

## CREATIVE STRATEGY'S MANUAL

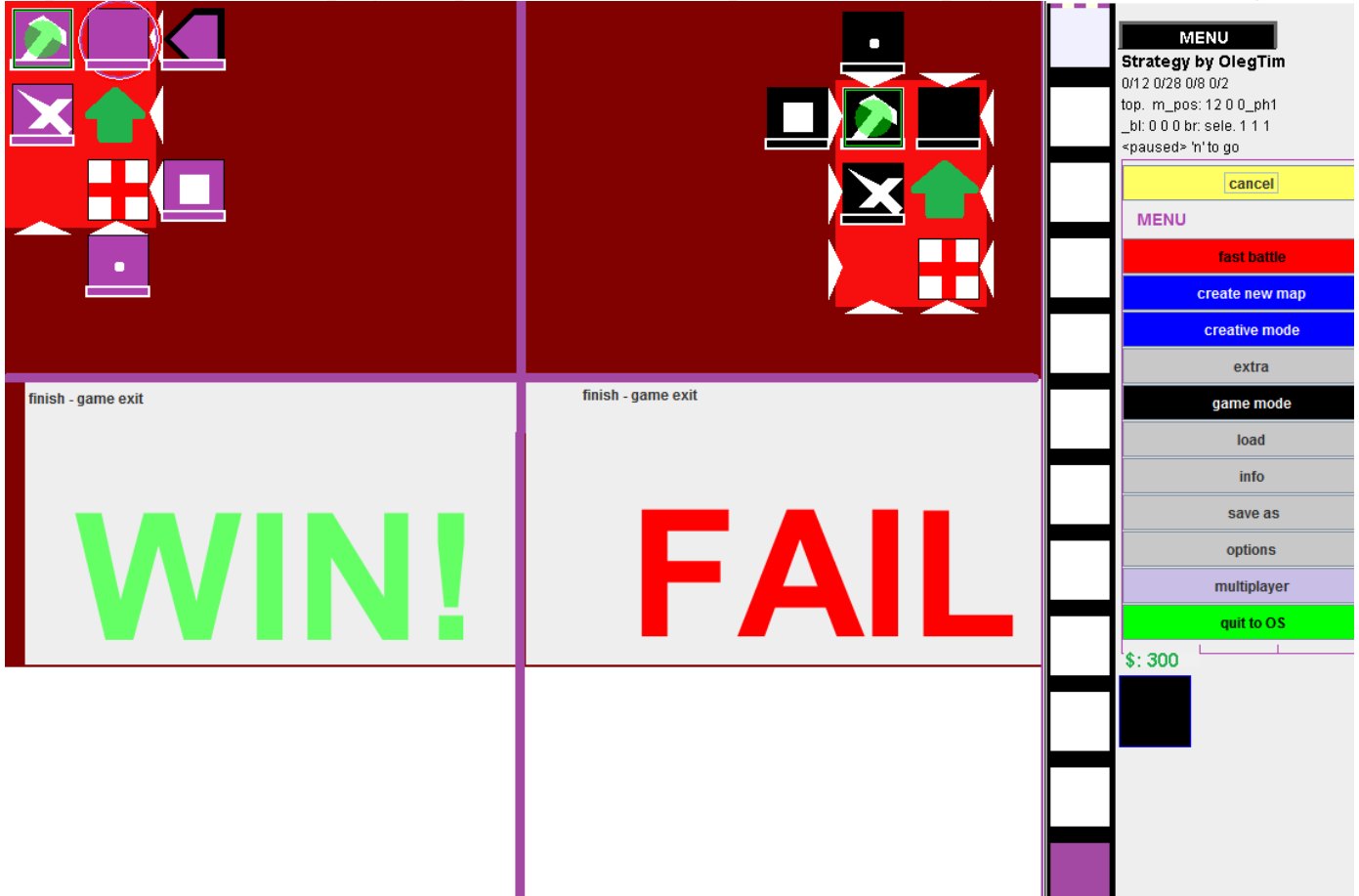
Hello, it's a manual of 3-d cube-based strategy – you can dig tunnels and more.

You can build map in creative mode or try game mode; since v002 multiplayer is added. You can load the same map in different modes, but you cannot win/loose in creative mode.

(Blue menu button is for creative, black for game, violet for multiplayer).



In game mode you can win, protecting your HQ and defeating opponent's HQ. (Units of player 1 are violet, player 2 prefers black (computer /another player). Neutrals are green.



After victory/defeat game automatically close, you may launch game again.

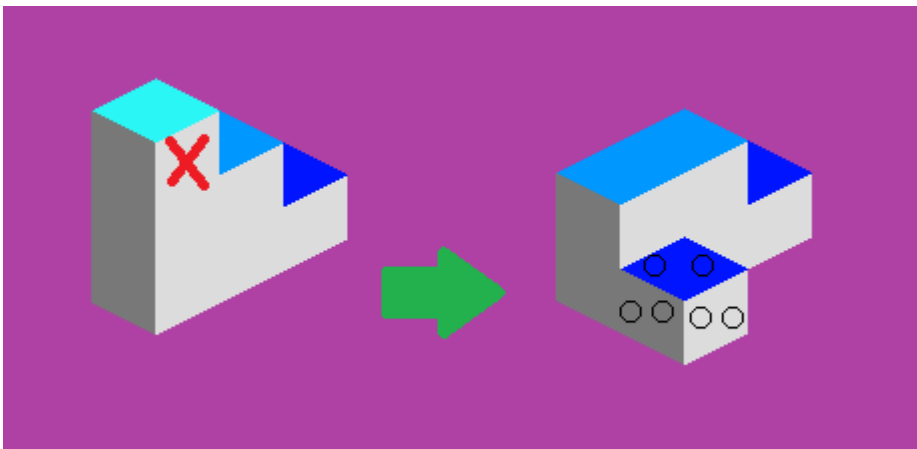
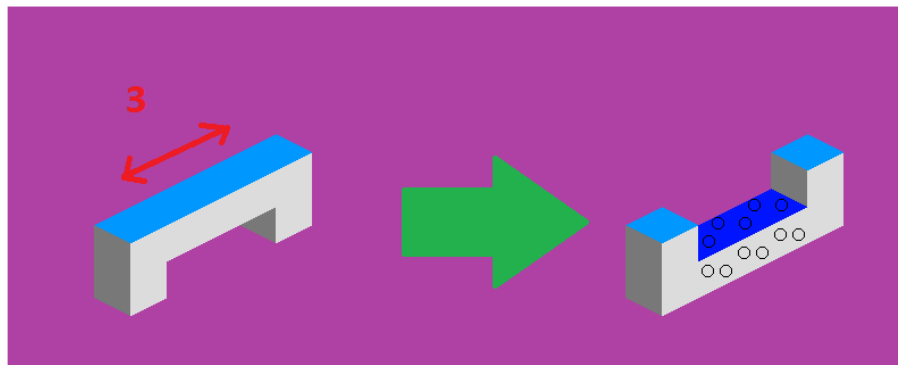
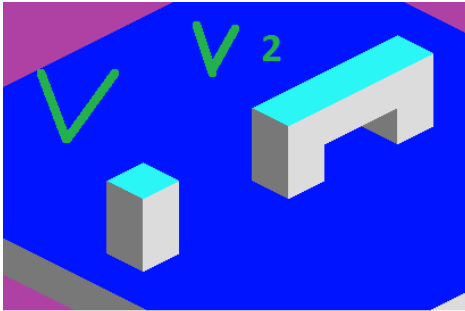
Units can receive orders to move to location (select and RMB), but they attack on their own will. (Units have got top priority comparing with buildings).



You can add new maps, adding them to game's folder. Maybe you would like to copy an original map.

\_\_1024\*768 or 800\*600 resolution is good. Requires JRE7+, Windows XP+. (Coordinates are displayed z,y,x).

Physics: rock tunnel 1-2 (block) wide, columns 1-2 tall or becomes gravel, which slides and falls.



\_\_ F9 - new map; height 2-12; width&length 15 - 40 (?). No blocks in sky and peak z (height) lvl. Peak level is one level down the sky.

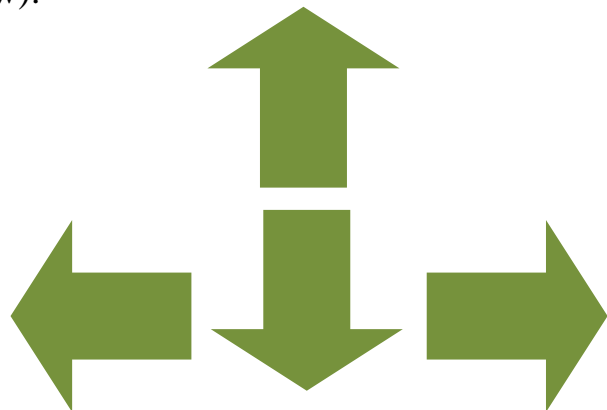
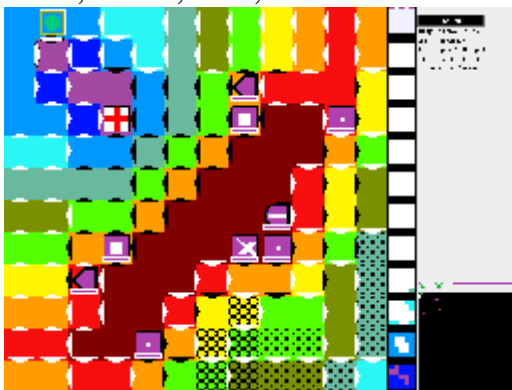
\_\_ F10 - quick load, F12 - quick save. may require click on menu after done. F11 - menu.

Save/load from map.txt in the same folder (will create new if absent).

NOTE! While quick saving, it will create/rewrite map.txt with current map.

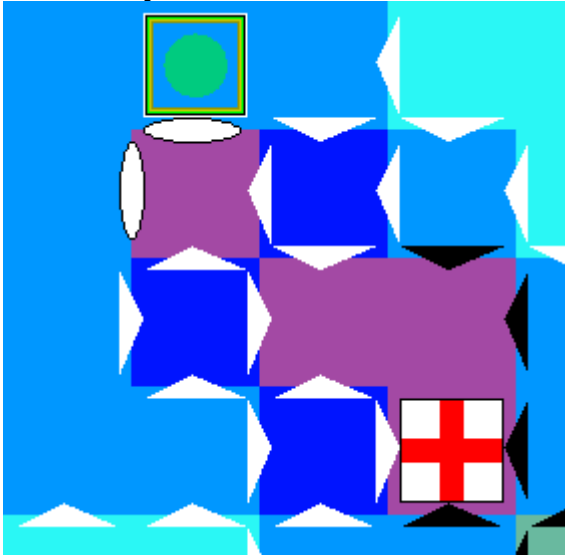
To save map and start new, try 'save as' in options.

\_\_Esc - quit. Left, Right, Up, Down or Mouse move close to screen borders - scroll x&y (north, south, east, west in normal view).

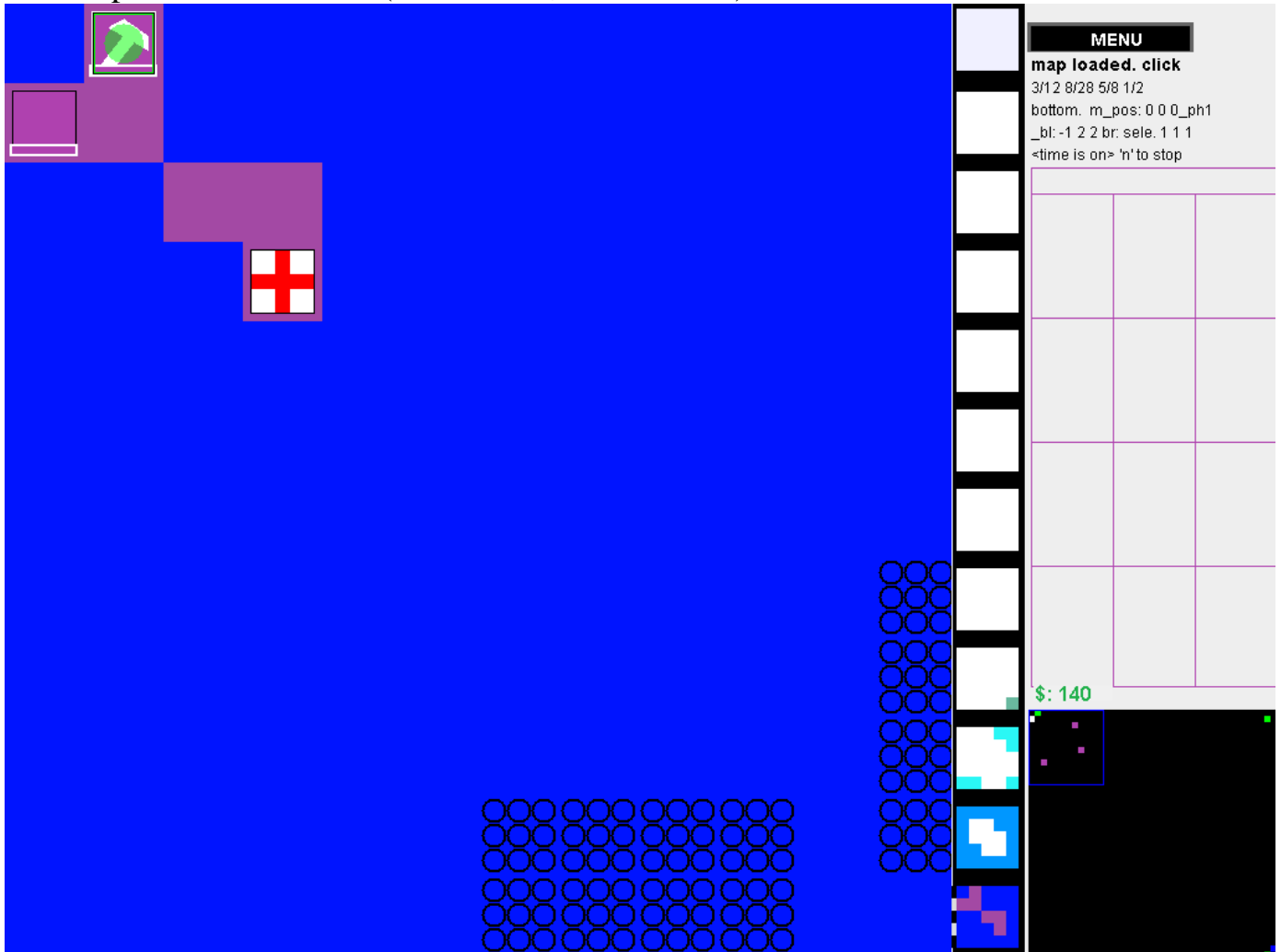


Tab/Capslock or PgUp/Down or Mouse Scroll - scroll height. Backspace - top view.

In the top view you can see blocks on different heights (z levels), with unique color each. If they are on same height, or +/- 1 block, they are passable, shown with white triangle; if they are too high/low – they are unpassable, shown with black triangle. Units move only north, south, east, west – not diagonal. Tunnels are show with ellipses.



Space - bottom slice (violet color, unbreakable). Green dot is resource.

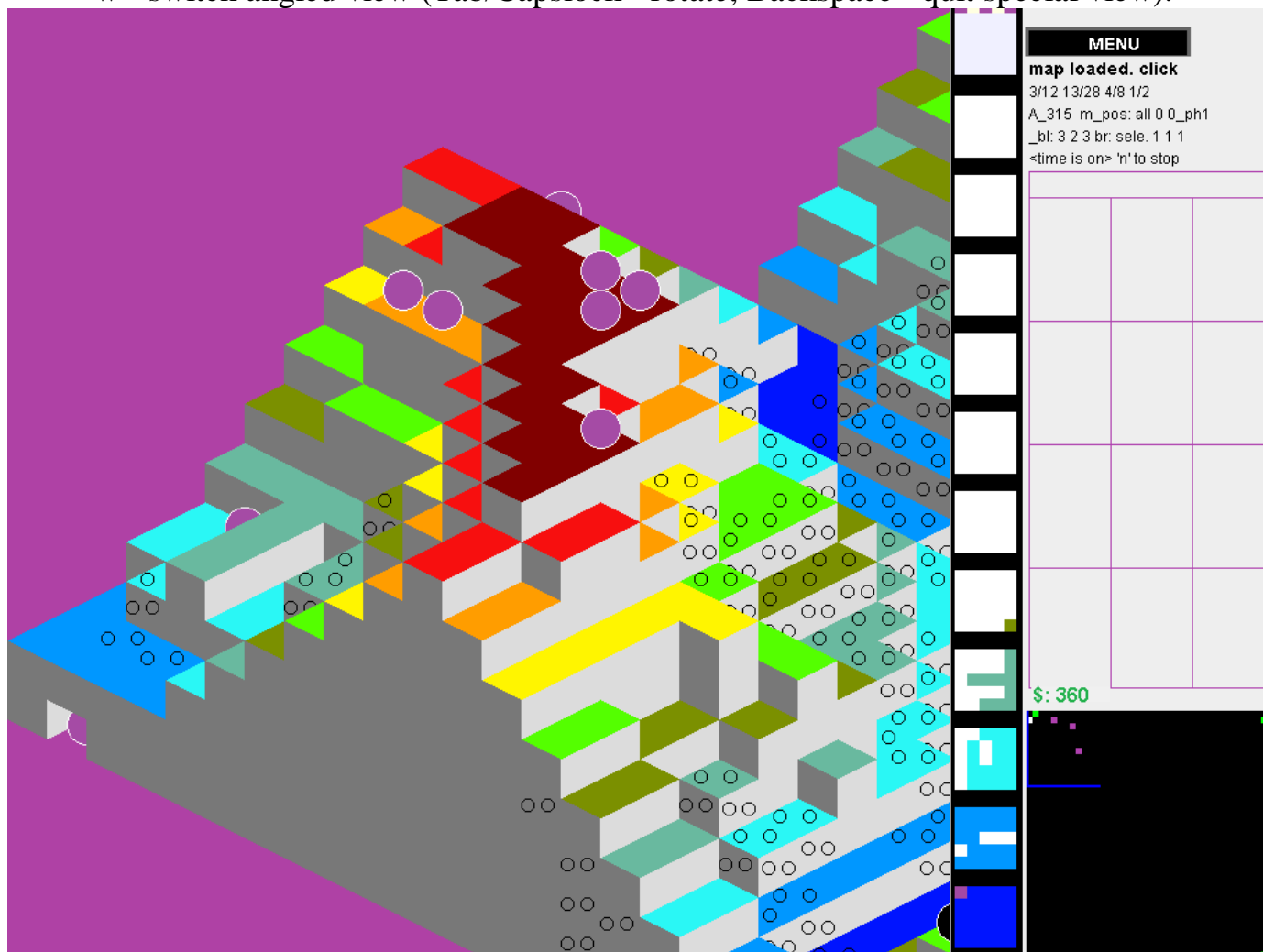


0-9 show slice levels. |-| (minus) peak lvl (top for gr. units). |=| (equals) sky lvl.

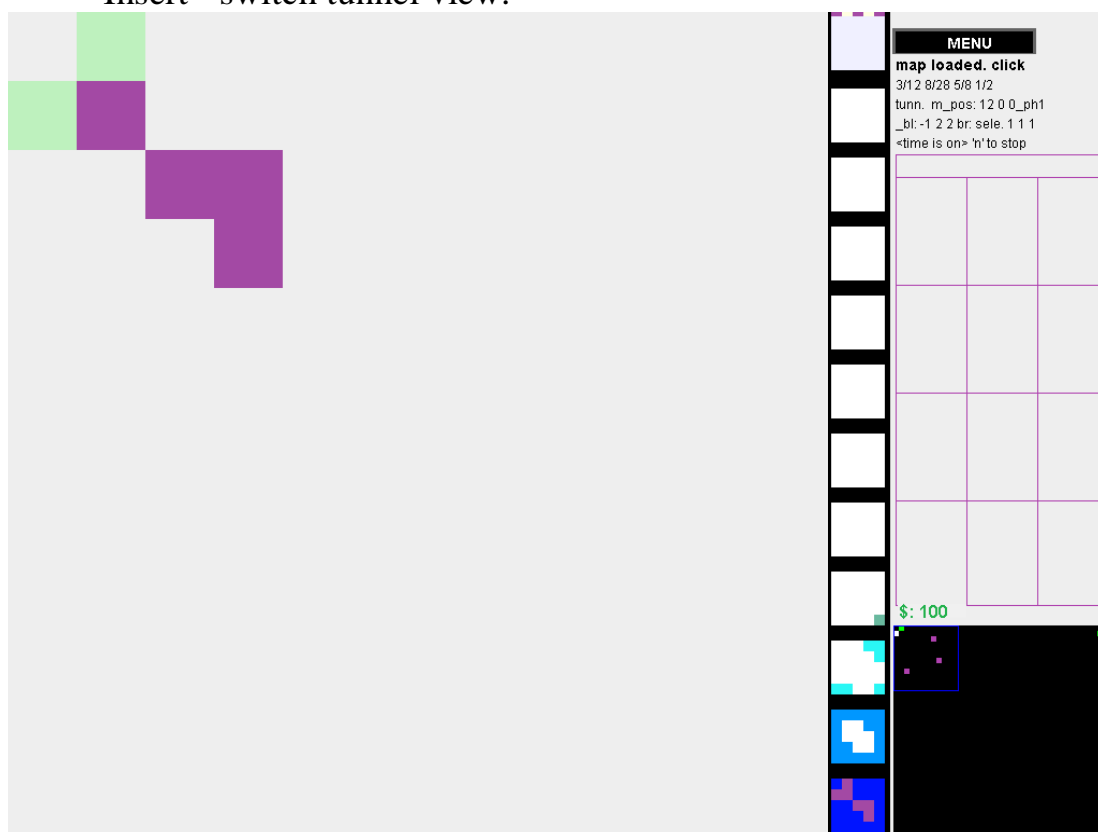
(vertslicell in options), mouseclick is the center, shows block's column between menu and field (12 small squares on an image above).

You can select and move units on the top view and slices. Tunnel view, vertical view and angled view are for view only (since v003). Units/buildings are shown as big circles.

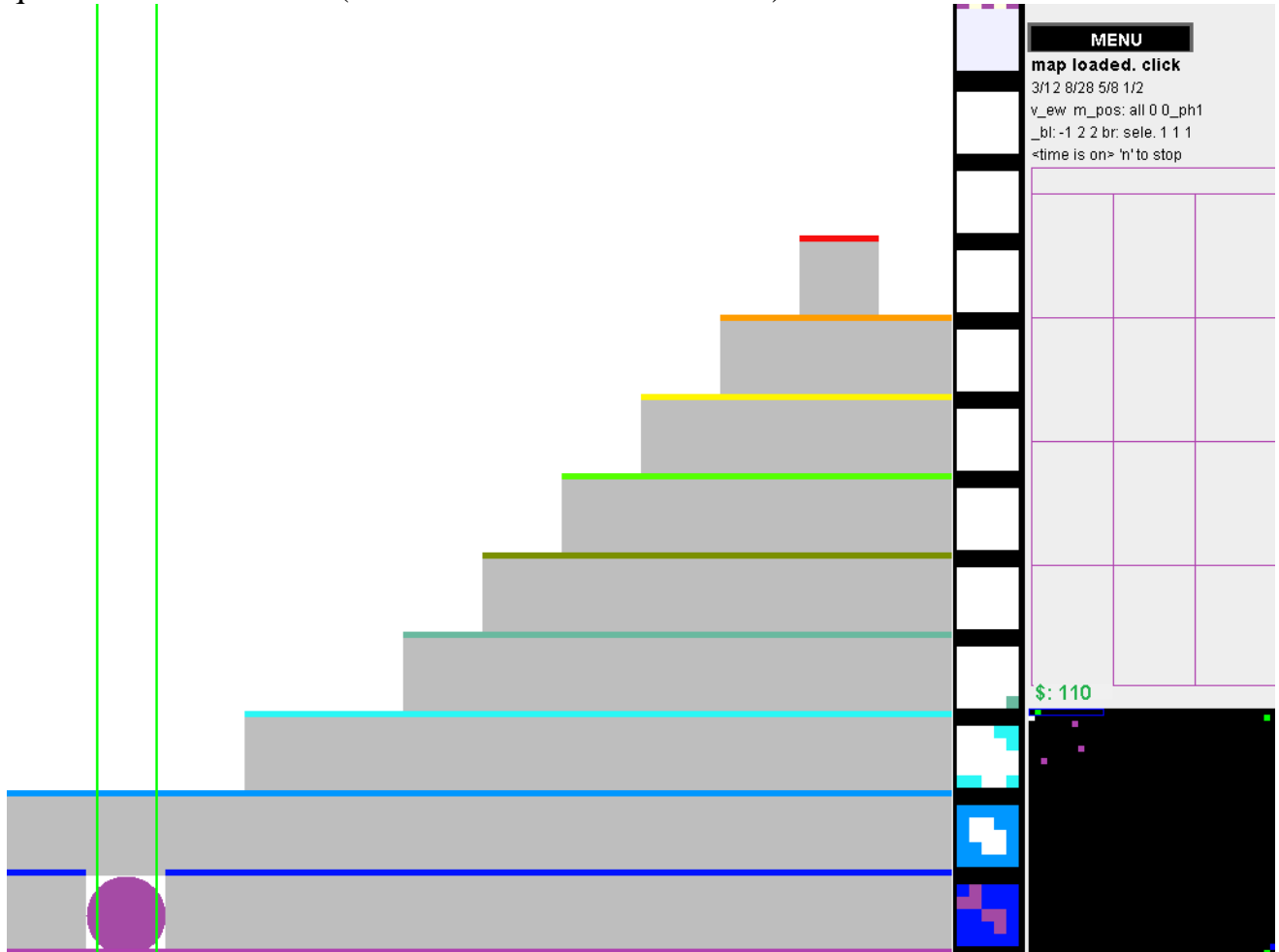
w - switch angled view (Tab/Capslock - rotate; Backspace - quit special view).



Insert - switch tunnel view.



q - vertical slice view. (dual vertical lines is resource).



o - switch borders.

z - undo. p - switch physics (in creative only).

In game mode brush is mostly “select”, but in creative you can change the brush.

F1 - set brush rock . F2 - gravel. (1 and 2 in save map). F3 - engineer pl1. F4-zeppelin pl1.

F5 - brush void. F6 - fill map with brush. F7 - switch brush between 1\*1\*1 and custom.

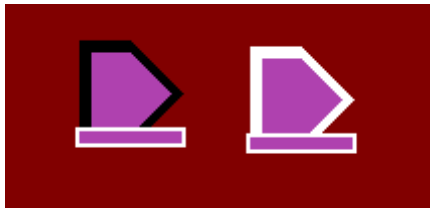
F8 - set new brush size. zyx not more 12, and single minus index for set a unit/bld.

In creative mode single minus index for deploying units via brush. For example, -3 pl1 engineer

Pl2 units are index+2000, 2003 for engineer pl2. Buildings pl1 start from 1000, from 3000 to pl2.

Units and building have health bar.

Units' borders become white, when they move.



Units rotate to the direction of movement.



3 engineer. It digs, builds and sets explosive, but is not attacking. Engineer also repairs friendly buildings for free.



To build select an engineer; select building with LMB or RMB, and RMB on close blocks on main map field to build (not on mini-map). (Close blocks are only north, south, east, west on the same level).

If you have enough money (green nums \$ above the map) corresponding the price on the icon, you can build. If not, the icons will be gray. Engineer will start building in the desired location. Another engineer may continue.



engineer	dig	build
HQ 298	b.gun 45	
mine 54	barra 90	
b.air d 45	medic 73	
b.mort 45	dynam 18	
\$: 306		

engineer	dig	build
1 void	e<>n	up
1 rock	s<>e	
tunn	n<>e	
down	e<>s	
\$: 301		

engin.	dig	direct.
select	direction	1 step:
select	direction	unlim:
\$: 301		

d - dig/build switch to engineer or click in menu.

(1 rock digs behind the engineer's direction).

To dig select an engineer, select digging type (blue icons) LMB or RMB; and after that select directions of digging LMB, corresponding to engineer. Gray buttons dig only once, and violets are constant digging command.

Digging is free. Dig carefully, tunnels can break.

While digging, engineer's borders become blue. To stop him, press "s".



4 zeppelin. Fast and fragile. Attacks downward.



Flies in the sky level, can be shot with air defense only (hardly with dynamite on peak lvl). Zeppelin breaks blocks.



g – attack ground.

5 air defense car. It shoots the zeppelins only, like all cars, is fragile and fast.



6 mortar. It is fast, medium protected, can shoot parabolic far away.



7 gun car. It is fast, fragile and it shoots directly.



8 tank. It is slow, durable and it powerfully shoots directly.

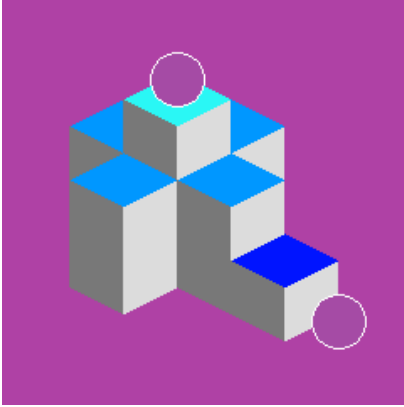


9 heavy howitzer. It is slow, fragile and can break blocks. To attack ground, press “g” and RMB on main field to select block in range.

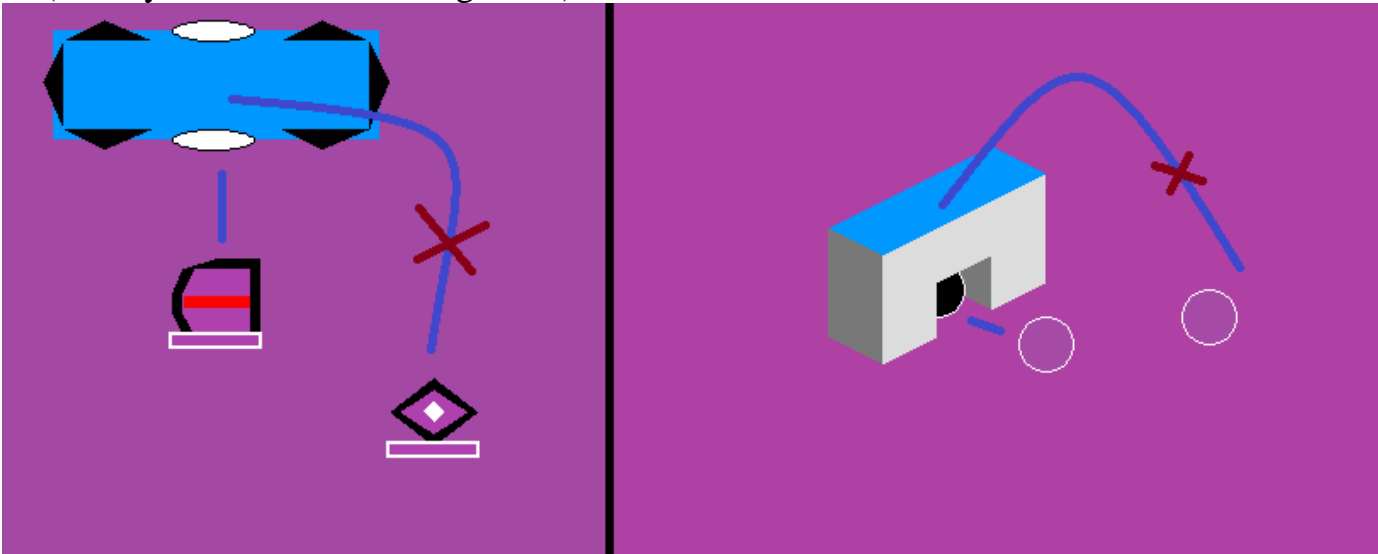


Mortars and howitzer have maximum and minimum range.

Mortars and howitzer units and buildings have +1 range for every 3 blocks height.

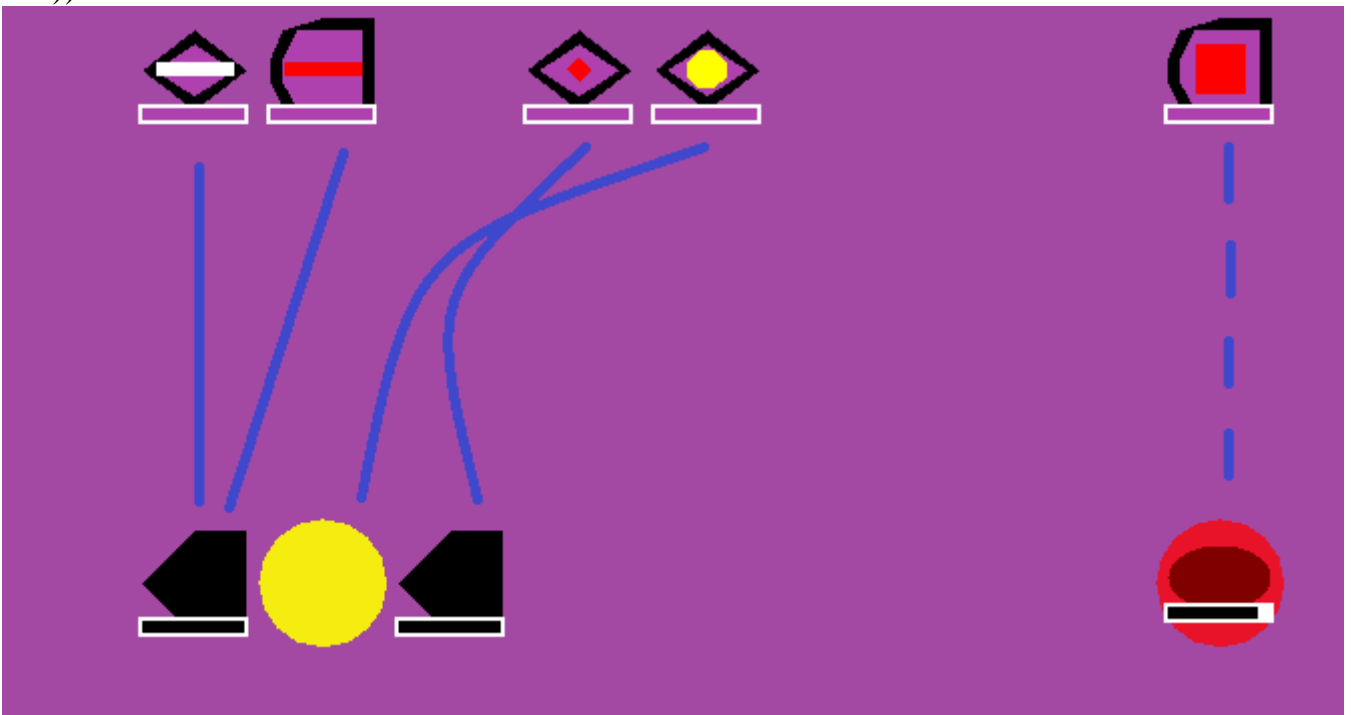


Mortars and howitzer can shoot (parabolic) if target and shooter don't have blocks upwards (so they cannot shoot underground).



Guns shoot directly, so they can shoot underground, but not in big elevation (+/-1).

g - ground attack permission for selected units (zeppelins and (RMB -target of heavy howitzers)).





1003 and 3003 HQ for p11 and p12. When all HQ are lost, the game is lost. Build limit is 2. You can train engineers here, select the building and click the icon, if you have money. Units will be deployed to the closest blocks, if possible. If not, it will wait for free space.



1005 air defense building. It counters zeppelins.



1006 mortar building. It shoots parabolic away, but less, than mobile mortar.





1007 gun building. It shoots directly.



1008 barracks.



You can train units here, select the building and click the icon, if you have money. Units will be deployed to the closest blocks, if possible. If not, it will wait for free space. Zeppelins need sky upper the barracks to train.

barracks		
		
engin 18	car gu 9	
		
zepp. 63	tank 36	
		
air de 27	howit 45	
		
morta 27		
\$: 100		

1011 pl1 dynamite: Shift - select all dynamite; Ctrl – detonate (since v003). Build by engineer as building. It is not shooting building.



4001 for neutral medic (not on peak lvl), heals all close units. Zeppelins needs to be on it to cure. Units do not shoot neutrals, but the can be destroyed by ground attacks.



4007 for neutral car (all neutral (gaia) are not on peak lvl).



1001/3001 mine on resource site (small transparent green oval). The deeper - the greater income.



mine \$10

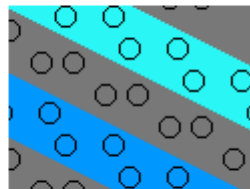
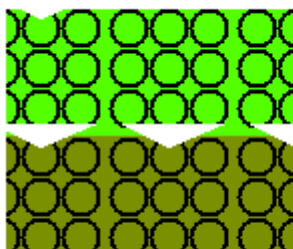


mine offline

One mine for one source only, if hammer is white, mine is working.

998000+ for rock types (pure color)

999000+for gravel types. (small circles)



Last 3 nums - special block, (i.e. 998001/999001 - gives recourses in this coordinates.)



Left mouse button (LMB) - use selected brush; Right MB (RMB) - erase (void, delete) in creative mode or move selected units.

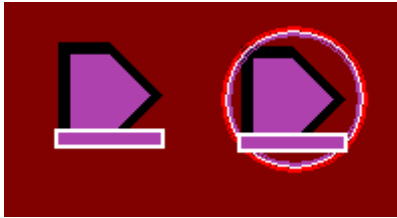
\_\_In windowed mode MouseMove scroll the map may not work.

x - brush select (-1) (when units selected, Right Mouse button to **move** to the point on screen).

Sometimes units have to wait, but the white color shows they on move and will continue.

When brush is <select> (-1), drag LMB for box selection. Only zeppelins are selected in sky slice.

Selected units are surrounded with the circle.



c - deselect (or click non-unit blocks with Left Mouse button).

v - units/bld list with coord. s - stop selected units (and stop digging). a - select all units.

b - test step cycle. n - switch on|off timer. Delete - erase selected units.

h - hold fire.

zeppelin h

f - fire at will for selected units and buildings (default).

zeppelin f

g – ground attack for zeppelins or howitzers, all the rest fire at will. To change from ground attack to fire at will, press “h”, then “f”. Warning! ground attack can harm your units as well.

zeppelin g

Upper the map money \$ is shown.



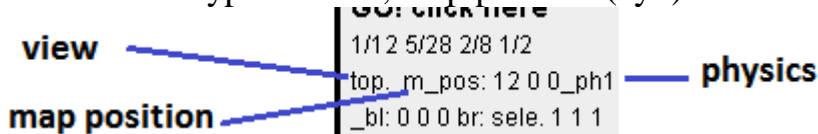
Under menu button there is lots of info.



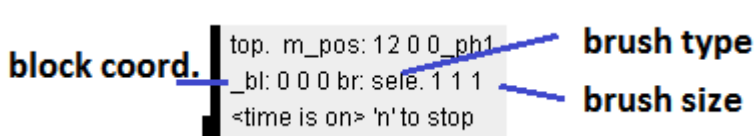
You can see quantity of units, buildings, fire bld, HQ – and it's limits.



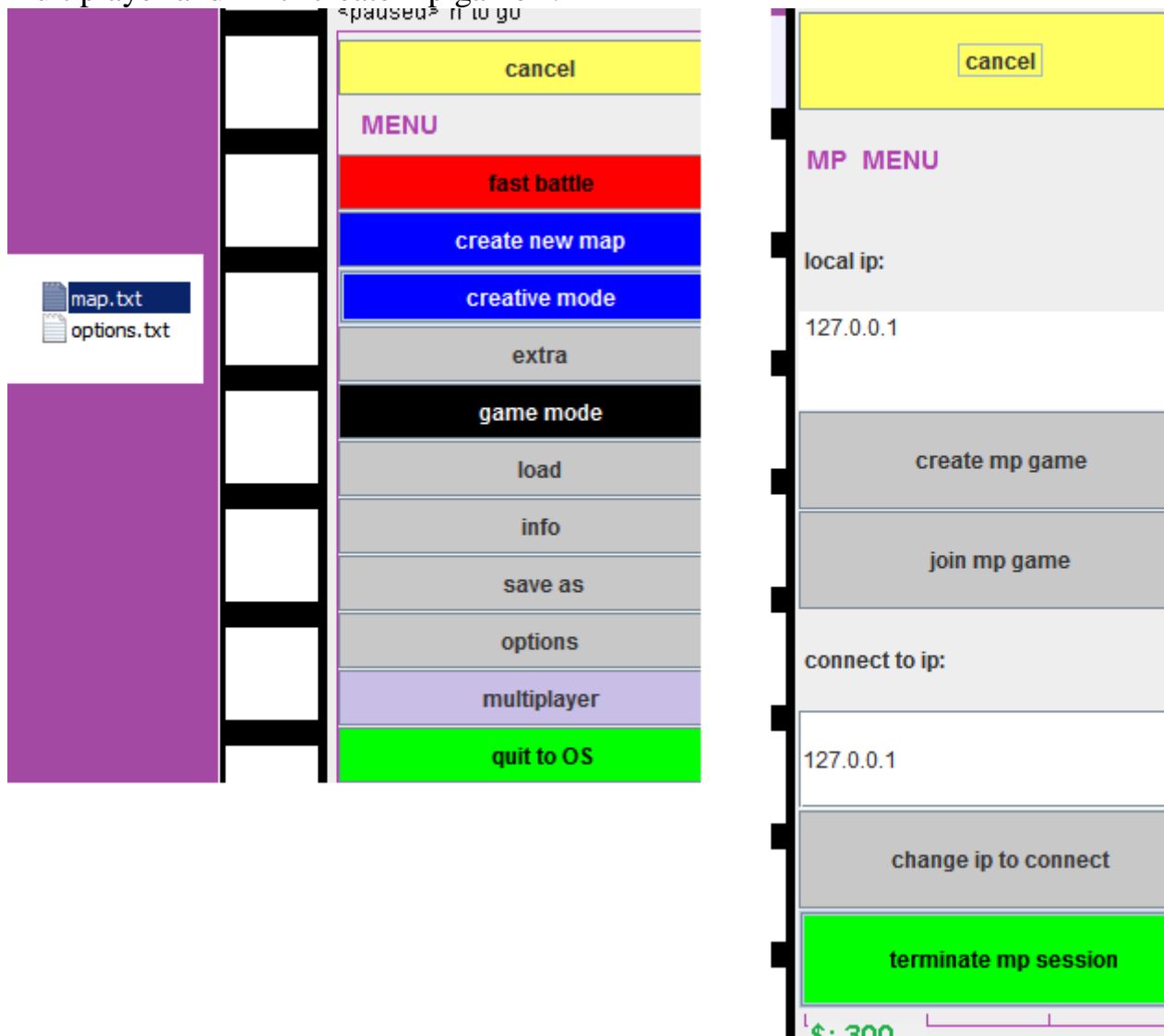
You can see type of view, map position (zyx) and if the physics is on (1).



You can also see the selected blocks coordinates and brush type and size.



For multiplayer, select to load a map in creative mode, then in the options select multiplayer and in it "create mp game".



Then run the game on another computer and select 'join mp game' from the multiplayer menu.

If necessary, you can configure the port and ip of the desired server.

Port 2600 is used in Quake 1, antivirus and firewalls can block network programs.

In “fast battle” in main menu you can train vs. computer, even if you have no map.

options.txt will be created in the same folder (Latin alphabet and numbers are preferred to name folder/directory). If need, adjust it before starting program.

Mapdot is 3pix by default and you can change it (and some more) in the options.txt

12 blocks on screen row; for 1024\*786  $d = 64$  (768/12) (block size in pix); for 800\*600  $d = 50$ .

Let's say options.txt looks like this:

```
«12 64 1 1024 768 50 5 40 26000 127.0.0.1 1
```

```
blocks_num_screen block_side(pix) fullscreen(1yes;0no) x_resolution y_resolution
AI_lvl map_dot step(ms) port ipserver vsliceall
SPACE for params separation»»»
```

This means that the main field has a size of 12 \* 12 blocks with a side of 64 pixels, in full screen mode (1),

with a resolution of 1024 pixels wide by 768 pixels high;

difficulty 50. 50 is the minimum difficulty, the maximum is 2.

Mapdot is set to 5 pixels, step delay is 40 ms, port is 26000 and target server ip is 127.0.0.1.

Vertical column in menu is on (vsliceall).

After compiling \*.java files (with manifest) to \*.jar, you have quite independent file: map.txt and option.txt would be generated, if necessary.

You can copy (or create) new maps in the game folder.

```
/*
```

```
path C:\Program Files (x86)\java\jdk1.7.0\bin
```

```
cd c:\1
```

```
javac -Xlint:unchecked *.java
```

```
jar cmf manif.txt Sol.jar *.class
```

```
*/
```

v003 21 December 2022

\_Best, OlegTim