theatre** to view past conquests. See page 15.
- **Quit** from the game.



MULTIPLAYER (LAN GAME)

After choosing the **Multiplayer** option, you will be asked whether you want to **Host** or **Join** a LAN game:

- If you **Host** a LAN game, enter a game name and wait for opponents to find you.
- If you **Join** a LAN game, you will see a list of active LAN games. Choose an opponent and click the Join button.

Once a Multiplayer game has started, new players cannot join the game.

Note: If you want to play a Multiplayer Internet game, see the GameSpy section on page 12.

SINGLE PLAYER

After choosing the **Single Player** option, you will have the choice of playing a **Skirmish** or entering the **Challenge Mode**.

Skirmish

Choose Skirmish to get into a fast game and see what *MoonBase Commander* is all about.

GAME SETUP

Faction – Choose one of the four factions: **DeWulf**, **Team Alpha**, **System7** or **NiceCo**. More than one player can choose any of the above factions.

Color – Choose one of the six colors. Only one player can have a specific color in each game.

Player Name – To change your default name, select the **Options** menu from the **Main Menu**.

Note: The following settings can only be changed by the game's Host. If you have joined a LAN or GameSpy game, you will only be able to view the Host's settings.



Add BOT (computer-controlled player) – There are 10 BOT choices, which all play differently. Choose up to three per game. Their names hint at their playing style. Try out different BOTs to see how many you can beat. **Note:** The best opponent is a human opponent. To find one, head to GameSpy Arcade (see page 4) or play on a LAN (see page 10).

Team – Players who are on the same team share the same line of sight, and their units cooperate as a team. This means that your Anti-Air units will not shoot down the projectiles of your allies. Essentially, your allies' units are like your own. However, teammates do not share energy, nor can they control an ally's units. A team is considered active as long as one team member is still functioning. A game featuring teams will continue until only one team remains. Simply click on the team icons until the right players have matching shapes.

Map Selection – Scroll through the maps and select the one that you want to play. The larger view to the left shows you the map name, the number of players for which it is optimized, and the map size (see the "Map Editor" section on page 13 for details).

Map Options – Change certain features in your game:

Clock – Adjust your time limit for each move in the game. The default is 60 seconds.

Wind – Adjust the wind intensity. Wind direction is randomly set at the start of each game.

Fog – See the entire map, or have an obstructed view that can only be expanded as you spread across the planet. When the Fog feature is activated, the unseen area of the map is displayed as a black area on the screen, and no units or terrain can be seen beneath it. Explosions and smoke, however, are visible.

Chat – Use the active chat window (see page 19) on the bottom of the page during a Multiplayer game.

Cancel – Return to the Main Menu.

Start – Play *MoonBase Commander*!

Note: The Multiplayer Game Setup menu is the same as the Single Player Game Setup menu, unless you have *joined* a Multiplayer game. In this case, you can only change your color and faction.

Challenge Mode

This is a more structured environment where you can hone your commander skills. You are presented with 16 exciting missions, each more challenging than the last. Start off as a MoonBase Commander for NiceCo, proceed to DeWulf, then System7, and finally to Team Alpha. You'll gain expertise on each successfully completed challenge. Try to complete each one with the utmost efficiency for added bonuses!



GAMESPY (MULTIPLAYER INTERNET GAME)

You can play *MoonBase Commander* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert the *MoonBase Commander* CD-ROM into the CD-ROM drive and install GameSpy Arcade now.

Launch GameSpy Arcade and Go to the *MoonBase Commander* Room

From your Windows® taskbar, click the Start button. Then select Programs, then Infogrames Interactive, then Play Moonbase Commander online with GameSpy Arcade. When the software starts, you'll see a list of games (and more) along the left-hand side. Click on the *MoonBase Commander* button on the left to enter the *MoonBase Commander* room.

Find or Start a Server

Once you're in the *MoonBase Commander* room, you can meet or greet other players. You will see a list of all available servers, the number of people playing and your connection speed. (Your speed is measured by "ping" — the lower the ping, the better.) Double-click on the server of your choice to join in. Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up (a clever server name usually attracts people).

Joining and Starting a Game

Once you double-click on a server or start your own, you'll be in a staging room where you can talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room is ready, the Host can then launch the game.

Problems?

If you have problems installing, registering, or using GameSpy Arcade in conjunction with *MoonBase Commander*, consult GameSpy's help pages at:

<http://www.gamespyarcade.com/help>

or use the E-Mail form at:

<http://www.gamespyarcade.com/support/contact.shtml>

Note: Infogrames Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

MAP EDITOR

Show off to your friends, or just build a better map. From the Main Menu, click Map Editor to enter the world of custom map building and editing.

Note: If you cannot place an item, a grid box will appear with an X through it, and you will not be able to place the item in that location.



SIZE — Click the + or – button to increase or decrease the size of your map. The bigger the map, the greater the potential for a longer game.



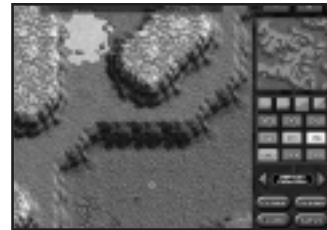
TERRAIN LEVELS — Each terrain has four different states: Water, Ground, Plateau and Mountain. When you create a new map, your view shows the Ground level. Click on a button to place that type of terrain on your map.



ENERGY — The larger the Energy Pool, the more energy collectors can fit on it. Click on a button to place an Energy Pool into your map **on level ground**.



STARTING POSITIONS — These buttons allow you to set starting positions, regardless of how many players you have. **You must place four separate 4-player icons to be able to save your Custom Map, even if you are only designing a 2- or 3-player game.** If you are playing a 2-player game, you must also place two 2-player icons. If you are playing a 3-player game, you must also place three 3-player icons.





TEAM PLAY – Choose various starting positions for each combination. For example, 1v3 (one versus three players) would allow you to put a starting position down for 1 sole player and 3 separate team player positions. This feature allows you to make a fair (or unfair) Team Play map.



TERRAIN – Use the arrow buttons to choose a planet.

CLOSE – Return to the Main Menu and save your current progress.

CLEAR – Clear the current Map or start a new Map after saving.

LOAD – Go to the Map Load screen to load a Map you created.

SAVE – Go to the Map Save screen to save your current Map.

Note: Custom maps will automatically be transferred to other players in multiplayer games.

OPTIONS

PLAYER NAME – Click **Change** to change your player name. This brings up a box where you can enter your name. Click **OK** or **Cancel** after you have finished.

CONTROLS – See page 16 for Key Commands.

PREFERENCES

Auto Scroll – Moves the map when you move your cursor to the edge of the screen. This works best when you are in Full-Screen Mode. Default setting is OFF.

Auto Hub Select – When you build a new Hub, this feature automatically selects this Hub. This is a great feature when you are in the process of expanding. Default setting is OFF.

Smart Camera – When you have either tracking button (Track In or Track Out) activated, this keeps the camera still unless action starts to move off screen. This is another great feature that keeps your view from moving around too much. Default setting is OFF.

Auto Return Camera – After the camera moves to display what action just took place, this feature brings the camera back to your initial view. Default setting is OFF.



AUDIO

SFX Volume – Adjusts sound effects, such as explosions and launch effects.

Music Volume – Adjusts the game music. **Note:** *MoonBase Commander* has a unique dynamic music system. As you become more successful in the game, the music gets more intense and supportive. As your gameplay success decreases, the music changes to reflect that as well.

Interface Volume – Adjusts the interface volume.

Voice Volume – Adjusts the dialogue volume.

Commentary – You can disable the color-commentary from your in-game advisor. Important voice messages will still be received. Default setting is ON.

Music Quality – Lowering the music quality may improve game performance. Default setting is HIGH.

RESET – Return all Options back to the default settings.

CANCEL – Exit the Options menu without saving any changes.

OK – Exit the Options menu and save your changes.

REPLAY THEATRE

Replay Theatre lets you view instant replays of your past battles. Use it to study opponent strategies or relive particularly satisfying conquests.

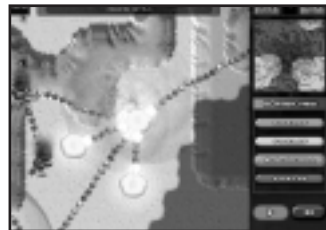
Click the **LOAD** button to the right of the replay that you want to watch.

TRACK IN and **TRACK OUT** – These work just like they do in normal gameplay.

PLAYER VIEW – Tracks any player.

CONTROLS – Play and Pause.

Note: Fog is nearly transparent in replay. It allows you to see the entire map while understanding a player's Tower and Balloon placement.



KEY COMMANDS

DEFAULT KEYS

Damage Bar (D)	Shows how much damage your unit has taken.
Range Radius (R)	Shows the effective range of your Anti-Air and Mine units.
Center Unit (C)	Moves your view to the main Hub.
Next Unit (N)	Moves your view to the next unit.
Previous Unit (P)	Moves your view to the previous unit.
Closest Launcher (L)	Selects your closest Hub or Offensive Unit.
Show Attacked (A)	Moves your view to your last attacked unit.
Chat Toggle (Tab)	Begins chat input. Press Tab or Enter to send the message, or press Esc to cancel.

To re-map commands, click on the button to the right of the command that you want to re-map. Type in the letter command that you prefer. For example, to change Damage Bar from **D** to **Y**, click on the button labeled **D**. Then press the **Y** key on your keyboard. The command button will now read **Y**.

INTERFACE

MoonBase Commander has a unique interface for each of the four factions, with six different color choices per faction.

TRACK IN / OUT – Activate **Track In** to have your camera track opponents' activities. Activate **Track Out** to have your camera follow your own shots.



MINI-MAP – The mini-map displays the entire map. Since your main view doesn't allow you to see the entire world, the mini-map can be extremely helpful in managing your resources. Click anywhere on this map, and the camera moves to your selected point.



MAIN VIEW – This is where all of the game action takes place. See “Navigation” on page 8 for how to scroll the map and select a unit.



HUB / OFFENSIVE UNIT SCROLLING – Click on the Next Unit arrow, Previous Unit arrow and the Center Current Unit button to scroll between Hubs and Offensive Units.



ENERGY BAR – The number above the energy bar tells you how much energy you have left in the current round. Each unit or weapon takes either 1, 3 or 7 energy points. The combined energy display helps you manage your resources. The maximum energy you can store is 35.



BUILD MENU – There are 18 units and weapons organized on three levels. Each level designates how much energy it takes to build them (see the “Units” section, which starts on page 19). To access them, click the 1, 3 or 7 buttons to display your desired unit's page. Then click the unit to transfer it to the Unit Launching view.



UNIT LAUNCHING – Your Hub and Offensive Units have a targeting device that allows you to aim in the direction you want to launch. Click on the right or left arrow button to rotate your aim clockwise or counterclockwise, respectively.



LAUNCH POWER METER – After you have set your target angle, click and hold the Launch button until the Launch Power Meter moves to the desired distance. The further the meter goes to the right when you let go of the Launch button, the more powerful your shot.

If you change your mind before clicking the Launch button, click **Cancel** to go back to the Build Menu.



HEADS-UP DISPLAY (HUD) – This is the bar at the top of the main view. The information in it assists you in the current and subsequent round:



Time – This shows how much time you have until your turn runs out.



Current Player's Turn – This shows whose turn it currently is.



Player Order – After every round, the player order shifts to the left. For example, if you went first during this round, you go last during the next round. If you went second during this round, you would go first during the next.



Next Round Energy – The number in this icon indicates the amount of energy you will gain at the beginning of your next round.



SKIP – Skipping can be used as a strategy or to just give you more time before you have to launch another unit or attack. Since all of your current energy will be transferred to the next round, you could gain an advantage. To skip the round, click **Skip** in the upper-right corner of your main view. This skips all of your turns in the current round, so make sure you are in a stable position to make it through the rest of the round.



MENU – Located in the upper-left corner of the main view (and can also be accessed by pressing the **Esc** key). This menu pauses the game and allows you to:

Adjust volume levels for music, voice, sound effects and interface.

Quit – Quits the game.

Help – Contains helpful game hints.

Done – Continues the game.



SIDE BARS – Side Bars are displayed on the left side of the screen every time a player is defeated or leaves the game.



CHAT – You will see incoming chat in the black chat box at the bottom of the main view. To send a message of your own, press the **Tab** key to toggle chat ON, then type your message. When you are done with your message, press the **Tab** key again (or the **Enter** key) to send your message. Your name is attached to the message for your opponents to see.

You can send messages to specific players by typing a name, followed by a colon, then your message. For example: **Tom: Hey!** would send the message only to Tom. You can also send a message to only your teammates by typing **team:** at the beginning of the message.

Note: Infogrames Interactive does not monitor, control, endorse or accept responsibility for the content of chat messages transmitted through the use of this product. Use of the optional text message or any other Internet text- or voice-based chat feature is at your own risk. Users are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian before using the chat function and if you are concerned about any chat you receive.

UNITS

Each faction has the same type of units. They all have the same functionality, but different appearances. **Note:** Cord nodes (the dots separating the sections) are not units, but can be useful for some information and defense. Cord nodes don't take damage and can only receive an attack from a Power Spike.

Level 1 units require one energy point, Level 3 units require three energy points, and Level 7 units require seven energy points.

Armor protects against **Damage**. 5 Armor points cancel out 5 Damage points, 4 Armor points cancel out 4 Damage points, and so on. For example, if a Hub (Armor = 5) is hit by a Bomb (Damage = 3), your Hub will have only 2 Armor points left.

LEVEL 1 UNITS



Anti-Air Missile Launcher

This unit automatically fires a defensive missile at any enemy projectile within its range. The missile will kill the enemy aerial unless: a) the enemy aerial is destroyed before the missile reaches it, or b) the missile hits an enemy shield. Once this unit has fired, it remains inactive for one full turn cycle.
Armor = 3



Bomb

Bombs detonate when they strike another unit or solid ground.
Damage = 3



Bridge

This freestanding unit only lands safely in water, turning its area into safe land. Any rules that apply to flat land also apply to Bridges. If a Bridge is destroyed, any unit or cord on the bridge drops into the water and is destroyed.
Armor = 3



Cluster Bomb

Cluster Bombs split into three smaller Bomblets at the apex of their flight arc. Each of these Bomblets functions as a less powerful Bomb unit. This is a great weapon for drawing fire from Anti-Air units.
Damage = 1.5 for each Bomblet



Repair

This unit restores 1 Armor point to any unit it hits.
Armor = 1

LEVEL 1 UNITS (continued)



Tower

This unit expands your field of view, and allows you to see more of the map when Fog is active.
Armor = 3

LEVEL 3 UNITS



Spy Balloon

This freestanding unit has minimal Armor, so anything that touches it causes the fragile Balloon to destruct. Its main function is to provide a greater view of the surroundings without requiring a cord to sustain it when Fog is active.
Armor = 1



EMP

The devastating Electro-Magnetic Pulse (EMP) weapon travels just like a Bomb, but when it hits the ground or an enemy unit, it disables units within its range for one full turn cycle. Additionally, units struck directly by it may be damaged. EMPs have a greater area of effect than Anti-Air units and Shields.
Damage = 2



Missile

When this projectile reaches the apex of its arc, its guidance system clicks on, targeting the closest enemy unit and flying toward it. If it reaches the target without being shot down or colliding with an enemy shield, it inflicts exactly the same damage as a Bomb.
Damage = 3

LEVEL 3 UNITS (continued)



Mines

To activate, the Mine must land on the ground without colliding with existing units or Shields, and without being targeted by Anti-Air missiles. Once a Mine has deployed, it detects any unit moving nearby. Upon detection, the Mine detonates, damaging the offending unit.
Damage = 3



Reclaimer

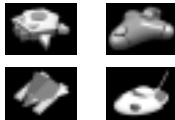
This device can absorb unit Armor and transfer it as energy to the player who launched it. When used on your own units, it can absorb up to 5 Armor points, which is enough to reclaim any unit you have. Against an opponent unit, the Reclaimer is less efficient, and can only reclaim 3 Armor points as energy. In either case, this energy is granted only at the end of the round. You will see the extra energy in the Next Round Energy icon (see page 18).
Armor = 5 on your own units; 3 on opponents' units



Power Spike

The Power Spike sends damage down each direction of a cord, but tapers off at a constant rate, so it has no effect after traveling down 50 cord nodes.
Damage = 3

LEVEL 7 UNITS



Crawler

This freestanding unit can function as a Bomb by hitting a unit or cord directly, or by landing on solid ground and moving during the phase between rounds. Crawlers take turns moving, based on the order of their "birth." A Crawler can slip beneath an enemy shield and will only detonate if it bumps up against an enemy unit or cord. Crawlers may be disabled by an EMP, and while inactive, can be destroyed without triggering their explosive charge. Crawlers can also be reclaimed. Crawlers can be launched into (and travel under) water.
Armor = 3
Damage = 4 (when a Crawler destructs)



Energy Collector

When one is placed on an Energy Pool, its owner receives 3 Energy points per round. By placing one on regular terrain, its owner receives only 1 Energy point per round. If the round ends while an Energy Collector is disabled by an EMP or Virus, no Energy points will be gained. If one of these units is destroyed, it produces a large and violent explosion. So be careful what you build next to them!
Armor = 5
Energy = 3 on pool; 1 off pool
Damage = 5



Hub

This unit is the cornerstone of *MoonBase Commander*. It is the one unit in the game that may build all others. Hubs can launch units or weapons from one corner of the main view to the other, depending on the height of the terrain. Your main Hub is the only Hub that generates energy (7 points per round).
Armor = 5

LEVEL 7 UNITS (continued)



Offensive Unit

This is the only unit, besides the Hub, that can launch. It can only launch weapons (Bomb, Cluster Bomb, Guided Missile, EMP, Power Spike, Crawler and Virus), but it fires them nearly twice as far as a Hub fires them!
Armor = 3



Shield Generator

This generates a hollow shell of plasma (a shield) that destroys any enemy projectile that attempts to penetrate it, but allows all friendly items to pass through it.
Note: Crawlers can walk under shields.
Armor = 3



Virus

A Virus disables any unit it hits. Once a full cycle of turns is played, the Virus follows any cord attached to the affected unit, and disables the unit at its end. The affected unit then takes 1 point of damage, and returns to normal operation. This behavior will continue through the cords and unit structures until it travels through all units.
Damage = 1

DESTRUCTION

DAMAGE BAR – Remember to press the **D** key to see how much damage all of your units have taken. The color of the smoke coming from a damaged unit also gives you an idea of how much damage has been inflicted (the darker the smoke, the greater the damage).

UNITS – When a Hub is destroyed, any connected unit that was created by it is also destroyed. These connected units will, in turn, destroy their offspring units as well. In this sense, destroying a player's main Hub ultimately destroys all of their connected units.

CORDS – In most cases, it is not possible to damage a cord. A Bomb, for example, has no effect on a cord. A cord is severed, however, if it is dependent on a Bridge unit that gets destroyed. As a cord destructs, any unit dependent on it is destroyed as well. A Power Spike can also damage the units connected to the cord that is struck.

STRATEGIES

ANTI-AIR UNITS – Keep Anti-Air units close to important units to ward off aerial attacks.

BRIDGES – These are the only way to get your cords across water. If a bridge is destroyed, the cords or units on top of it drop, and if they land in the water, they are destroyed. Use this strategy to punish your opponents when they try to advance across rivers.

CLUSTER BOMBS – Cluster Bombs are not very powerful, but since there are three Bombs per shot, you can often get one through an opponent's defense. You may be able to adjust your aim so that one of the outside Bombs can damage a target. Cluster Bombs are good for drawing fire from Anti-Air units (when the units are deactivated for the next turn, you will have a better shot at hitting a costlier unit).

CORD SPACE – To truly master the game, you'll need to learn how to manage your cord space. Since each unit takes up room with its cord, you can easily get into a situation where you block your own path! Try to plan ahead so that you'll have routes to advance or retreat if necessary.

CRAWLERS – Crawlers are a great, yet costly, weapon. They can crawl underneath a shield and deliver a big punch when they run into an opponent's unit. Just remember, your opponents have some options to defend themselves from Crawlers.

CRAWLER ASSAULT – Pen a bunch of Crawlers behind a Tower cord. When you are ready to release them, get rid of your Tower.

EMPS – These can temporarily disable any unit, including those that create large explosions. Use EMPs to diffuse a potentially disastrous situation. When using an EMP, make sure you have enough energy left to do some major damage. Otherwise, you've wasted three energy points.

HUB DESTRUCTION – When a Hub is destroyed, any connected unit built by that Hub is also destroyed. This even includes other Hubs. If you destroy an opponent's main Hub (the original one), that opponent loses everything since all units are connected back to that Hub!

LIGHTS – The blinking lights on cords always flow back to the main Hub. This means that you can tell which Hubs have built other Hubs. Use this knowledge to hit your opponents where it hurts, or track your way back to their main Hub.

OFFENSIVE UNIT VERSUS HUB – Offensive Units are costly to build, but can give you a considerable advantage (see the Offensive Unit section on page 24).

TEAM PLAY – Ally yourself with another player to increase your odds of success. This is also a good way to learn how to play a Multiplayer game without the added stress of being the only target.

TERRAIN – You can launch farther from the tops of the mountains you'll find on most planets. Use this to your advantage when attacking a ground-level opponent. Not only will your shots go farther, but your opponent's range will be shorter firing uphill!

VIRUS ATTACKS – While Viruses don't inflict a lot of damage and do not have the ability to destroy units, they can be used strategically. Try to use them on Hubs with many cords attached to them.

WIND – The wind can give you a great advantage when you are moving with it, but it can also make aiming your launches a real challenge. When the wind is activated, the game is entirely different even if you have the skill to work with it. If your opponent is downwind, you have a much better chance of a successful attack. But remember, since the maps wrap around, you are downwind as well!

WRAPPING WORLDS – *MoonBase Commander* maps have no edges. If you go off the edge of the screen, you'll just show up on the other edge. That means you can always flank your opponent! But be warned — your opponent may know this trick and could be trying to outflank you.

GAME SUMMARY

MoonBase Commander provides play results after each completed game. Here is the list of statistics that you will see:

Units – How many units you built.

Energy – How much energy you generated.

Shots – The number of offensive shots.


Hits – The number of times you hit an opponent with a weapon. Drawing Anti-Air fire doesn't count here.

Destroyed – The number of opponents' units you destroyed.

Accuracy – The percentage of times a shot resulted in a hit.

Bonus – The number of opponents you destroyed.

If you liked your last game and wish to save it, this is also your link to the Save Replay or Map Save screen.



	Player 1	Player 2	Player 3	Player 4
Units	100	150	100	100
Energy	1000	1000	1000	1000
Shots	100	100	100	100
Hits	10	10	10	10
Destroyed	1	1	1	1
Accuracy	10%	10%	10%	10%
Bonus	1	1	1	1

SAVE REPLAY

What better way to show off past wins or to learn from past failures than to see a replay of the match?

After finishing a game, you have the option to save the game for replay viewing later. Choose a slot in which to save the replay. You can save it in a new slot, or you can overwrite an existing replay. In either case, type in your new replay name.

To replay a past game, choose **Replay Theatre** from the Main Menu. This brings you to the Load Screen. Scroll through the list of games until you find your desired game. Click the **Load** button, and you will be transported to your selected game in the Replay Theatre. **Note:** The interface is different from normal play.



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CREDITS

HUMONGOUS ENTERTAINMENT

Rhett Mathis
*Lead Designer,
Lead Programmer, Special
Effects Audio*

Patrick Wylie
*Senior Producer, Level
Designer, Documentation
Writer*

Darryl Mlinar
A.I. Programmer

Kristen Hebenstreit
Ben Young
Programmers

Brad P. Taylor
Lead Systems Programmer

David Galloway
Jason Vourtsis
Systems Programmers

Cisco Martinez
*Unit Design, Menu and
Interface Artist*

Mark Lautenbach
*3-D Unit, Special Effects
and Terrain Artist*

Jim Millar
Dan Cole
3-D Unit Artists

Patrick Hoynes
Q.A. Lead, Level Designer

Jeffory McCrory
Robert Ochs
Steven Kuo
*Level Designers and
Q.A. Engineers*

Brad Carlton
Script Writer
Kristie Dimak
Associate Producer

Geoff Kirk
Audio Engineer

Dramatic Artists,
Seattle, WA
Vocal Talent

Samantha Kelly
NiceCo and Menus

Dex Manley
DeWulf

Mark Harlow
Team Alpha and System7

Sihtam Tehr
System7

Recorded at
Bad Animals, Seattle, WA

Suzie Brutke-Smurdon
Engineer

Special Thanks
Chris Miller
Jens Johnson
Jonathan Baron
Mike MacKenney
Oanh Pham
Chad Verrall
Andy Hieke
Bill Petro
Skip Saling
Michael Shirley
Kyle Shold

INFOGRAMES INTERACTIVE, INC.

Jonathan Chmura
Producer

Bill Levay
Executive Producer

Michael MacConnell
Brand Manager

Scott Walker
V.P. of Product Development

Steve Arthur
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
*Director of Editorial &
Documentation Services*

Charles Rizzo
Art Director

Randi Kravitz
Documentation Specialist

Paul Collin
Copywriter

Special Thanks
Matt Collins
Sue Bulson

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North America*

Kurt Boutin
*Senior Manager, Q.A.
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Q.A. Testing Managers

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Brett Casta
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Jared Sorenson
Elizabeth Campbell
James Little
Chad Rabinovitz
Mike Murphy
Testers

Dave Strang
Compatibility Supervisor

Charles B. McQuinn III
Compatibility Lead

Geoffrey Smith
Randy Buchholz
Enoch Orntead
Compatibility Analysts

INFOGRAMES MELBOURNE HOUSE

Stuart Ellison
Musician

Marshall Parker
Music Director

GAMESPY

Joost Schuur
Developer Relations

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