

INFINIT

ZUXXEZ
ENTERTAINMENT AG

EARTH
2015

LOST SOULS

MANUAL



LICENCE AGREEMENT

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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 strong, flashing lights for long periods of time. Such individuals may therefore 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 playing this game. Parental guidance is always suggested when children are 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 IT OFF IMMEDIATELY

AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.

PRECAUTIONS DURING USE

- ➊ Do not sit too close to the monitor. Sit as far as comfortably possible.
- ➋ Use as small a monitor as possible.
- ➌ Do not play when tired or short on sleep.
- ➍ Take care that there is sufficient lighting in the room.
- ➎ Be sure to take a break of 10-15 minutes every hour..

STORY

It is the 7th of December 2150 - in a few hours our beloved planet Earth will no longer exist. To understand the story of EARTH 2150 LOST SOULS ; the third part of the EARTH 2150 Trilogy, we must go back several years.

Devastating wars between the Eurasian dynasty and the United Civilized States have wreaked havoc and caused mortal wounds to our planet , but that is not all, a series of nuclear explosions close to the Antarctic had changed the Earth's orbit around the sun, glaciers melted, the sea rose to a threatening level, and meteorite showers buried whole parts of the world.

Famous scientists from the Lunar corporation, a long forgotten colony on the moon first recognized the signs of the imminent catastrophe .

According to their calculations the distance between the sun and earth would decrease in the next few years by 17%, which would lead to terrible consequences. Life on Earth, the home of Human beings for thousands of years would become unthinkable.

The only hope left for the population was the escape to the blue planet Mars.

Earth 2150 - THE MOON PROJECT (the second part of the EARTH 2150 trilogy) tells the story of the Lunar corporation's secret research project "SUNLIGHT" on the moon. Their success would give the LC the advantage in this bitter fight.

The project was successful. The majority of the Earth's population could leave the doomed planet and escaped to Mars. The people, left behind on Earth were to become known as the LOST SOULS.

Yet, they did not want to give up. They wanted revenge. Revenge on those who had left them behind. They worked together and tried to scrape the last of the Earth's resources together in an attempt to escape the pending catastrophe.

**HURRY UP, CAUSE
TIME IS TRICKING away...**

CAMPAIGN DESCRIPTION

The complete Lost Souls campaign consists of the connected episodes:

Lost Souls - Part I

- ED - Campaign -

You play the role of General Fedorov. A general of the mobile task force (MEK) of the Eurasian Dynasty. You are given the task, from Zar Vladimir II, of supervising the preparation the start of the escape shuttles and to protect them from attack from either the UCS or the LC.

Lost Souls - Part II

- LC - Campaign -

In the LC campaign you play the role of a recruit, who is given the task of protecting a secret project. At the very beginning you are confronted with several attacks from the MEK, driven by the desperate hope of being saved.

Lost Souls - Part III

- UCS - Campaign -

In the UCS campaign you play Marcus Gordin, the former defense minister of the UCS, being supported by Golan, Gordin's former advisory system. Yet something, somewhere is going on that is not quite correct.

During the game you will establish that first impressions are often misleading. Alliances are made only to be broken again, enemies become friends and friends, enemies.

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- ⦿ IBM compatible Pentium™ Processor with 300 MHz
- ⦿ at least 64 MB RAM
- ⦿ 350 MB free HDD space
- ⦿ DirectX™ compatible graphics board
- ⦿ DirectX™ compatible soundcard
- ⦿ 8X CD-ROM drive
- ⦿ Mouse
- ⦿ Windows™ 95/98/Me or Windows™ NT / 2000

RECOMMENDED CONFIGURATION

- ⦿ IBM compatible Pentium™ Processor with 500 MHz
- ⦿ at least 128 MB RAM
- ⦿ 900 MB free HDD space
- ⦿ DirectX™ compatible graphics board with 16 MB
- ⦿ DirectX™ compatible soundcard
- ⦿ 12X CD-ROM drive
- ⦿ Mouse
- ⦿ Windows™ 95/98/Me or Windows™ NT / 2000

INSTALLATION

Place CD 1 (Installation CD) of "EARTH 2150 - LOST SOULS" in your CD-ROM drive. The Autorun menu will appear.

[If your AUTORUN function is disabled, click on "My Computer" and select your CD-ROM drive. Open with a right click the context menu and select OPEN. Doubleclick on the file Autostart.exe].

Select from the menu the option "Installation" and follow the on screen instructions. During the installation you have the choice between the following installation possibilities:

Normal Installation (Videos from CD)

Full Installation

Spawn Version (minimum)

Spawn Version (extended)

If you select the normal installation, you must put CD 2 (PLAY - CD) in your CD-ROM drive, otherwise the videos will not be available.

DirectX™ 8.0 is necessary to play EARTH 2150 - LOST SOULS. During the installation you have the possibility to install DirectX™ 8.0. You can also install this driver later by calling the AUTORUN function again and selecting "Install DirectX 8.0".

STARTING THE GAME

If you are running "EARTH 2150 - LOST SOULS" for the first time, you need to start SETUP first. Click on Start ➤ Programs ➤ Reality Pump ➤ Lost Souls ➤ Setup.

In the Setup program you have the possibility of testing the supported resolutions of your graphics card.

To start the game EARTH 2150 - LOST SOULS, click on Programs ➤ Reality Pump ➤ Lost Souls ➤ Lost Souls .

If you do not have the PLAY-CD in your CD-ROM drive the game will prompt you to insert the Play-CD.

GAMEPLAY

After the videos following menu will appear:

START MENU:

Here you can choose your side (i.e. "nation"), view the propaganda films for each nation and activate the editor.



Eurasian Dynasty Starts the game on the ED-Site

Lunar Corporation Starts the game on the LC-Site

United Civilized States Starts the game on the UCS-Site

Multiplayer Starts a multiplayer game

Skirmish Starts the Skirmish mode

Editor Starts the Map-Editor

Credits View Credits

Exit Quits the game

CHOOSING A PLAYER:



In the Choose Player menu, you can pick one of the players from the existing Players List or create a new one by entering a name in the New Player box. Click OK for further options or Back to return to the Start Menu.

MAIN MENU:



The Main Menu will appear right after you've chosen a player. It consists of the following buttons:

Start New Game - Here you'll begin a new campaign. Your starting point is always your own base.

Load Game - Here you can continue an old campaign.

Provided you made sure to save the game, you'll see a window where you can specify exactly at what point you want to continue the campaign. Otherwise, the campaign will pick up at the point you left it. When you cancel a game, it is automatically saved. This lets you restore it at any time.

Tutorial - This will start you in training mode. The ED tutorial provides 4 "sessions", while the LC and UCS offer one each.

Videos - This button lets you view all video film announcements you received since the beginning of the game. These are very useful in planning strategy as they inform you of new developments outside the field of play.

Back - This will return you to the Choose Player menu.

Exit Game - Not much explanation needed here. This does precisely what it says - quits the game and goes back to the operating system.

MAIN SCREEN

When the campaign starts, you'll see the main game screen. Here you can give orders to all your units and structures, and use several camera systems to keep track of what's happening on the battlefield.

Here's the game screen along with a description of its parts:



- A. Camera Viewer
- B. Auxiliary Camera Windows
- C. Main Control Panel
- D. Mini-Map
- E. Construction Panel
- F. Symbol Bar
- G. Compass

CAMERA VIEWER (A) - This area takes up most of the screen. It lets you track events on the battlefield with low orbiting camera systems. These well situated "eyes in the sky" let you command and control your units very easily.

AUXILIARY CAMERA WINDOWS (B) - You can turn on the two small Auxiliary Camera Windows by pressing the appropriate button in the Symbol Bar. Each auxiliary camera can do everything the main camera can do, such as selecting a unit, giving orders, or changing the view angle. To activate an auxiliary camera, just place the cursor on it.

MAIN CONTROL PANEL (C) - This is designed to help you carry out most of the operations you'll need. It consists of a few tabs. To select a given tab, just click on the button with the tab's name. Here are the available tabs:

Selection

Getting a description of a selected object (or group of objects) lets you easily issue all orders which that object can carry out.

Structures

Here you can get a list of all structures currently in your possession, so you can easily locate a structure without being forced to look all over the planet for it! You can also select a structure from the list, or move the camera over it. When you select a structure, you'll automatically transfer to the "Selection" Tab.

Platoons

This will give you a list of all platoons currently in your possession, so you can carry out platoon-based operations. Right-click on a platoon to move the camera over it. Left-click to select it.

Construct

This tab will only be available if you're playing on the LC side. It lets you order your orbiting Construction Center to build a structure.

Units

this tab lets you search quickly for vehicles of the same type. Right-click on a unit to move the camera over it. Left-click to select it.

MINI-MAP (D)

This shows the entire current battlefield. Here you can either right-click to move the camera to a chosen location or left-click to transfer a highlighted unit (or a group or platoon) to a specified location.

CONSTRUCTION PANEL (E)

This appears when you select a construction vehicle or a Production Center. It includes icons for all objects which you can produce/construct during the game. Begin construction by left-clicking on an object icon. Note that if you want to build a structure, you must first point to an area (with the camera viewer) where you want it located. You can abort the construction process by right-clicking.

SYMBOL BAR (F)

This is located at either the top or the bottom of the screen. It shows how much energy you have and what your current money situation is. You can also access the following icons:

-  Map - Switches the Mini-Map on/off (or ALT-M)
 -  Control Panel - Switches the Control Panel on/off (or ALT-P)
 -  Base / Mission - Switches between Base and Mission Area (Q)
 -  Surface/Tunnels - Switches the active camera view between the planet's surface and the underground tunnels (TAB)
 -  View - Turns the 3D camera mode on/off (V)
 -  Research Center - Opens the Research Window (F2)
 -  Production Center - Open a unit construction window (F1)
- COMPASS (G) - This shows which way is North.

End Mission - You'll see this whenever you complete a mission. Press the button and the mission is officially over - and you return to base. Warning! Be sure to send all the units you intend to use in the next mission back to base before you press the END MISSION button! Otherwise you'll lose all your structures and units!!

Choose Mission Area - This shows up whenever there is no mission active. From here you can call up the globe symbol for picking out your next mission area.

The Main Base - In single-player mode each side has a Main Base. From here you can bring units and resources into the mission area, as long as you have a landing zone there.

You can choose a new mission by clicking on the globe symbol. Don't forget that you'll need to get your units and resources back to your Main Base after the mission.

Transporting Resources - In single-player campaigns you will often need resources urgently. Don't panic! There are lots of ways to get these. You normally begin the game with a given amount of resources already in your mission area. These should be at least enough for you to build a Main Base.

You might have resources remaining in your Main Base area. This is quite important, since the resources around your Main Base and those in the mission area form two different "pools". You can exchange resources between your Main Base and the mission area by using a Transporter.

CONTROLLING THE CAMERA

To change the camera position, just move the cursor to whichever side of the screen you want. The camera will move automatically as soon as the cursor touches the screen edge. To stop the camera, just move it toward the center of the screen. You can also change the camera position by using the cursor keys on your keyboard.

To turn the camera horizontally, press and hold down the right mouse button. Now, continue holding the button down and move the mouse right or left. The camera will turn with the mouse. You can also use the INSERT and DELETE keys to do this.

Change the camera's vertical angle in the same way. Press and hold the right button while moving the mouse forwards and backwards. Or you can use the HOME and END keys.

Press the PAGE UP/PAGE DOWN keys to zoom in or out. You can also do this by pressing the ALT key while adjusting the camera angle. To do this, hold down both right and left mouse buttons.

UNIT LIMITS

In each mission, the number of units your can build is limited. A limit of "10,000" means you can only build 10,000 credits worth of units. You can check the current limit by selecting the structure for weapons production.

Once you've reached the limit you'll see a blinking message on all units currently under construction.

CONTROLLING UNITS

Selecting a Single Unit

To select a single unit, place the cursor on it and left-click. A Status Bar will appear above the unit you've selected.

To select a group of units, keep the CTRL key pressed and select one unit after the other. As long as the CTRL key remains pressed, each unit you click on will be added to the group.

If you click on a unit while the ALT key is pressed, that unit gets "de-selected".

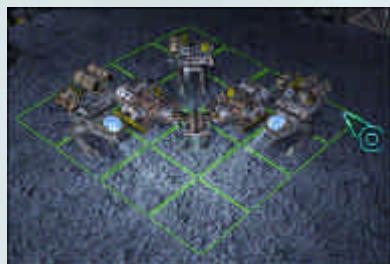
To deselect one unit from a group of selected units, choose the unit's name from the list box and click on it.

Selecting a Group of Units

To quickly select a group of units, place your cursor at the edge of the group and move the mouse over the group while holding down the left button. You will clearly see the selection's range on the ground under the cursor. Every unit within the group will remain selected even after you release the mouse button.

If you want to add more units to your selection, perform the above operation with the CTRL key pressed.

If you want to "subtract" units from your selection, perform the above operation with the ALT key pressed. Right-click on the main camera window to de-select all units.



These hot keys will highlight the following units which are in the camera's range:

- , Highlight all units within camera range
- Highlight all ground-based units within camera range
- . Highlight all air units within camera range

Group Functions

You can quickly and easily assign a unit to a group before it is even produced. Just choose weapon production (or the Main Base if you're playing on the LC side). Now bring the cursor over the unit icon in the Construction Menu. Press the CTRL key and the number of the group you want to assign it to. The text "Group #" will appear over the unit. If you now click on the icon, all units produced will be automatically assigned to this group.

TIP: This option is particularly useful in multi-player mode. It will help you keep things organized and free you up to concentrate on the battle at hand.

Searching for units



To find a special unit, select the "Units" tab. Here you'll find a list of all vehicle types. When you select one, the vehicle's symbol will be displayed. If you want to see the vehicle in the "Full Screen" display, right-click. If you want to see the vehicle in the "Full Screen" display, right-click on its symbol. A left-click will select the chosen vehicle.

Issuing Orders

You can issue orders only to units you have selected. Orders are divided into two groups:

Immediate Orders: These are "spur of the moment" orders which get obeyed right-away. The nice thing about immediate orders is that you can issue them directly on the map - no need to choose from the panel. To issue an immediate order, place the cursor on the area which it relates to and press the left mouse button. A small icon inside the cursor shows the order, which is completely dependent on what objects are in



that particular area. If the order can be carried out, you'll see a symbol appear over the cursor. The best example of an immediate order is "MARCH".

Ordinary Orders

These are split into two subgroups and must be chosen from the panel. The two groups are:

Action Orders

These orders signify some kind of action that a unit has been ordered to obey (e.g. MARCH, ATTACK, and ESCORT). To issue these orders simply click on a destination in the main camera window.

Configuration Orders

Here you can change a unit's parameters. To issue a configuration order press one of the buttons on the panel that has a [*] in front of the unit's current configuration (e.g. lights state, shooting mode, moving mode, retreat, find target). When the unit's configuration changes, the button name changes as well. Be carefull! Some orders, such as BUILD WALL/BRIDGE or DIG TUNNEL, require additional information like direction and line of construction. Mark a starting point by left-clicking on it, then move the cursor to a different spot and click again. You'll see a direct line display on the ground when you move the cursor. Right-click to abort the operation immediately.

CONTROLLING STRUCTURES

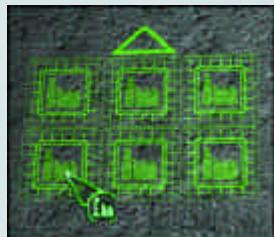
Selecting a Structure

To select a structure place the cursor on it and left-click.

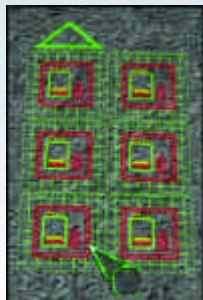
Building Structures

Here you'll need construction vehicles, like the Gruz or the Mammoth. If you're on the side of the LC, you'll be doing your construction work in orbit, in the Space Port (Construction Center).

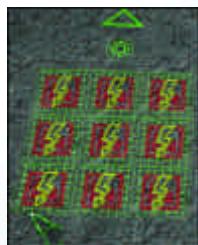
Let's start. Highlight a construction vehicle and select a structure from the construction panel. If you move the cursor a little, the outlines of your proposed structure will appear. These can differ according to the location of the site. If the structure can be built anywhere, its outline will be green. Strategic parts of the building, like a shipment point or an entrance to a production center, are marked with a cross. An arrow shows you where the front of the structure is (and the direction in which its cannons are trained).



A battery symbol tells you that you've located your structure near a power station which isn't producing enough energy. In this case you must expand the power station (UCS, LC) or construct another one. (ED). Then you can get on with building your structure.



A lightning symbol tells you that the construction site is too far from a power station. You can still put up the structure if you wish, you just won't have any power.



A red square means that no structure can be built there, for example, due to unsuitable terrain. By the way, you can "eliminate" trees or shrubs that are in your way by issuing the ATTACK command (A key).



Stop Building a Structure

If you change your mind you can stop building a structure. If you're playing of the ED or UCS sides you just need to press the self-destruction button and the structure will blow up before it's finished. The resources you haven't used will return to your "account".

If you're playing for the LC, click on the Construct Tab, then right-click on the on the structure you just put up. But beware - you don't have much time to do this. If construction is already too far along, you can no longer cancel it.

Building Multiple Structures

To build multiple structures, one after the other just press CAPS-LOCK and choose and place several structures

Buildings Tab - The Buildings Tab is located prominently on the panel. A series of animated icons illustrates all structures in your possession. You can scroll this list with the direction buttons, which are also situated on the panel. Click on the appropriate button to scroll the list forwards (next) or backwards (previous). Do this while holding down the SHIFT key and you'll scroll through multiple structures.

This list gives you a quick and easy way to search for specific structures. To get a better look at any structure in the list, just right-click on it and the camera will display it. Left-click on the structure to get a tab containing a complete describing.

Main Commands for "unarmed" Structures

Lights AUTO / ON / OFF - Changes the structure's lighting mode.

Power ON/OFF - This order will temporarily "turn off" a structure. Use this to suspend production or free up power supplies for other structures.

Autodestruction - Destroys the structure without leaving a trace. When you click on this button, a second button will appear, telling you just how long you have until the building blows. To retract the Autodestruction command, click on the second button.

Sell - 4 seconds after you press this the structure will be sold.

Commands for "armed" structures:

Change weapon - When you issue this order, you'll see a window containing a list of all weapon types. During game play, you can change weapons any time you like and mount them directly onto the structure.

Upgrade - Use this to replace a structure's equipment with the latest version.

Supply - Demands more ammunition.

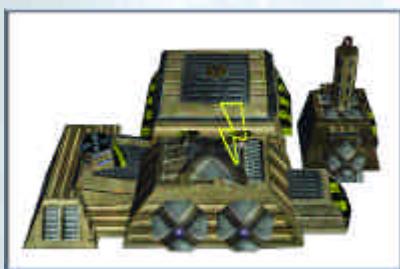
Attack - Lets you choose your target.

Commands for Production Centers:

Normal/Repeat - With this order you can specify the manner in which a vehicle will be produced. In the Repeat mode, the production sequence of the requested units will be repeated ad infinitum.

Set Dest. - Selects a location to which the vehicles (built in that particular structure) will be sent. If the structure is highlighted, the target will be shown in the form of a green cross.

Show Dest. - Positions the camera above the location where your vehicles (built in that particular structure) will be sent.



Additional Info:

A lightning symbol blinking over a structure means there's not enough energy for it.

Unfit Unit

If a unit is unfit for battle, you'll see a blue cloud hanging over it.

Banner



A flag always provides inspiration. You can mount a flag on most vehicle chassis, structures or defense compounds (such as defense towers). When units are in the flag's range (i.e. they can "see" it), it raises their experience level.

A higher experience level, in turn, improves the following:

- a weapon's destructive power
- range of sight
- firing range
- speed
- resistance
- loading time

Capturing Units and Structures

You can capture enemy objects, (such as units and structures) with special units. You'll need to mount a Repair or Capture module on these units.

Capture - Repair Module

The Repair Module has been modernized and will now let you take over enemy units and structures. To do this, you'll need to first de-activate it with your Ion Cannon and a unit which is equipped with it (or with an electro-weapon). When you see a blue cloud over the enemy unit (the de-activation symbol), select the unit which is equipped with the Repair Module, issue the "Capture" order and click on the de-activated unit.

Tip: When you turn on the "Auto Mode" option, the automatic capture mode will be activated. A unit which is equipped with the Repair Module will automatically start capturing all de-activated units in the vicinity.

Building Grabber

With this weapon you can very easily take over enemy structures without even de-activating them. First highlight a unit which is equipped with the Building Grabber module issue the "CAPTURE" command and click on the building you want to take.

Warning: When you capture a production facility, you won't be able to resume production. The only exception is if the production facility belongs to your side.

ARTIFACTS:



Energy

The unit that captures this artifact gets its energy and shield generator set to 100%.



Shield Generator

The Shield Generator will be mounted on the unit that captures this artifact.



Repair

Capture this artifact and the unit will be completely repaired.



Credits

If your unit captures this artifact, you will get 10,000 credits put onto your "account".



Terrain Map / Tunnel System Map

If your unit captures this artifact, you'll be able to see the entire terrain map / map of all tunnels.

PRODUCTION LIST

Right after you've chosen a Production Center, the Production List will appear at the edge of the screen. It includes all vehicles you can produce there. To start producing a certain vehicle, left-click on its icon. A progress bar will appear just below the icon to let you know how the process is coming along.

Now look carefully at the bottom right corner of the icon. Notice the figure displayed? This is the number of vehicles you are going to manufacture. To change this number, simply left-click to increase, or right-click to decrease. Remember, you'll need to plan your production carefully as resources are not unlimited - build too many attack vehicles without the necessary transport and support craft and your offensive will likely flounder.

CONSTRUCTION CENTER

Unit Construction Panel - You'll see this screen when you press F1, or click on the appropriate button in the Research Center. Here you can build more advanced vehicles, using whatever extra elements you've managed to accumulate. And you can add vehicles you've built here to the Production List.



The Construction Panel consists of the following:

- A - New Model Icon - activates production of a new model.
- B - A list of parts for a vehicle in development. You can go to the Element List any time during the production stage.
- C - Here you'll see icons for various pieces of equipment you can mount from the list (B).
- D - A picture of the constructed vehicle.
- E - The Production List. The list includes all vehicle types that can be made in production centers. The list is divided into groups:

1. civilian units
2. military units
3. naval units

You can work on this list using the 4 buttons located above it.

Arrows - used for changing the position of a model on the list (they can also be used to establish the order of objects on the list).

X - removes a selected model from the list.

Disk - saves a selected model to disk. An icon in a form of an "o" will appear each time you save a model. It will then be automatically assembled during the next round played by the current player. This option is great if you're playing network games, since it saves you constructing the same model each time you play. If you click again on this icon, the model will be removed from the disk (the "o" icon on the model's side will disappear).

F - Description of a constructed model.

G - Space for inscribing a model name with its AI script. What you write will influence a unit's behavior and its ability to obey orders. The Script List is absolutely dependent on the equipment mounted on a unit. You can put a finished unit on the production list using the ADD TO LIST button. Double clicking on a unit icon (D) will achieve the same result.

OPERATING THE CONSTRUCTION PANEL

Constructing a new model:

Click the "A" icon to ready the dialog box for use. To choose a chassis from the "C" list, just left-click on a chassis icon. The chassis parameters will be displayed in the description box (F). To approve a chosen vehicle, left-click twice on its icon. The cursor will automatically turn into the CHOOSE WEAPON mode.

Choose weapons the same way you choose a chassis, but pick them from the B list. A right-click on the C list will remove the current weapon. When your vehicle is ready, just add it to the list by pressing the ADD TO LIST button (G).

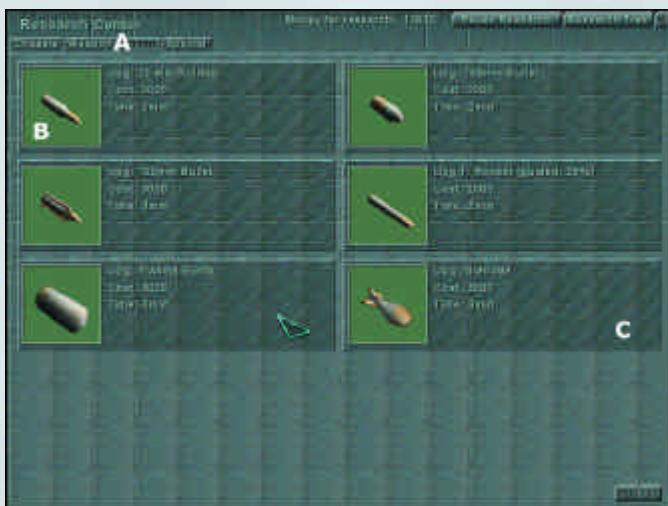
Now give the vehicle a name and choose its script (this selects its AI mode). Double click on your vehicle's icon (D) to put it on the Production List.

Editing existing models:

1. Pick out the model you want to edit from the Production List (E).
2. Repeat the New Model construction process (but remember - you can't change the chassis).
3. When you're finished editing, press the UPDATE button (G).

RESEARCH

To research and develop new technological inventions, you must "own" a Research Center. Just how quickly you can invent something depends on the number of Research Centers you have. Three buildings will give you absolute maximum production speed.



This means that even if you have 4 or more structures, the "3 structure" speed will remain the fastest. To display a panel listing all accessible inventions in groups, just click on the RESEARCH button when you're in the Research Center, or press the F2 key.

This panel includes all the currently accessible inventions, arranged into groups. Each of these groups is represented by a Tab (A). To start the invention process, just left-click on a particular invention icon (B). Now you'll see a progress bar appear in the description area (C). This tells you just how the work is advancing on that invention.

To stop inventing, right-click on B. You can even order work to be carried out on several inventions at the same time, one after another. The sequence of the orders you gave is listed in the top right corner of the Inventions icon.

To exit the panel and get back to the game, either press the ESC key or click on the "X" button situated in the top right corner of the screen.

KEYBOARD LAYOUT

You'll find a full description of all keyboard functions in the OPTION dialog/ KEYBOARD tab. You can define each key individually and your new keyboard setup will always be saved. To assign a function to a new key, just click on a function in the list, press the ENTER key and then press the new key. This overwrites any previously assigned key function.

Pause

In single-player mode you can also use the Pause mode (NM-Lock) to issue order to your units. Generals around the world would give their right arm for a feature like this. Once you're in Pause mode, the battle is essentially "frozen". But (and this is a big but) you can still issue orders, control the camera, etc.

What this means is that you can go into Pause mode to take a breather, assess the situation, take stock of your casualties, and maybe even rethink your strategy - without being shot at!

KEYBOARD COMMANDS (DEFAULT SETTINGS)

F1	Construction Panel
F2	Research Window
F3	Change Structure's Weapon
F9	Show Energy Range
F12	Show Tunnel
ALT + F1	Quick Save
ALT + F2	Load Game

Game speed:

(Numeric keypad) + / - Increase / decrease
(Numeric keypad) X default
(Numeric keypad) Num Lock Pause on/off

Groups and Platoons:

CTRL + 1 assign highlighted units to group 1
1 Select group 1
2 x 1 Pan to group 1
P Assign highlighted units to platoon
ALT + 1 Select platoon 1
2x ALT + 1 Pan to platoon 1

Camera:

TAB Switch between tunnel/surface view
SPACE Pan the camera to the last message (base or unit)

(Numeric keypad) , Point the camera north
(Numeric keypad) 0 Pan the camera to the selected unit
F Automatic camera "follow mode" on/off
Q Switch between Main Base and mission area
V 3 window mode

Unit Selection:

, Select all units within view range
. Select all air units within view range
- Select all ground-based units within view range

Main Control Panel:

ALT - P Turn Main Control Panel on/off
ALT - M Turn Mini-map on/off

Unit orders

A Attack
E Escort units
H Hold position
S Cancel orders
Y Request ammunition
R Accept orders
X Carry out orders

Hold both mouse buttons down and move the mouse forward and backward to scroll a text window!

EURASIAN DYNASTY

WEAPONS

The most primitive of the three races, the ED army still relies on conventional weapons. Their main offensive force is comprised of units equipped with large-caliber anti-tank cannons and rocket launchers. Towards the end of the last war, however, a few new units were equipped with laser weapons.

Ever aware that the UCS had managed to eliminate the human element from the process of warfare in favor of computers, the ED scientists made efforts to create fully automatic weapon systems. This led to the development of the Ion Cannon, which interrupts the electronic circuitry of any target it hits, disabling it without destroying it. Using this formidable piece of firepower, the ED is able to capture many hostile units intact, then examine them for potential weak points.

The ED is the only nation that still has a mass-destruction nuclear weapons stockpile. Be sure to only use nuclear weapons when extreme danger threatens.

UNITS

Despite years of research, the ED scientists still have not been able to develop an effective anti-gravity generator. So ED units continue to run on engines based on the old 20th century technology. Ground vehicles have wheel or caterpillar-type track chassis. The main drawback to this is that different terrain types have a great affect (almost always negative) on their mobility. On the plus side, the simplicity of their power transmission system means they don't break down much.

ED aircraft fly by means of propeller-screw propulsion. This gives them enormous maneuverability, allows them to fly at low altitudes beneath the enemy's radar and, most importantly, enables them to land and take off practically anywhere.

ED VEHICLES



GRUZ

This is a heavy construction vehicle equipped with front-mounted excavation buckets. It's used for constructing buildings, digging ditches and tunnels and leveling ground. A rear-mounted construction module contains most needed components to construct important structures.



TT 110 PAMIR

The TT model was developed from the American Abrams M2 tank. To adapt the design to 22nd century demands, the scientists modified its equipment so that one man can operate it. The steering stand is situated inside the chassis right beneath the turret, giving the operator better protection. A targeting computer installed in the turret controls the firing. Although it isn't a particularly large unit, it comes with high-quality armor enabling it to take part in very dangerous operations. It can also travel over most types of terrain. Unfortunately, the generator is not powerful enough for a laser weapon.



ZK TAIGA

This is a heavy-transportation vehicle used originally for cutting trees in the Taiga forests. Low speed and a huge resistance level are its plus points, but being a civilian vehicle, it has a woeful lack of armor. The ZK Taiga is currently assigned to hauling containers between mines and refineries. A powerful generator enables add-on systems, like laser weapons, radar, camouflage etc., to be attached. With these attachments, it is often used as a support unit.

ZT 100 SIBERIA

The Siberia model was designed during adaptation of the ZK series for military purposes. The Siberia is armored, but, unlike the ZK Taiga, is also fast and light. The reduction in weight was possible because the ZT 100 Siberia was not intended to be used as a transportation unit. The powerful generator remains unchanged, enabling the user to attach the usual extra appliances. The ZT series is the mainstay of the support units.



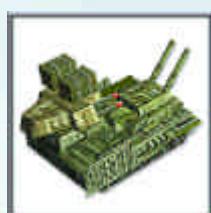
HT 400 KRUSZCHEV

HT 400 Kruszhev tanks were constructed as defense vehicles. Their two most significant features are low speed and very heavy armor. The ED mainly uses them to repulse enemy attacks. Their heavy armor makes them extremely resistant and they can inflict appreciable losses on any opponent. Fighting prowess can be tremendously increased by attaching an add-on.



HT 800 URAL

This is the heaviest vehicle used by the ED Army. Unlike the HT 400, it can be coupled to two independently operating large-caliber cannons. Despite its low speed it is used as the main offensive force when faced with heavy enemy defenses.



MINELAYER

After war broke out in 2140, construction began on a vehicle that would be able to mine large areas in a short time. This led to the development of the Minelayer. During the development process, however, the scientists luckily stumbled across a design for a laser mine detector, which they immediately incorporated into the Miners. This detector enables users to find mines quickly and detonate them from a safe distance.





TK 101 CASPIAN

The ED Army needed an amphibian vehicle capable of operating in swamps and flooded areas. So they developed the TK101 from an armored infantry transporter. The transport bed was replaced with a highly efficient generator, giving it more than enough energy to power any special add-ons. On the ground, the vehicle uses all-wheel drive, while on water it is driven by rear and front-mounted propellers, giving it tremendous speed and maneuverability. The TK101 is lightly armored. When equipped with a light weapon system, it is often deployed in rough territories as a reconnaissance vehicle.



TL 70 VOLGA

When the scientists at the Kurtchatov Research Center started work on an amphibian tank, the first thing they did was reduce the armor, so they could float. The TL 70 model is the result of these experiments, which in fact were half-way successful. The TL 70 can operate in water but is very slow and cumbersome. So the engineers came up with a better idea - to use it as a mobile ballistic rocket launcher. This keeps them hidden in tough terrain, away from direct contact with the enemy.



ESS 30 IRKUTSK

This is a lightly armored cutter used for reconnaissance and strike operations. Its main function is battling heavy enemy ships. The unit's enormous speed enables it to strike like a rattlesnake and quickly withdraw beyond enemy range. It can also defend ships of the Leviathan class.



ESS 200 LEVIATHAN

This heavily armored ship is the ED navy's main strike unit. It has an extended firing range, meaning that its missiles can hit targets situated far inland.

MI 106 COSSACK

This small helicopter, equipped with machine guns, is perfectly suited for reconnaissance operations. With its tremendous speed and maneuverability, it can easily dodge enemy rockets, while its special ammunition helps it destroy light enemy units.



MI 140 GROZNY

Due to the heavy losses incurred by the MI 106 Cossack models during the early part of the war, ED scientists were forced to develop a new type of helicopter that would be strong enough to stand a direct hit with a surface-to-air missile. The needed breakthrough was reached when the scientists developed a new composite armor. This enabled them to construct an assault helicopter, the "Grozny", which proved to have much more resistance than the Cossack. But the increase in protection came at the expense of overall flying speed.



MI 200 HAN

In 2147, demand for a stealth unit that could catch enemy units unawares prompted scientific research into a heavy bombing helicopter, the Khan. Able to fly at low altitudes and avoid radar detection, the Khan can carry up to 6 tons. This means it can lift and transport fully loaded ore containers. The Khan has no armor at all, so it's defenseless against anti-aircraft attacks.



MI 300 THOR

The MI 300 is a heavily armored helicopter used to carry out air raids. Although similar in design to the Khan, its lifting capacity is significantly reduced because of its heavy armor plating. But this in turn increases its effectiveness as a military tool. It can break through anti-aircraft defenses and release bombs precisely over enemy bases - something the MI 200 model cannot do.





MI 27 URAL

This light helicopter supplies battlefield vehicles with ammunition. Its main characteristic is its high speed.



GR40-TRANSPORTER

The GR40 is normally used by construction brigades. But with a slight modernization it becomes an key element in a attack force, with many uses on the battlefield. Its main task is to evacuate damaged units and ferry platoons across large distances.

But the GR40 is also famous for functions quite unusual for a transport unit. The pilots refer to the GR40 as "Yoyo" thanks to its ability to pick up enemy units, carry them at high altitude and then drop them. The first construction brigade, consisting of 18 GR40 transporters, has so far eliminated 18 "Jaguar" heavy battle robots, 23 light "Tigers" and 3 "Crusher" heavy anti-gravity vehicles.



RUSLAN

This heavy rocket tank is equipped with a pair of double-barreled launching ramps for anti-aircraft rockets. Its used as a mobile flak battery.



DSU KIEW

In a throwback to Soviet days, the Central Planning Commission decided to re-create an ED navy, which had fallen out of favor in the rush to create armored ground divisions. This new plan called for the development of a unit capable of transporting ballistic missiles over great distances.

STRUCTURES

VEHICLE PRODUCTION CENTERS

Heavy construction machines and civilian vehicles are manufactured here. The VPC has its own power source, so it's more or less independent of other structures. Any basic vehicle (without equipment add-ons) can be produced here. Its two cannons can easily fend off attacks by your enemy's light units. Remember to protect your VPC at all costs. If you lose it, you won't be able to produce any heavy construction machinery to expand your operation, and that will eventually mean curtains for you!



WEAPONS PRODUCTION CENTER

Here you can produce any kind of battle vehicle you want. The WPC isn't particularly well armored, so you'll need some kind of special protection here. Just as in the case of the VPC, if you lose this structure, you'll have no heavy battle equipment and you'll be fair prey for any enemy who happens along!



POWER PLANT

This is a normal, medium-output, atomic power station. The reactor has a built-in cooling system, plus a transmitter which supplies energy to neighboring structures. Your Power Plant has an ingenious automatic safety system, so if it takes a direct hit and is destroyed during an enemy attack, there'll be no atomic explosion to blow your other structures and units to smithereens!



Some tips: F9 gives you the energy range of your Power Plant

Green Lightning Symbol - defines energized areas

Blue Lightning Symbol - defines areas in which you can put up a transmitter



MINE

The Mine excavates underground resources. The raw materials are packed in airtight containers and brought out on a conveyor belt. Then the containers are either transported to a Refinery or to your Space Port.



REFINERY

The Refinery breaks down the raw materials into components necessary to keep production going in your Production Centers. Special units deliver the raw material containers to the Refinery. Then a conveyor belt takes them inside.



RESEARCH CENTERS

This is where your scientists and engineers are based. All kinds of research and experiments are carried out here and new technologies developed. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed and then eventually given the go-ahead for mass production. Your Research Center

will give you access to ultra-modern technology.

Note:

Two Three Research Centers will speed up your research. More than three won't bring you any more acceleration and is therefore is a waste of your precious resources.

SUPPLY DEPOT

This is a military center which supplies ammunition to your units and structures. It's totally dependent on how healthy your bank balance is! As soon as a unit's ammunition supply is exhausted, delivery will occur automatically. And you can have ammunition delivered to any unit you select. Units in tunnels won't always be supplied, but as soon as they exit the tunnel, ammo-a-plenty will be there for them!



Note: The Quick/Average/Slow button defines just how fast the deliveries will be made. Setting this to slow will enable your transporter to deliver its ammunition to more vehicles.

SHIP YARD

The heart of the Shipyard is a hangar where marine units are constructed. This structure should only be built at the waterside, at a location with space enough to harbor ships and boats and broad enough for a lock.



MISSILE CONTROL CENTER

The MCC is the control center for the most dangerous firepower of all - the atomic warhead rocket. You'll need this structure to build firing ramps for these rockets. No matter what the distance, these weapons will always hit the target, since they're aimed by satellite! Not bad, huh? You'll find that you'll often need to use these babies to successfully achieve your mission aims.





HEADQUARTERS

This is the strategic control center of the ED. It houses the many, new, advanced strategies to which you wouldn't otherwise have access. You can completely automatic many command sequences here, such as defense, mount-a-weapon, etc.



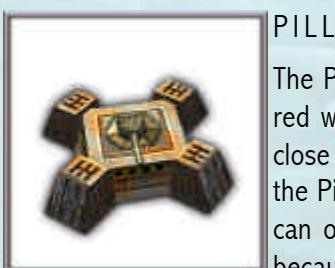
TUNNEL ENTRANCE

This structure handles communication between the tunnel system and the surface. It has its own generator, so it doesn't need a Power Plant.



RECYCLER

This hydraulic press is used to extract material from old, destroyed units. Since the only by-product of the recycling process is steel, a demolished unit is only worth half its production value.



PILL-BOX

The Pill-Box is a really important structure. Heavily armored with great resistance to all kinds of firepower, it lies close to the ground in the ED's first defensive line. While the Pill-Box is doing its stuff, your second lines of defense can open fire on your enemies and annihilate them. And because it lies so low there'll be no danger of your own units hitting your Pill-Box from behind. It depends on a Power Plant for its energy.

SMALL TOWER

You'll only realize just how effective these structures can be when you have several of them in operation. Three or four Small Towers are an excellent defense against light and medium heavy airborne armor. They can also repel infantry attacks.

But bear in mind that they won't be so effective against heavily-armored enemy infantry, simply because you can't mount heavy artillery on Small Towers.



LARGE TOWER

Here's a huge hurdle for your enemies to cross! It's normally equipped with heavy artillery but you can add an extra weapon on to this structure, like maybe a heavy laser, or even large rockets. A few of these Large Towers placed strategically will thwart even the strongest and most heavily-armed enemy troops.



LANDING ZONE

This small structure marks out landing areas for heavy transporters. It has a strong signal transmitter which enables it to guide planes in safely at night or in thick fog.

Note: This structure is absolutely vital for transporters en route from mission area to base and vice-versa.



RADAR

In the last years of the war, the UCS really used the camouflage effect of the SHADOW to great effect. The ED had to find an answer to this and their scientists came up trumps. They developed a generator which destroys the SHADOW's camouflage effect! Mounted on the Radar structure, this generator has yet another capability....it produces a strong magnetic field which jams your enemy's communications with their Command Center, making them leaderless and easy prey for your weapons.





ARTILLERY

This is a stationary ED artillery battery. Its builders focused on creating a weapon with the highest possible destructive capability. The result was a slight reduction in range. A shot from this weapon releases two 356mm cluster shells. Originally designed to destroy heavily fortified enemy positions, the artillery is also useful in the defensive against concentrated enemy attacks.



SILO

This is the firing ramp for your ballistic missiles. It's concealed underground and should always be built near your MCC. Ready-to-fire ballistic missiles (and atomic warhead rockets) are stored here.

Just like in the real world, a ramp takes a long time to reload, so it's better to have several of them loaded up and ready to fire. That'll increase your firing frequency with deadly effect!

DEFENSE

ED structures are usually equipped with active defense systems, consisting of several directly mounted cannon. This has one major advantage - it is incredibly hard to destroy a highly fortified structure which is constantly firing back! A typical ED defense structure has high towers and low, complex bunkers. Two defensive lines usually protect ED fortifications. The first includes bunkers (PILL-BOX) designed to resist enemy attacks for long periods and to ensure the security of the second line. The second line includes high, lightly armored towers (LARGE TOWER) capable of firing above the bunkers and destroying any attacking units with their heavy weapons. Spread all over the base, and covering the entire defensive area, SMALL TOWERS are responsible for anti-aircraft defense.

ENERGY SUPPLY

The ED energy network is based on small nuclear power plants built close to different groups of buildings. Each plant is self-supporting and consists of two elements - a nuclear reactor responsible for creating the energy, and a transmitter to send it to the structures.

Since the ED never really got into wireless energy transmission research, they still rely on inefficient first-generation transmitters based on plans that were stolen from the UCS.

The transmitters use lots of energy, which is why they have to be located within the power plant complex itself. These transmitters can supply only those structures that are located in the immediate vicinity. Structures farther away need their own power plants. This is the single most noticeable aspect of all ED bases - there's always a power plant right in the middle, surrounded by various buildings.

MINING RESOURCES

The ED extract their resources in the traditional way. They build mines, extract the ore, then store it in special containers. Transporters haul these containers either to the refinery for further processing or to the Transport Center for shipment to the base.

The mine, the refinery and the Transport Center are equipped with "conveyor belt" flights and containers. Transport Centers also have canal locks connecting them to the transporters carrying the ore to the base.

TECHNOLOGY AND INVENTIONS

MINE WITH ARTIFICIAL INTELLIGENCE

Anti-tank mines were always the most potent defensive force, but they had one major flaw - they destroyed everything within their range, including friendly units.

This situation changed, however, when scientists developed the anti-tank mine identification system. Now the ED could construct mines that were completely safe for allied vehicles. A passive circuit system, installed in every vehicle, reads signals coming from the mined regions. Each activated mine sends a low transmission encrypted signal to an oncoming vehicle to verify its identity. If the verification is correct, the mine remains inert. If not, it explodes within 0.5 seconds.

This system enables ED units to maneuver safely within their own mine fields, and has the added benefit of allowing them to draw the enemy into a mined trap.

LASER WEAPONS

The ED has exploited laser technology to develop a highly effective cannon that functions by using high-energy laser beams.

When using these, always follow this rule: don't try to destroy heavily armed enemy vehicles with the laser alone. Use the beams to heat up the enemy unit until its ammunition and fuel reserves simply explode. Point a strong, highly concentrated "bundle" of beams at the unit. Don't worry - the beams are capable of traveling long distances without becoming "unbundled". Although this cannon is great for killing off military vehicles, it just doesn't work on stone structures. Stone won't conduct heat!

ION CANNON

The Ion Cannon is the ED's second greatest achievement. Taking advantage of the fact that the UCS mainly uses computer-controlled robots instead of human soldiers, the scientists at Kurtchatov developed a cannon that would strike directly at a vehicle's electronic system without the need to break through its armor and destroy the vehicle entirely.

After three years of research, the Ion Cannon was ready. It shoots out a missile with strong, negatively ionized gas held together by an electromagnetic field. An electrical charge ranging from 10 to 100 MC (Mega Coulomb) is then fired. It discharges upon reaching its target, causing electrical systems to completely break down.

The vehicle it hits can neither maneuver nor attack - an easy target indeed! And, best of all, the ED experts can easily reprogram the disrupted unit and add it to their arsenal.

EARTHQUAKE GENERATOR

This modern weapon of mass destruction is used to destroy enemy structures and defenses. It is equipped with a highly powerful generator capable of unleashing low-frequency shock waves.

A structure subjected to these energy waves quickly begins to sway. Strong vibrations, following in short sequence, cause damage or, in many cases, total destruction. The weapon's great advantage is that a unit equipped with it can even destroy enemy structures from within a tunnel.

AA GUN

This highly effective 26mm flak gun is prized by all ED formations. It was developed with a highly modern scope system that brought hit rates up into the 73-76% range. By using case-less ammunition, both recoil and barrel overheating are greatly reduced. I short, this is the perfect weapon against all forms of aircraft.

ANTI-ROCKET SYSTEM

Units equipped with this first-rate defense system are well protected from rocket attacks. Its secret is a radar and thermo-camera based signal recognition of fast moving objects.

LUNAR CORPORATION

WEAPONS

When the Great War broke out in 2150 the LC, having never been involved in conflict, had no army whatsoever. So conventional weapons production had to start in a hurry. The weapons they did produce were of little help, though, since the units to which they were given hardly knew how to use them! It soon became painfully clear that rifles and rockets just wouldn't do against an experienced enemy - the LC had to make up in technology what it lacked in fighting skills.

So their highly creative scientists started coming up with advanced forms of weaponry. Their first success was the development of a sonic cannon, based on components from the drilling rigs. Another giant step was the development of an electro-shock cannon, which could quickly destroy enemy units' metal casings.

More research led to even more breakthroughs. One of the most dazzling was the development of a cloud cover control system, which could be used to accompany an offensive against an enemy base. Then came something truly ingenious - a meteorite shower control system for bombing enemy bases from space!

UNITS

Since the Lunar Corporation had to build up an army from scratch, they saved time by converting their civilian vehicles to military ones by mounting cannons on them. The vehicles are all anti-gravity -propulsion based. Most are equipped with weak moon generators, allowing them to float 1 -2 meters above the ground. Future models will have stronger generators, allowing them to operate at any height.

LUNAR

This is a light, unarmored vehicle used for reconnaissance. Being equipped with light weapon systems, it's not too good in combat situations. But its power shield generator and easy maneuverability make it a fantastic escort vehicle.



MOON

A very fast, lightly armored vehicle. A power shield generator and light weapon systems can be attached, making the Moon a powerful combat unit at a good price.



CRATER

When designing this vehicle, the LC engineers sacrificed speed for power, and equipped it with heavy armor and a power shield generator. The decision made Crater the most resistant of all LC units. And it's been adapted to carry high-caliber weapons that should guarantee its success in the heat of battle.



CRUSHER

This typical attack vehicle is designed to inflict huge losses on the enemy in a very short period of time. By reducing the energy consumption of the power shield generator, the engineers have made it possible to attach two heavy weapon systems. Because its armor is only average, the Crusher is unable to spend a long time under direct fire. You'll need to protect it with an escort of smaller, heavy shield-equipped units, like the Lunar.



METEOR

This light fighter is the first model equipped with a modified anti-gravity generator capable of rising to any altitude. It's used for reconnaissance operations and to repel enemy bombers. Due to the engine's high energy consumption, the Meteor is not equipped with magnetic shields. For purposes of attack, it comes equipped with a machine gun or light rockets.





THUNDERER

Here's a huge, very slow, anti-gravity craft equipped with heavy armor. The modified engines allow it to fly at any altitude, so it can reach into the heart of an enemy base. Heavy rockets and sonic cannon make it the ideal unit for air raids against enemy troop concentrations.



FAT GIRL

This is a mobile container, driven by a strong fragmentation motor which has been adapted from that previously used only be orbiting stations. The maximum lifting capacity is 3600 tons. Maximum speed is 18 km/h. Thanks to her strong engine, you can mount up to 4 light guns of any type. This makes Fat Girl an unbelievably effective front-line unit.



NEW HOPE

This light reconnaissance vehicle was based on the Fang unit, the pride of the LC. The New Hope isn't quite as powerful as its predecessor, but it has still managed to prove its value in some tight spots. Its ability to repair itself is particularly impressive.

Even after suffering extreme damage to its epoxy armor, New Hope needs only a few seconds to become fully battle-ready again.

This unique feature is the result of a complex fiberglass pressing and hardening system. However, the unit has one fairly large disadvantage: there is no facility for mounting a weapon. The synthetic armor allows neither welding nor riveting. So an impulse emitter is built into the chassis during the production stage. Tests have shown that this is the only weapon whose recoil doesn't tear New Hope's synthetic material.

New Hope is a support unit. Used wisely, it can have a decisive effect on your entire offensive. But you'll need to develop an elastic strike-and-retreat strategy.

SUPER FIGHTER

The LC builders made it their goal to fill the gap between the fast and maneuverable, but thinly armored Meteor and the heavily armored, but very slow Thunder. The result is the Super Fighter. Equipped with a rocket flak system, this is an ideal weapon against enemy aircraft.



TRANSPORTER

This light transport unit uses an anti-gravitation propulsion system. Its main task is to provide aerial evacuation of threatened and/or damaged units from the battlefield.



TUNNEL DIGGER

Their enemy's ability to attack through tunnel systems, and the strategic advantage this brings, has long been a source of frustration for the LC leadership. So they ordered industrial plants all over the Moon to begin R&D work on a new generation excavation unit. Of the three prototypes delivered, the "Xeno Irid" model from Adams & Novok Ici. got the go-ahead for mass production.



A series of tests proved the unit's worth as an all-terrain vehicle as well. Plus, the unit is extremely durable - the pendulum engine can remain in operation for 120 years, while the ceramic-plastic outer frame is designed to last at least 250 years.

STRUCTURES



MAIN BASE

The LC builds all their heavy construction, civilian and military vehicles right here. Any object developed and tested in the Research Center can also be built here. The Base is thickly armored and has cannons to fend off attacks by lightly armed enemy units. The main building has its own generator, so it can operate without external energy supplies. You must protect this structure well. If you lose it, and your heavy construction and military vehicle reserves run out, the battle is over.



SOLAR POWER PLANT

The LC Solar Power Plant is a technologically advanced structure consisting of a generator and several ergonomically designed and very powerful solar batteries. The plant has a high performance transmitter, capable of providing energy to distant structures. Extra energy is sent to batteries for storage. These batteries run the base during daytime hours. The plant's capacity is based on the intensity of the sun's rays. At night the reflective plates fold up and wait for sunrise.

Note:

This structure doesn't actually create energy! For this at least one solar battery is needed. Click on the "Add Battery" button to equip the plant with a battery.

MINE

For obvious reasons, this high-tech structure should be built very close to ore deposits. LC mines are capable of extracting and processing ore simultaneously. In other words it's a mine and a refinery in one. If you lose it you'll be unable to supply raw material to your military and civilian infrastructure.



RESEARCH CENTER

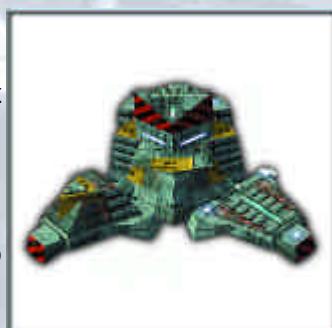
This is where your extremely inventive LC scientists and engineers are based. R&D tasks for all new technologies are carried out here. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed, and then given the go-ahead for mass production. Without this structure you will lose access to the latest technology and probably the war as well.



Notes: Two or three Research Centers will speed up the R&D process. More than three won't bring you any benefit and are therefore a waste of your precious resources.

AERIAL SUPPLY DEPOT

An Aerial Supply Depot is a supply center. Transport helicopters use this as a base for delivering ammunition for heavy weapons to units and structures. The more money you have in your account, the more often you can make these deliveries. This is also where vehicles damaged in battle come for complicated repairs.



Notes: The buttons Quick/Average/Slow determine the speed with which the structure reacts to incoming delivery requests. The slower the reaction time, the more vehicles the ammunition transporter can supply.



GUARDIAN

The Guardian is the most heavily armored structure in the game. The double-ringed defense tower is fortified with two heavy cannons, making it indestructible for all but the most heavily armed attack units. Since the tower packs a serious punch, it can usually repulse attacks quickly and successfully. Only concentrated attacks by well-equipped enemy units pose

any danger. Because of its strength, you should set up the tower near the Main Base or other strategically vital structures.



DEFENDER

Single Defender structures are too weak to defend themselves against enemy attacks. But there's strength in numbers. If you set them up in groups, one next to the other, they can ward off attacks by lightweight planes and other weakly armored units. If you place them in large unexplored territory, they act as a good early warning system.



HEADQUARTERS

This is the LC strategic command and control center. This structure opens the door to lots of new strategies that you otherwise wouldn't have access to. The Headquarters is needed at different points in the game in order to successfully complete missions.

WEATHER CONTROL CENTER

This is the LC's answer to the usual weapons of mass destruction (like nuclear and plasma weapons). The WCC is capable of radically altering weather conditions. It can start a long rain shower, suddenly send the temperature soaring, or unleash a thunder storm. In other words, the LC has managed to turn weather into a weapon. Use Rain to flood low-lying enemy territory - destroying all units and structures in the process. Use lightning to take out those at higher elevations.



As the game progresses, it will get more and more difficult to summon the forces of nature. The closer the Earth gets to the Sun the drier the planet becomes - until rainfall is a precious commodity. Nevertheless, the Weather Control Center does not completely lose its usefulness. It can take over the control of meteorite showers and redirect them toward enemy units and structures.

Notes: This structure is powered by electricity. Right after you've built it, the WCC will start loading up its batteries. Once they're full, the structure is ready for action.

The control panel will display these buttons:

Sun - Sweeps the clouds away. This in turn increases the output of your Solar Power Plants.

Wind - Brings strong gusts to the entire map. This hinders any enemy air strikes.

Snow - (works only in snowy terrain) Starts a serious snowfall.

Rain - (works only in Spring and Summer terrain) Starts a downpour, which greatly reduces units' speed and maneuverability.

Lightning Storm - (works only in Spring and Summer terrain) Starts a thunder storm. Lightning will wreak havoc on enemy vehicles and structures.

Meteor Shower - (works only in volcanic terrain) Starts a meteorite shower, which destroys enemy units and structures.



SDI DEFENSE CENTER

This is another structure you must have as the game advances. Its purpose is to defend your positions against attacks by weapons of mass destruction. If a nuclear missile is shot in your direction, special detectors designed specifically for this purpose will track the missile's flight path and unleash three high-powered laser shots at just the right moment. The incoming missile explodes in the air without damaging your units or structures.

The only drawback to this system is that the detectors have a somewhat limited range. That's why you should set up your SDI Defense Centers at equal distances from one another - ideally close to strategically vital structures (i.e. those without which you cannot properly continue the war).



XYREX POWER PLANT

While developing the fission power plant, the LC scientists used a method of energy creation far different from that used in traditional power plants.

They placed underground electrodes, which short circuit when they come into contact with xyrex. The electrode is then pulled back a certain distance, generating energy. To reach the output of a typical atomic power plant, over 2000 electrodes are needed. One of the technologies biggest drawbacks is the short lifespan of an electrode and the subsequent need to constantly replace them.



RECYCLER

Life on the barren Moon has given the Lunar Corporation unique experience in the field of reusable resources. Before the war this was mainly focused on recycling plastic and glass - the two mainstays of lunar construction. Recycling steel posed some tricky problems at first, particularly since metal objects were seldom found on the Moon in pre-war days. This is why the efficiency of unit recycling is still relatively low at about 50% of the unit's previous value.

BATTERY

This is a battery with huge capacity. Its only task is to store excess energy during the day for use at night. It has a high power transmitter, which can supply energy to structures many kilometers away. If it's destroyed, parts of your base could lose power completely, ruining all your defensive plans.



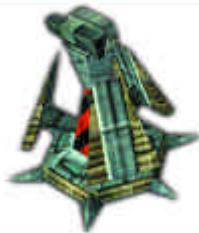
ARTILLERY

The LC artillery piece is without question the most significant achievement of the lunar builders. This meisterwerk of military science has an extremely long range, which means it can hit enemy targets without being endangered by return fire. To get this distance the caliber was reduced to 122mm and ceramic-cased ammunition is used. A target scope that combines a satellite positioning system with a laser-guided terrain modeler has raised hit rates to 90%.



NEST

This light defense building is made of hardened plastic and steel plates and is ideal for all types of terrain. Nest comes equipped with a launching ramp.



TUNNEL ENTRANCE

This structure handles communication between the tunnel system and the surface. It has its own generator, so it doesn't need a Power Plant.





LANDING ZONE

This small structure is used to mark landing areas for your Heavy Transporters. Thanks to its strong radio transmitter, Transporters can find their way even at night and in thick fog.



LASER WALL

It's the "protection wall" of Lunar Corporation. Some of these small towers can be connected with a laser beam. But therefore you need electricity.



SOLAR CELL

These plants cannot create energy on their own - they need to be equipped with solar cells. You can produce these by selecting a solar power plant and clicking on the "Solar Cell" button (or by pressing the "B" key on the keyboard). Now place the cell near the power plant. Keep in mind that each power plant can have up to 10 cells.

DEFENSE

The Lunar Corporation built their structures with one thing in mind: "get the best functionality from the least material". For defense against enemy attacks, they equipped all structures with light cannon. To protect other objects they created two types of buildings: the Defender and the Guardian. The Defender is a small structure with two light cannon, usually assigned to anti-aircraft defense. The Guardian, on the other hand, is a very solid structure equipped with two heavy cannon capable of repelling attacking ground units. Using two cannons really increases the structures' effectiveness.

Living in space, the LC have always been on the cutting edge of innovation. Their lunar bases and light vehicle crews are protected from space radiation by magnetic power fields. With some slight modifications, they can be used to disperse laser, ion or plasma beams. These magnetic power fields have one fantastic advantage - recharging them is fast and easy!

ENERGY SUPPLY

Not surprisingly, given the Moon's almost complete lack of fissionable material, the Lunar Corporation's energy supply comes from solar power stations. Getting this system up and running on Earth posed some tricky problems, particularly with the shorter day and night cycles. Also, unlike the Moon, the Earth has an atmosphere, and frequent cloud cover drove the LC scientists crazy at first. But, as always, they managed to adapt. The first problem was solved by adding battery structures to gather the energy reserves during the daytime hours for use at night. Effective weather control systems solved the cloud cover problem. Now, enormously efficient transmitters send this power directly to LC structures. The power and range of these exceed that of anything ever invented on Earth.

THE LC AND SOLAR ENERGY

Unlike the other 2 sides, the LC does not need to set up its structures near solar power plants. These plants cannot create energy on their own - they need to be equipped with solar cells. You can produce these by selecting a solar power plant and clicking on the "Solar Battery" button (or by pressing the "B" key on the keyboard). Now place the battery near the power plant. Keep in mind that each power plant can have up to 10 cells.

At night, or on cloudy days, the power plants literally run out of "juice". That's when you use your batteries. These store the energy built up during the day and release it at night or during times of cloud cover.

MINING RESOURCES

The Lunar Corporation operates fully automatic mine-processing factories. The machines mine ore and process it into the required materials. Since the ore is processed at the same time it is mined, there is no need to transport it. This is the fastest and most streamlined method of obtaining the materials the LC needs for Earth-based operations.

TECHNOLOGIES AND INVENTIONS

Electro-Cannon: The electro-cannon operates on the potential difference principle. It generates a powerful negative charge that is sent to a target over a previously shot wire. It can be likened to a clap of thunder. The charge can totally damage a unit, while leaving the armor intact. Just like an Ion Cannon, the target is electrically jammed for 2 to 10 seconds, during which time it cannot fire or maneuver. A power shield can capture and defuse an electrical charge, but that shield will lose more and more power with every shot.

Sonic Cannon: Here's one of the best examples of how the LC has adapted existing technologies to military needs. The MSH 12 sonic hammer, used on the Moon to break down huge rocks in the mines, was converted into one of the Lunar Corporation's best weapons. A sonic cannon operates on the microwave generator principle. Resonance wave oscillations that occur within range increase the target vehicles' temperature, leading to complete destruction. But the sonic cannon won't inflict any damage on the LC's own vehicles and structures, since these have special protective materials. Sonic and laser cannons are based on the same principle, though there is one major difference. With a sonic cannon, you can heat-blast ALL enemy vehicles within the blast's range, not just one at a time. And you can do this without damaging your own vehicles! Units equipped with sonic cannons are usually best placed in second line formations, but can also fight from behind walls and anti-tank barriers.

Crystal Based Armor: In 2070, a group of geologists came across some very peculiar crystals. They could expand unbelievably fast if placed in a magnetic field and could even absorb elements from the ground. Further research proved the crystals to be a very cheap method of constructing extremely resistant vehicles and structures. "Shaping" the crystals is done by applying electromagnets to them until they reach the required shape and size. The crystals can also be used to repair damaged units and structures.

Magnetic Shield: In 2098, Lunar Corporation scientists made another fascinating discovery. While examining an alien base found on the Moon, they registered some magnetic shields. Taking the samples back to the lab the LC developed a new technology for providing protection from solar radiation. This breakthrough promised to replace heavy armor with far lighter magnetic shields. The increase in maneuverability would make LC vehicles that much more deadly.

During the first military operation on Earth, magnetic shields were used extensively to protect LC vehicles from the ED's laser cannons. But to the surprise and disappointment of the LC scientific brains, the experiment failed. The shields wouldn't work in the Earth's atmosphere and the ED's cannons had a field day. So the LC went back to the drawing board with a new priority - build a power shield generator capable of producing a stable magnetic field and amplify that field to absorb as much energy as possible.

Anti-gravity: Research on anti-gravity propulsion started shortly after an anti-gravity alien craft fell into LC hands. Even with this stroke of cosmic good luck, it still took the scientists from Luna II 6 years before they actually managed to build a prototype anti-gravity engine. But, once completed, it revolutionized lunar transport. The older, outdated rocket engines and wheel/caterpillar-type tracked vehicles were made obsolete by these new units. At first, this increased speed and maneuverability gave the LC army a tremendous advantage in military operations on Earth. The LC's enemies were baffled. But the anti-gravity generators were developed on the Moon, and were a little too weak for Earth's gravitational pull. So the engineers went back to the drawing boards. When the on-going research into this problem is completed, the LC will have total airspace control.

Earthquake Generator: The laser system used previously for tunnels and ditches found its way into the UCS arsenal. It was reworked, modernized, and adapted to a heavy chassis. The first tests showed the new weapon's deadly potential - it can even topple heavy structures made of concrete and steel in just a few seconds.

Building Grabber

The specially modified repair module can infect the computer systems of enemy structures with a virus and then take control over them. Its great advantage is that it can take over completely functioning buildings without destroying them.



Anti-rocket System: This excellent defensive system is mounted onto units and structures which have two mounting bars. The system is capable of deflecting 92.6% of all enemy rocket attacks by detecting the thermal tail of fired rockets. The effect has been increased by adding saturation and selection sensors.

UNITED CIVILIZED STATES

WEAPONS

The computer-controlled UCS army spent vast sums during the war researching new types of weapons. A peek at the UCS arsenal shows the money was well invested. The most impressive creations are the plasma weapons. The incredible destructive power, low energy consumption and fast shooting rate make the Plasma Cannon the ideal all-around weapon.

But the real breakthrough was the integration of an old satellite reconnaissance link from 2142 into a plasma gunnery system. The UCS could now intercept plasma beams shot from ground-based cannon and redirect them towards any target on the Earth's surface. With this devastating technology the UCS can destroy enemy vehicles and structures hidden in places which normally would be inaccessible to regular units. In short - enemies can run from the UCS Plasma Cannon, but they can't hide.

UNITS

Most unit types in the UCS army are Mechs, with bodies mounted on two-legged chassis. By using a type of stepping machinery, UCS engineers managed to substantially increase the Mechs' mobility in hilly areas and in forest clearings where tree stumps would normally stop any tracked vehicles. Yet another factor contributing to their battlefield success is that size and weight have been considerably reduced. Since these units normally must be transported to different locations, this had a major impact on logistics. Many years of intense research into anti-gravity generation gave UCS engineers an insight into the realm of levitation. By retro-fitting a generator into an existing lightweight units they give it tremendous speed and maneuverability. They also solve the G-force problem, as the generator produces its own gravity around the unit, thus providing balance and stability. The generators are used in Gargoil fighter planes, heavy bombers and transport vehicles.

UCS VEHICLES

MAMMOTH: This versatile, heavy Mech is used for building/bridge construction, ditch/tunnel digging and leveling ground.

Armor: none

Shield: none

Weapon: none

Speed: slow



TIGER: This is the basic Mech used by the UCS army.

Armor: light

Shield: none

Weapon: light weapon system

Speed: medium



SPIDER: This 6-legged chassis can support special equipment add-ons. This Mech is used by the UCS Army for technical support.

Armor: medium

Shield: medium

Weapon: light weapons system
+ special equipment

Speed: medium



PANTHER: A 2-legged chassis, deployed as a main striking force, the Panther packs a real wallop.

Armor: heavy

Shield: heavy

Weapon: heavy weapon system

Speed: slow



JAGUAR: This heavy battle robot is a modified version of the Panther. It's equipped with an add-on weapon system.

Armor: heavy

Shield: heavy

Weapon: heavy + light
weapon system

Speed: slow



MINELAYER: A caterpillar vehicle deployed either for mine laying or quickly clearing large mined areas. It can locate and detonate enemy mines at a distance. This



is due to the electromagnetic field detector hooked up to a radio transmitter. The rear-mounted mine bay can quickly lay mines over an entire battlefield. Basic models can carry a maximum of 10 mines, each of which can destroy any type of enemy vehicle.



SHARK: This is a lightweight naval unit employed for reconnaissance and quick-strike operations.

Armor: light

Shield: none

Weapon: light weapon system Speed: fast



HYDRA: The Hydra is a heavily armored ship used by the UCS navy as the "big hammer". It'll blow 'em up with a bang!

Armor: light

Shield: none

Weapon: heavy weapon system Speed: slow



GARGOIL: A light anti-gravity craft, the Gargoil is fast and maneuverable, primarily used for reconnaissance and anti-aircraft operations against enemy bombers.

Armor: light

Shield: none

Weapon: light weapon system Speed: very fast



BAT: As the name implies, this is a medium-weight, anti-gravity bomber, deployed against weakly defended enemy positions.

Armor: light

Shield: none

Weapon: heavy weapon system Speed: medium

DRAGON: This heavy anti-gravity bomber is normally deployed against heavily defended enemy units and anti-aircraft bases. With its heavy armor, Dragon can remain under enemy fire for long periods of time.

Armor: heavy Shield: none
Weapon:heavy weapon system Speed: slow



CONDOR: This transport craft provides fighting units with ammunition.

Armor: none Shield: none
Weapon:none Speed: fast



ORE TRANSPORTER: This vehicle is used to extract ore and transport it to a refinery or transport base.

Armor: none Shield: none
Weapon:none Speed: medium



CARGO SALAMANDER: This heavily armored caterpillar vehicle is used to transport building material and raw material. It is armed with a rocket launching ramp. The landing version is equipped with an additional mounting bar for any light weapon.



FTU FOX EINHEITEN-TRANSPORTER: This light transport unit uses an anti-gravity engine. Its main task is to evacuate endangered or damaged units from the battlefield. The FTU is controlled by a medium strength single-channel processor named "Rainbow 13F45".



BARACUDA SUBMARINE: This ultra-modern dual body construction is made of light watertight polymers and ceramics plates. The Barracuda is designed to transport the ballistic rockets known as "God's Arm". It's also equipped with a camouflage system which makes it only detectable to stationary radar systems or radar units.



STRUCTURES



CIVILIAN PRODUCTION

This Production Center is where the UCS builds its heavy construction machinery and civilian vehicles. All non-military projects developed and tested in the Research Center can be built in this complex. The Center's heavy armor, high resistance and large cannon enable it to withstand moderate enemy attacks. You should protect it well. If you don't have

enough construction equipment in reserve and this structure is destroyed you won't be able to build any more, which in turn means you won't be able to fight anymore.



MECH PRODUCTION CENTER

This is the Production Center for various forms of battle equipment. Every military project developed and tested in the Research Center can be built here. Since this structure is not very well fortified, you'll need to provide extra protection. Lose it and weapon production stops. And so does any hope of victory.



ATOMIC POWER PLANT

This is a classical nuclear plant with tremendous power. It includes an atomic reactor and a cooling system. You have the option of expanding the plant with additional reactors in order to increase its energy output. In addition, the plant has its own transmitter for sending energy supplies to other structures.

Notes: The F9 function key will show the plant's range.

Green lightning symbol - denotes the fields supplied with energy,

Blue lightning symbol - denotes fields where you can place a transmitter.

Transmitters are automatically connected to the Power Plant.

REFINERY

The Refinery breaks down the excavated raw materials into credits which are needed to keep the production lines running in your Production Centers. Your mining units deliver the raw materials to the Refineries in containers. The transfer process takes place in a special type of lock which operates hydraulically. You can unload your ground and air-borne units here. And your air units don't even have to touch the ground, they can land directly on the lock itself!



SUPPLY DEPOT

From here, transport planes supply units and structures with ammunition for heavy weapons.

Notes: The Quick/Average/Slow button defines just how fast the deliveries will be made. Setting this to slow will enable your transporter to deliver its ammunition to more vehicles.



RESEARCH CENTER

This is where your scientists and engineers are based. All kinds of research and experiments are carried out here and new technologies developed. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed, and then given the go-ahead for mass production. Your Research Center will give you access to ultra-modern technology.



Note: Two Research Centers will speed up your research by 10%, a third by another 10%. More than three won't bring you any more % acceleration and is therefore a waste of your precious resources.



SHIP YARD

The heart of the Shipyard is a hangar where marine units are constructed. This structure should only be built at the waterside, at a location with space enough to harbor ships and boats and broad enough for a lock.



HEADQUARTERS

This is the strategic control center of the UCS. It houses the many, new, advanced strategies to which you wouldn't otherwise have access. You can control many functions here automatically, such as defense, mount-a-weapon, etc.).



TELEPORT

The UCS leadership, using all their experience gained in the wars of 2140 -2145, wanted to construct a machine which could instantly transport battle units to other crisis areas. After 5 years of intensive research by numerous top UCS scientists, they finally managed to produce the Teleport. You'll need at least 2 Teleports. The transmitter on one splits material into atoms and decodes the atoms' structure.

This information is then passed to the other Teleport. It has material generators which use the information to re-materialize the object.

Note: To put a newly constructed Teleport into action, you'll first of all need a target Teleport to transport your units. Just highlight it and left-click on the target Teleport. But don't forget, this goes only in one direction! To get the Teleports going in both directions, repeat the procedure with the second Teleport. To choose a destination, use the SHOW DEST button.

Tip: To speed up the teleporting procedure, between, for example, an ore deposit and a Refinery, you'll need 2 pairs of Teleports, one pair for each direction.

FORTRESS

This is the most heavily-armored structure in the game. The Fortress has two small and two large cannon, making it virtually indestructible to all but the strongest enemy forces. Its strong firepower usually means a quick and successful defense. It can only be endangered by an attack by well-equipped, heavily-armored enemy units. Because of its sheer firepower, we recommend that you build the Fortress near one of your strategically important structures.



SDI DEFENSE CENTER

You'll need this structure as well at some point during the game. Its function is to protect your own positions from weapons of mass-destruction. If an atomic rocket is fired at you, specially constructed detectors calculate its flight path and select the precise time to fire laser cannons with awesome power. The rocket will explode in the air, without harming your units or structures. The only disadvantage the system has is that it has a limited range.



That's why it's important to place them right next to strategically important structures. And what's a strategically important structure, you ask? These are structures without which you cannot carry out no military actions or only very limited ones.

SHADOW TOWER

The UCS strategic experts made the most of the Shadow's excellent camouflage and adapted it for defense use. The result was the Shadow Tower. As part of a defense line, it conceals your units from enemy scanners.





RECYCLER

The Recycler is a modern "annihilation chamber". It transforms material into energy. Unfortunately, its high cost of operation combined with problems processing anti-parts means it isn't often used. The average recyclable value of a used-up unit is about 49.7% of its production value.



PLASMA CONTROL CENTER

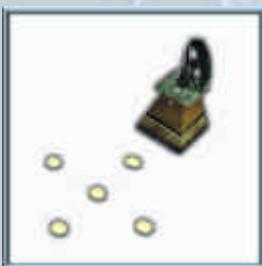
The POS (Plasma Offensive System) is a weapon of mass destruction, technologically very advanced. The PCC (Plasma Control Center) is a part of the POS and supervises the complete system. Based on a satellite defense system invented in 2073, it consists of plasma rays and control structures. The satellites form a system of mirrors

which enable plasma beams fired at Earth to be very accurately aimed. The plasma cannon system can reach the enemy anywhere on the map! Its precise aiming mechanism is the secret of its effectiveness. Enemy units or structures located in areas which haven't yet been scouted can even be fired upon. In this case, just aim at where you think the enemy is. The bundled plasma beams are fired by stationary plasma cannons.



LARGE TOWER

This is a huge hurdle for your enemies to cross! It's normally equipped with heavy artillery but you can add an extra weapon on to this structure, like maybe a heavy laser or even large rockets. A few of these Large Towers placed strategically will thwart even the strongest and most heavily-armed enemy troops.



LANDING ZONE

This small structure marks out landing areas for heavy transporters. It has a strong signal transmitter which enables it to guide planes in safely at night or in thick fog.

ENERGY TRANSMITTER

Structures predominantly get the energy they need to function from Power Stations. Using these Transmitters, you can construct whole networks, enabling you to build power stations much further away from your base! So your transmitter network will in effect protect your base from the drastic effects of a nuclear explosion brought about by one of those sneak enemy attacks.



SMALL TOWER

You'll only realize just how effective these structures can be when you have several of them in operation. Three or four of Small Towers are an excellent defense against light and medium heavy airborne armor. They can also repel infantry attacks. But bear in mind that they won't be so effective against heavily-armored enemy infantry, simply because you can't mount heavy artillery on Small Towers.



PLASMA CANNON

Another part of the satellite attack system, the Plasma Cannon shoots out a bundled plasma beam. Aimed by the help of satellites, it can make life hot for enemy units at great distances! Just one shot will destroy most enemy vehicles and structures.



TUNNEL ENTRANCE

This structure connects the surface with the tunnel itself. It has its own generator, so it doesn't need a Power Plant.



ARTILLERY

This is a 455mm artillery emplacement. Its large range lets you hit enemy fortresses from great distance. The highly-explosive ammunition means the range is even greater, since both the target as well as the surrounding area is hit.



DEFENSE

The UCS bases are defended by three types of structures. Small Towers, situated right on base, are armed with lightweight weapon systems for anti-aircraft defense.

Large Towers, normally equipped with heavy plasma cannons, are very effective in fighting off attacks in mountainous areas where there's not a lot of open space.

Flat plains are defended with so-called Fortresses. These well-armored structures are equipped with four different cannon types, and are practically impenetrable for conventional units.

ENERGY SUPPLY

Keeping in mind the rule, "without a proper energy supply a structure will wither and die", this field was made top priority in UCS research centers.

The conventional method of delivering power with cable and power lines proved difficult to maintain in wartime. They were over-exposed to enemy attacks, extremely easy to damage and very expensive (and time consuming) to repair.

But in 2112, the scientists from the Ramaz Hill Research Center came up with a great solution. They managed to build a prototype of a phenomenally efficient energy transmitter. This invention revolutionized the UCS energy grid.

The UCS uses traditional high-power nuclear generators, usually run on a few reactors. The transmitters send the generated power to the nearby structures. Within the transmitter's operational range, an additional transmitter served to expand the area which could be supplied.

So, by installing a complete network of transmitters, the UCS can now supply energy to structures far and wide.

MINING RESOURCES

The UCS uses special drilling vehicles to extract ore. These multi-purpose vehicles can locate ore deposits and extract them with heavy drill bits. Once extracted, the ore is stored in holds within the vehicle. When the holds are full, the vehicle takes the ore directly to the Refinery or the Transport Center for unloading.

TECHNOLOGIES AND INVENTIONS

AI-Mine

Anti-tank mines had always been a great method of defense and attack, but they had one major drawback: they also destroyed friendly vehicles! The anti-tank mine identification system changed all that. Now the mines could determine for themselves which vehicles were friendly and which should get the big bang!

A passive circuit system is installed into a vehicle, taking signal readings from the mined regions. Each activated mine sends a low transmission encrypted identification signal to an oncoming vehicle. If the signal is answered correctly, the mine will remain passive, otherwise it will explode within 0.5 seconds. This enables UCS units to maneuver freely in their mine fields while enticing their enemies into a hail of deadly shrapnel. In fact, its often enough just to mine one escape route.

Plasma Cannon

The UCS plasma arsenal was first developed by the US Army in the early 21st century. Development work was done in the old Area 51. According to rumors, the plasma ignition technology was based on examinations of a downed alien spacecraft.

The Plasma Cannon shoots out plasma at 6000 degrees Celsius. Using an electromagnetic cannon, the shots can reach targets over great distances.

Because a plasma shot weighs so little, its flight path is flat and deadly, though the Earth's atmosphere reduces its range by a few hundred meters. A plasma shot burns a hole in whatever it hits - no matter how well-armored the target may be.

When the shot reaches the inside of the target it bursts into flames, igniting ammunition, fuel and whatever else is on board.

Plasma Bomb

The Plasma Bomb was originally developed at the request of the UCS Air Force. They needed a lightweight weapon that could smash enemy fortifications. So the scientists designed this bomb to be light and deadly, perfect for loading on to light-weight bombers and penetrating the enemy's anti-aircraft defenses. Plasma technology fitted the bill perfectly.

Each bomb consists of a small generator, which, when activated, generates a plasma sphere with a radius of 0.4 meters. When a bomb hits its target, it produces a strong electromagnetic field which spreads the plasma over a radius of 30 meters.

Antigravity

The UCS conducted the first anti-gravity propulsion experiments in the top-secret Area 51 way back in the 1960s, but with no success. There just wasn't enough funding or expertise in those days.

At the end of the 21st century, the authorities suspended the experiments, which, since they were only known to a few, were quickly forgotten. Until 2140 that is - when the second war broke out between the UCS and the ED, the original plans were taken out of storage and analyzed. Finally, the engineers discovered how an anti-gravity engine works, and coupled it to new technology and modern know-how.

These engines were incorporated into the new Gargoil fighter planes and heavy bombers, and gave the UCS air forces total control of the skies.

105-mm Anti-Tank Cannon



Spies working behind ED line in the first three months of the war were able to score some notable successes. For example, they came across the construction plans and information on mounting 105 mm tank cannons. The stolen plans were analyzed and partially modified - the cannon's length was shortened, thus increasing the firing rate, while reducing the range just a tad. By using a special mixture of explosives the shots were made all the more deadly.

The Anti-tank Cannons are made in two versions - for light and heavy chassis - and are normally used for fighting against enemy structures.



Earthquake Generator

The laser system used previously for tunnels and ditches found its way into the UCS arsenal. It was reworked, modernized, and adapted to a heavy chassis.

The first tests showed the new weapon's deadly potential - it can even topple heavy structures made of concrete and steel in just a few seconds.

Anti-rocket System

The technology used in this system is a major breakaway from the standard UCS development line. Due to its high reliability the UCS uses it in large quantities.

When the enemy breaks the electro-magnetic field, the system shoots up "bait" for the incoming rockets. Special sensors make sure the shots are not sent up prematurely or wasted.

Construction requirements dictate that the system is installed on the secondary mounts of a unit or structure.

MULTIPLAYER GENERAL

When you take part in a multi-player game or play on a PC that barely exceeds the minimum requirements, it's quite possible that the game could go slower than usual, particularly when multiple units are firing on the screen. For this reason, we recommend you set your unit limit at 20,000 CR max.

Make sure the host of a multi-player game is always the one with the fastest computer. In addition, you should take care not to run The Moon Project in too high a resolution on the host computer. The more AI players, the slower the game will be, since the host computer will need to process large amounts of data.

To make the game runs better you should reduce the screen area. Click on "OPTIONS", then on the "GRAPHICS" tab and slide the bar all the way to the left. You can also turn off graphic effects like snow, rain or fog. Turning off the soundtrack is another good way to improve performance.

SKIRMISH MODE

In this mode, you can fight skirmishes in which you call the tune! Used for network game-training, you play under network rules and on specially designed battlefields. You can also choose fields you created in the Editor.

The Start Screen:

The Start Screen is divided into 4 columns. In the first column, you have a list of accessible buttons and a description of the one you select. It'll tell you what that particular button means, the amount of raw material you have available and how many players are taking part.

The second column gives you more information about the map you chose. The information you get depends on the game mode you selected.

The third and fourth columns contain player information. Here you can decide how many computer opponents should play and how powerful they should be simply by changing the current values. In the fourth column you can select your side and that of the computer opponent.



When you've finished defining your parameters, click on START GAME to commence playing.

The LOAD button loads a previously saved game. But you can't load a game saved by another player.

BACK will return you to the Main menu.

NETWORK GAME

This mode lets you test your prowess against human opponents. To start, select MULTIPLAYER in the main menu. Now select or create a player, just like in Single Player mode and carry on.



A network parameter selection window will be displayed. You'll see some settings in the network parameter window. These settings depend on the current configuration of your computer:

If the window's empty, check to see if the network parameters are installed and if DirectX has been installed properly.

Select a parameter and click on INITIALIZE. But remember to choose a parameter which all players have.



After parameter initialization, the game session selection window will be displayed.

Here you can create your own network game or join a current game. The current games are displayed in a small upper window.

To join a current game, select one from the list and click on JOIN. To create your own network game, enter your name (or a password) and click on CREATE NEW SESSION.

Defining Game Parameters: The game leader defines most game parameters. The others can only make decisions about their own game particulars. While parameters are being set, the players can keep in touch by way of the Message Window which always remains active. When you type in a message and press Enter, all the players will receive it.

When all game parameters have been defined, the player who created the game clicks on START GAME and off you go!

MOON-NET

To log into the Moon-Net chatroom you'll need to chose the option 'MoonNet Server' from the "Multi-player" menu. When you see the server selection window, click on EarthNet.



In the EarthNet chatroom you can communicate with players currently on-line. To get more info on a player (i.e. user) just double-click on the name in the upper-left list. You can get a list of additional chatroom commands by clicking on HELP in the Chat bar.

When you're in the EarthNet chatroom look to the right and you'll see the current rankings:

"Top Week" shows you the week's best players

"Top Month" the best of the month

"Top Server" the all-time best.

Want to start a new game? No problem. Just click on "NEW GAME" and select your desired game type, number of players, research speed, etc.

Want to start up an old game again? Ditto, no problem. In the selection window at the lower-left click on "GAMES". Double-click on the desired game to get into it.

In some cases you'll need to enter a password.

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SOUND

Remigiusz Miernikiewicz

MUSIC

TONSTUDIO "SPOT - STUDIO"

Krakau, Polen

Maciej Pawłowski

TONSTUDIO SCHÄFER MANNHEIM

GUITAR
Lukasz Targosz

ADDITIONAL MAPDESIGN
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Dawid Jakubowski

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Steffen "Kurgan" Reichow

BOX LAYOUT
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MANUAL
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Alexandra Constandache
Lidia Dutkiewicz

MANUAL LAYOUT
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Klaus "Blackhawk" Graef
Christoph "TheDuke" Ramp
Mike "Byte" Köhler
Holger "CABAListic" Frydrych
Daniel "Moser" Schöneck
Mathias "Tank" Meissner
Hans Jürgen "TheGrauen" Wollenweber
"Trias"

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Dirk P. Hassinger
Achim Heidelauf
Dirk U. Jantz
Iris Mocsnek
Ion Constandache
Roman Eich

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Jarek Parchanski

SZENARIO
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SPEECH RECORDINGS
Tonstudio Schäfer / Mannheim
Technics: Gerd Hofmann
Speaker: John Maddingan
Stage direction: Alexandra
Constandache

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all, we had forgotten!

...Maciej Pawlowski would like to thank
YAMAHA EUROPA NV21 and PROMUSICA
for their newest musical innovations...

...Lukasz Targosz plays DEAN MARKLEY
giutar strings...

...TO ALL, WHO HELPED US
DEVELOPING
EARTH 2150 - LOST SOULS!!!

Music composed and performed by Maciej Pawłowski.

Guitars - Luke Targosz
Trumpets - Tomasz Nowak

Sound postproduction by SPOT Studio.

Foley artist - Michael Turnau

Re-recording mixer - Maciej Pawłowski

All of the sound material has been recorded in SPOT studio



www.studiospot.com.pl

Luke Targosz uses



Dunlop

Strings,



Amps,



guitars,
and



Cry Baby.

Luke Targosz would like to thank Grzegorz Rybicki(B.Thoven) for his friendship and help.

