A Quick (and temporary) Guide to Worlds of War II

Testing:
For the while Worlds of War II will be in its beta testing stage. This means there will be some bugs with it and some error which are unavoidable. Should you find a bug or something that you think is a bug you should make a post informing us on the Worlds of War section on http://www.fhforums.co.uk AND tell someone with an @ by their name in the #worldsofwar IRC channel on irc.worldsofwar.net:6667.

For the purposes of testing all the normal rules apply bar one exception. For the purposes of testing you MAY have more than one account. We would advise however that you have no more than 5 accounts for the testing round. So do feel free to register for additional accounts (although don't register them both at the same time).

Overview:
The overview page is your quick glance page at whats going on, from here you can see all your unit stats what incoming forces you have, the messages from your continents power base nation, any important announcements from the creators and what your research and construction teams are up to.

Private News:
This page hold information that is considered noteworthy such as incoming forces being launched, research and construction being completed and notification of new combat reports.

Continent Status
This page allows you to see the incoming and outgoing forces that are affecting your continent, this give you the change to defend a fellow continent member if they are being attacked, or join in on other people attacks if the forces are outgoing.

Mail
Allows you to message any other player in the game, works just like email and is very self explanatory.

Continent Forum
This is a simple discussion board which can be seen by only the players in your continent, again very self explanatory.

IRC Client
This provided a web based client to connect to the worlds of war IRC network which is highly recommended as a standard part of play. If you want a better way to connect to IRC we would recommend you download mIRC from

and user server irc.worldsofwar.net port 6667, channel #worldsofwar.

Exploration
This is where you train your new explorers and instruct them to go and discover more land for you. You can discover gold in the process, however land exploration can get very expensive to more you do it as the further away the land is the more that get killed.

Development
This is where you build industry to go on your land. This industry will produce a certain amount of resources for your to use each tick. Industry produces resources in the following way:
Farms produce food
Saw mills produce wood
Refineries produce money
Mines produce Iron

Research
This is where you expand your technology tree so you able to build bigger and better units to both defend yourself and expand your empire through less diplomatic means. At present there is no correct published tech tree, you will have to work it out for yourself while the manual is being written.

Construction
This is the same as research but this constructs things rather than researches them.

Military Units
This is where you order mobile units that will defend you and you can send them out to attack and defend others. Remember to send troops to other continents you will need landing craft to take them there and landing ships to take motorised units. Each unit takes a certain amount of time to be produced and the incoming units are detailed in the table at the bottom.

Defense Network
This is the same as military units but this builds fixed defense only units, they are much quicker to build and cheaper but they will ONLY ever defend you.

Military Operations
This is where you can send your forces out to attack and defend other nations, the amount of landing ships and landing craft needed will be calculated for you if your leaving your own continent.

Espionage
This is a way of damaging other nations through more subversive means and

you order MP's to protect yourself from other peoples subversive actions. Spies can be used to gather information too, so if one person has offered to defend two people you can tell them what units they need to send to defeat the attacker rather than them just sending everything they have, as a load of guys with guns in a field wont do much against a load of bombers 15,000 feet high.

Politics
This is where the members of a continent elect their power base nation who organizes things for the nation and keeps the place in shape. This page is also used for the power base nation to change any of the continents settings.

Continent
This is where you can look at your own and other continents, normally for nice juicy attack targets.

World
This is where you can see the top 10 players in terms of land size and the top 10 players in terms of gold. These are the people you want to unseat if you want to end up champion of the game.

Settings
This is where you can change your own personal settings such as your password or go into holiday mode.

Logout
This logs you out of the game so that no one else can use your account.

Need more help?
If you need more help, your best bet is to ask on the forums or to use the IRC client to come and have a chat with us.

Once the testing is finished we will notify you on how the transition to the first round will be.