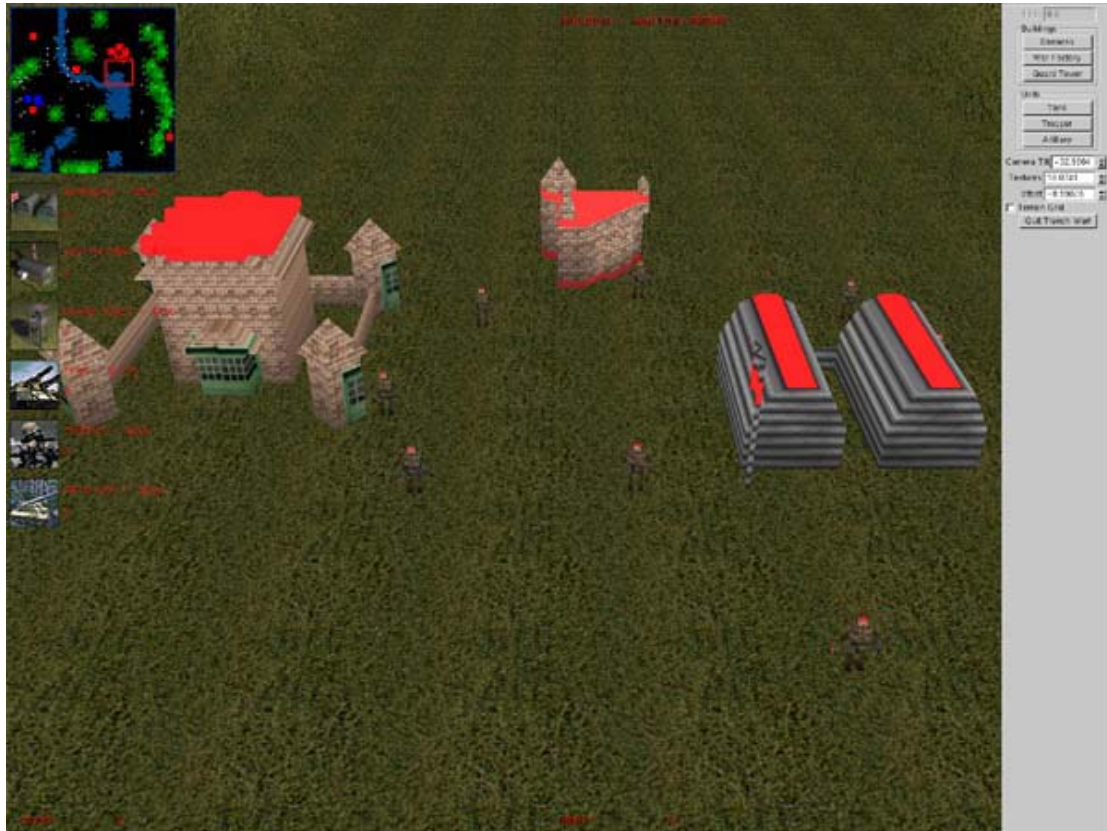


Trench War! Version 1.0



Contents.

| | |
|---------------------------------------|----|
| System Requirements..... | 3 |
| Installing/Uninstalling the Game..... | 3 |
| Starting the Game..... | 4 |
| The Story..... | 4 |
| Screen Layout..... | 5 |
| Keyboard and Mouse Controls..... | 6 |
| Money and Banks..... | 7 |
| The Headquarters..... | 7 |
| Buildings..... | 8 |
| Units..... | 9 |
| Selecting Units..... | 11 |
| The Maps..... | 11 |

System Requirements.

- A graphics board configured with OpenGL.
- Plenty of system memory.
- Approximately 32MB of hard drive space.
- Mouse and keyboard.
- A sound card and speakers.

Installing/Uninstalling the Game.

Drag the Trench War! folder to your computer's hard drive. Double-click on the Trench War! executable file.

The game can be played from CD, but this slower and generally not recommended.

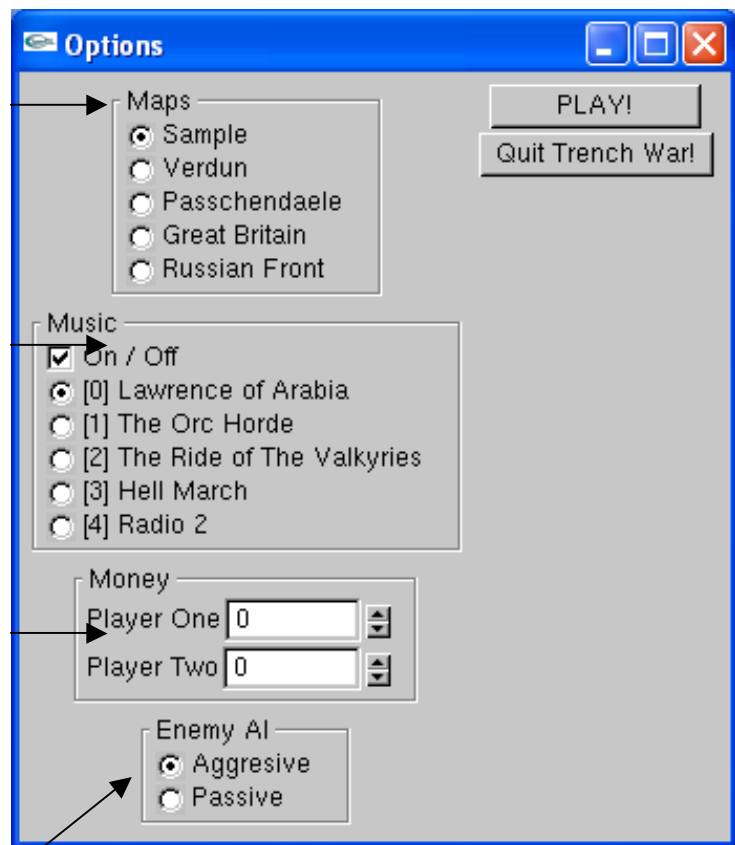
To uninstall the game, simply remove all the game folders.

Starting the game.

Five different maps can be selected to play on. Simply click the button next to the map you wish to play.

The music for the game can be chosen here or simply switched off by clicking the on/off checkbox.

You are free to decide the starting funds for yourself and the computer opponent. Set the levels of money with the spinner buttons.



Enemy AI can be set to aggressive and the computer will attack you. If set to passive then the computer will defend its base only.

When all the settings are to your satisfaction, press the play button to start the game. You can also quit from this point.

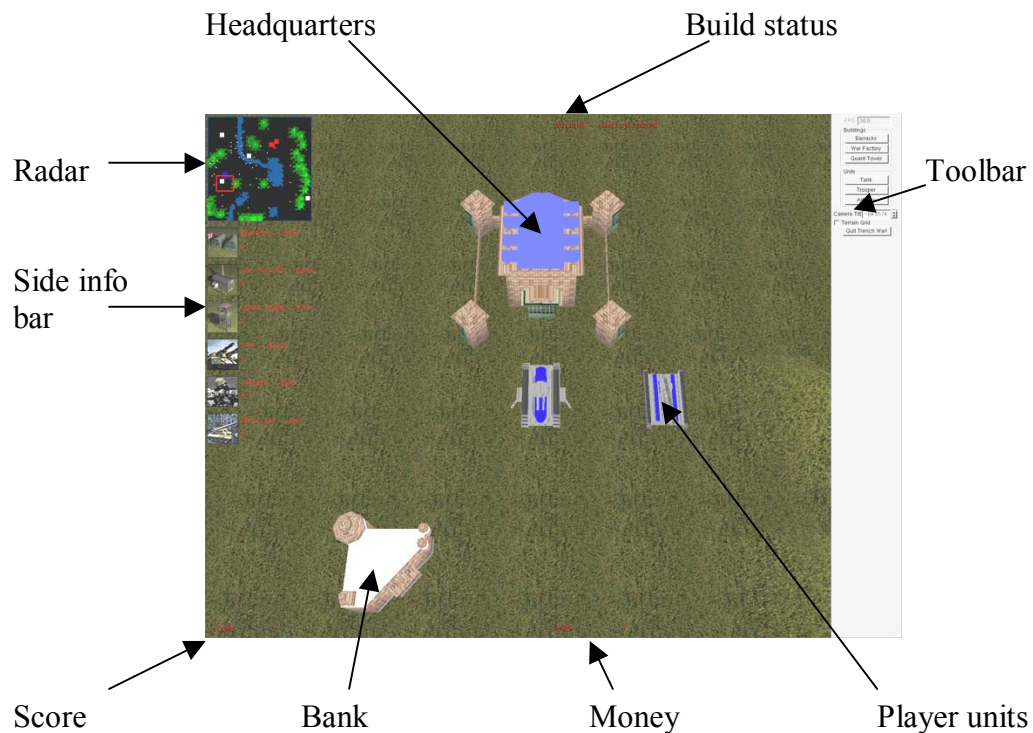
The Story.

The archduke of Austria-Hungary has been assassinated. The resultant act of revenge by the Austro-Hungarians leads to a series of events that will change the lives of millions of ordinary men as they are sent to fight in the trenches. With tactical and strategic cunning, you will conquer your enemies and lead your men through one of the bloodiest conflicts in history.

You have arrived on the frontlines near a besieged section of trench. Taking command, you will need to quickly rebuild the damaged defenses, train men, build vehicles and make sure that all the provisions for your army are in place – build trenches for protection, field hospitals to care for the wounded, machine gun nests to cope with heavy attack and support buildings like ammunition factories to provide supplies.

You are part of one of the greatest struggles in human history. You are fighting for your country and the men under your command. Failure is not an option...

The Screen Layout.



The toolbar at the side of the screen provides the following commands.

Build: Barracks
Guard Tower
War Factory
Tank
Trooper
Artillery

Single clicking the appropriate button activates all of the build functions mentioned above. If you decide to cancel a build project, single click its button again and all allocated money will be returned to your funds.

There is also a camera angle spinner allowing you to change the camera angle to suit your preference.

The quite button will also quit the game.

At the top is a counter called FPS (Frames per Second). This is an indicator of the speed of the program, in frames. The higher the better.

Keyboard and Mouse Controls.

Mouse.

The mouse is the primary means of interaction in the real time strategy genre. For this project, the user will be able to hold the right mouse button down and then, whilst still holding it down, move the mouse to move the camera. Moving it up and down will affect the depth (Z) value of the cameras position, moving it left and right will affect the (X) camera position.

Holding down the middle mouse button will affect the height of the camera. This will be clamped between a certain range, likely between the water level and the highest possible point. As the middle button is clicked and held, moving the mouse forward will zoom in the view. Moving it backwards will zoom the view out.

If the user left clicks on a unit in the main view, that unit will become selected. A cursor will then appear, and as the user moves the mouse around the cursor will move. Left clicking again will make that unit move to the cursors location and will remove the cursor and current selection.

Keyboard.

There are also some keyboard commands, which are shown below:

1. The '+' key: This zooms in, the same as the mouse command but is included in case the you don't have a three button mouse.
2. The '-' key: This zooms out.
3. 'Q': This quits the application.

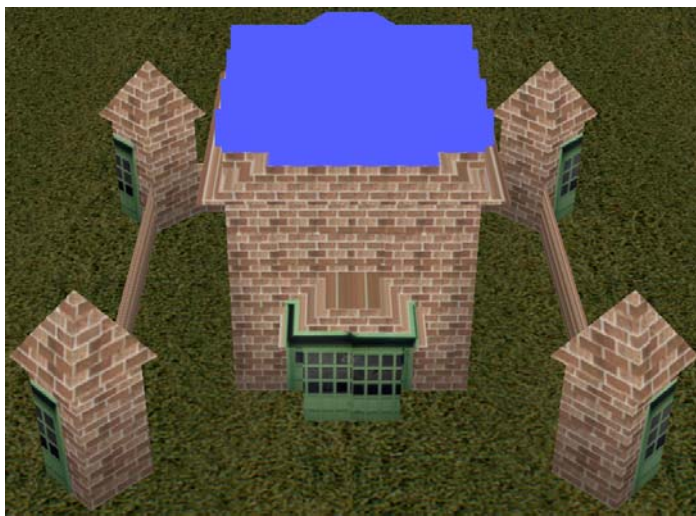
The arrow keys: These move the building plan around and when you are happy with the location you can left click to place the building.

Money and Banks.

Money is needed by each player to construct buildings and units. You can set the level of money both you and the computer have to begin with. Each building and unit has a cost in terms of money to create. Your money is shown in the middle at the bottom of the screen.

Banks are required to give you money through the sale of war bonds. Banks are located across the terrain; your first priority should be to capture as many as possible, the computer will be doing the same. Every three seconds you will receive an income from your banks. To capture a bank, move one of your units to the bank and it will fall under your command.

The Headquarters.



The headquarters is your command centre. Without it your army will be leaderless. If this building is destroyed, it will be game over for you.

Note: In the current release of Trench War! the headquarters of both sides are indestructible.

Buildings.

The Barracks.

The following buildings are those that can be built by the player and the computer.

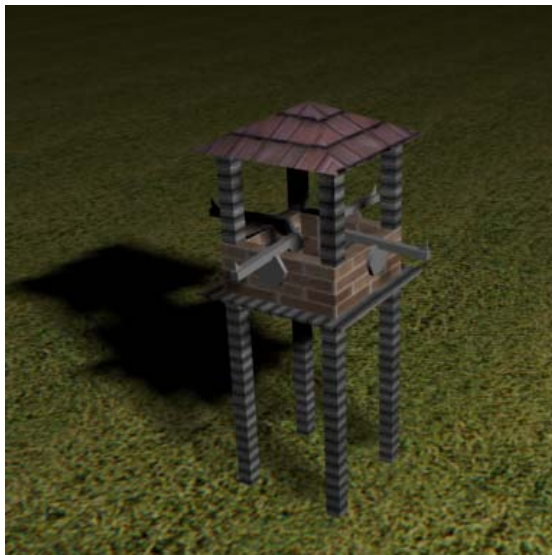


The barracks is a simple structure that is used to create troops. In this project, only one or two troop types will be implemented but other troops could exist given a larger time scale.

Cost: 500

Armour: 500

The Guard Tower.

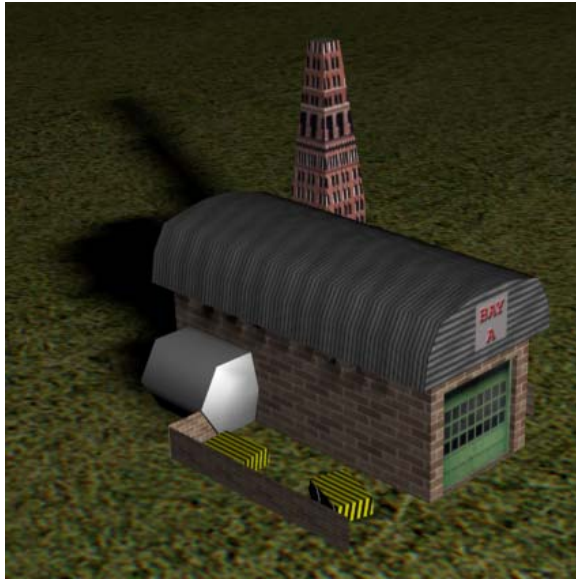


The guard tower is the primary defence structure away from the trenches and can be used to guard important buildings such as the headquarters, barracks and war factory. It is well armoured and has a machine gun to deal with threats.

Cost: 750

Armour: 750

The War Factory.



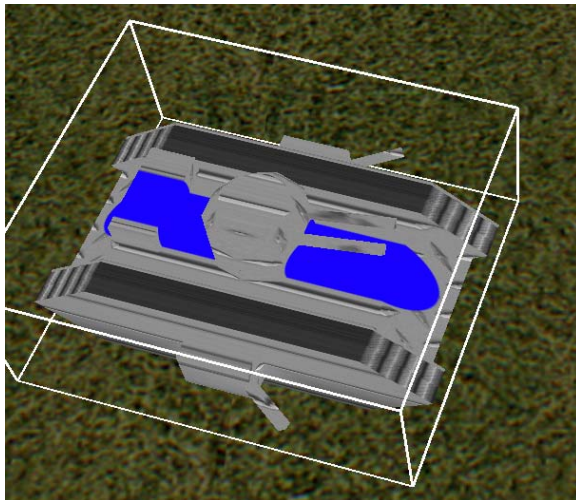
The war factory is used to produce armoured vehicles, such as tanks. In the project, two vehicle types will be implemented, the tank and artillery. It is more armoured than the barracks.

Cost: 2000

Armour: 2000

Units.

The Tank.



The tank is the grand behemoth of the battlefield. Slow and lumbering, the tank can provide good cover during an advance, hiding your soldiers behind them will prevent machine gun related casualties.

Cost: 1750

Armour: 1750

The Trooper.

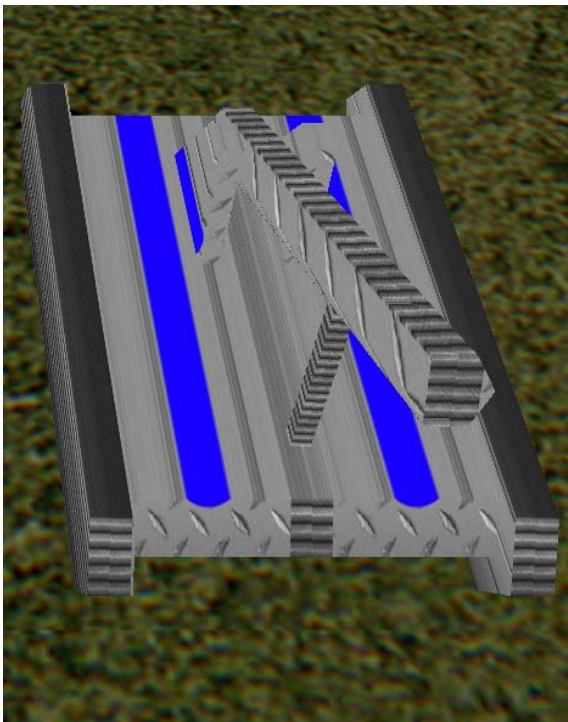


The trooper is the standard conscripted soldier. Their morale isn't too good and they are armed with a simple rifle, so they are best kept in the trenches until you have amassed enough to launch an offensive. They are good at covering ground however, and are the fastest units in the game. With this in mind they can make good defence for banks.

Cost: 200

Armour: 200

Artillery.



Artillery is a large cannon mounted on a tracked chassis. They can keep your enemy at bay by being ordered to force fire the ground. They aren't even as fast as the tank, which is relatively slow. They have poor armour, but the range and destruction they cause make them valuable trench defence.

Cost: 600

Armour: 600

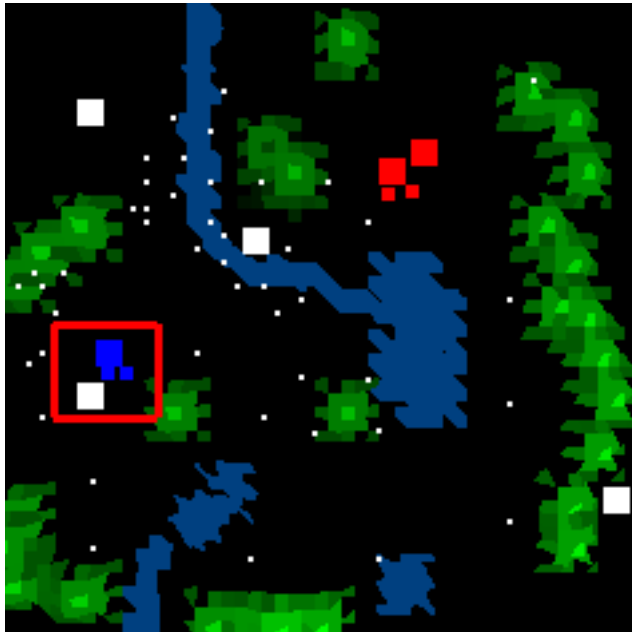
Selecting Units.

To select a unit, left click on it. You will then see a large, red cursor in the game world. This can be moved with the mouse. When you have decided where you want your unit to go, left click again, and your unit will move there.

Again, in this version you can only select one unit, whichever unit happens to be the first unit in your army (the default is a tank).

The Maps.

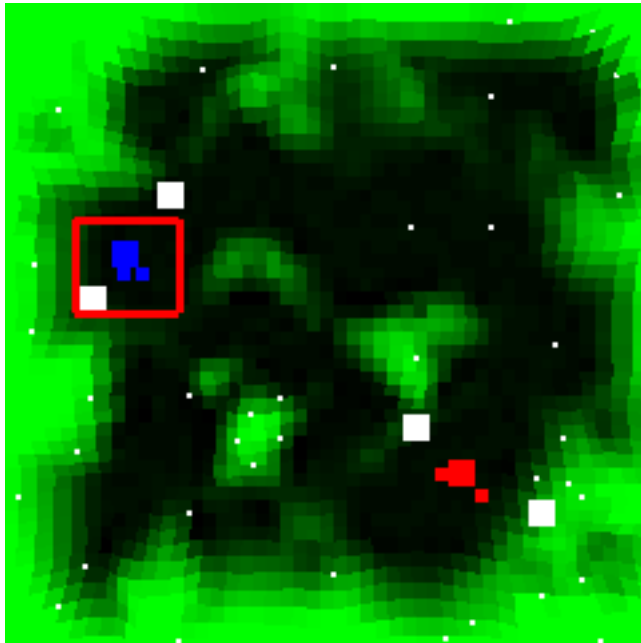
Sample.



This map was the first map created with the editor, Trench Edit! It has four banks, a river and three lakes.

Climate: Temperate.

Verdun.



This map also has four banks. This was the first map to make use of height maps. I know Verdun isn't a desert area, but it was made into desert to show each climate.

Climate: Desert

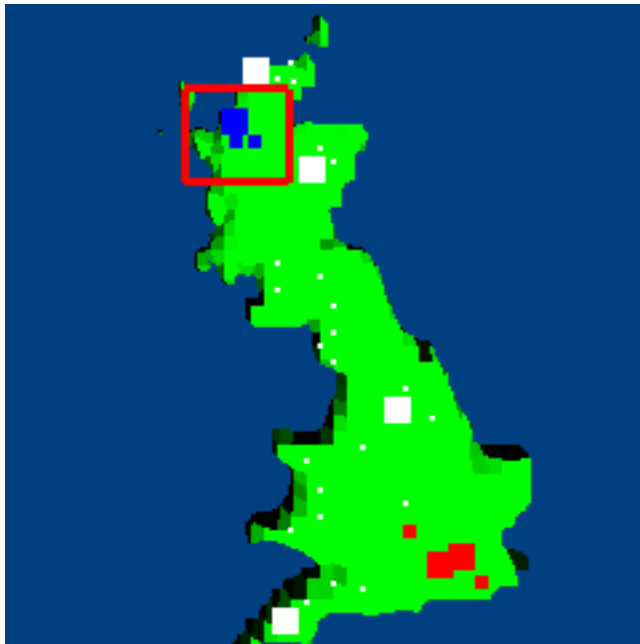
Passchendaele.



This map shows a simple terrain with a lake in the middle, surrounded by high, vaulting cliffs.

Climate: Snow

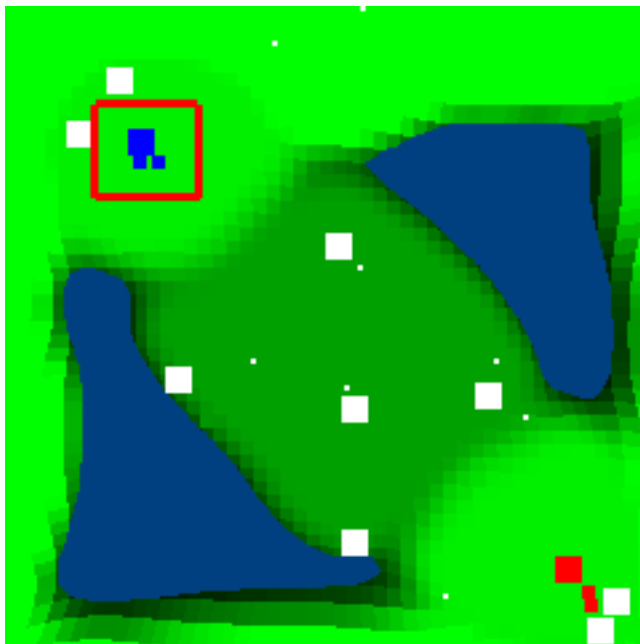
Great Britain.



This map was created from a picture of the UK from the internet.

Climate: Temperate

Russian Front.



This map has nine banks, so there are plenty of funds available.

Climate: Snow