








Crimson Fields Manual

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The Tiles-Crimson Fields

	grass surface - Can be accessed from any unit
	woodland - Can only be accessed from certain land troops
	mountain - Can not be accessed from certain land troops
	trench - Can only be accessed from certain land troops
	rails - Can be accessed from any land troops - Can be driven from railway vehicles
	sea - Can be driven by any light water unit
	deep sea - Can be driven from each water unit

The Units-Crimson Fields

	Infantry <ul style="list-style-type: none"> - Low range of motion - Needed for the conquest of buildings
	Scout <ul style="list-style-type: none"> - Light armored scout car - Large range of motion - Can shoot over two fields
	Medium Tank <ul style="list-style-type: none"> - Light armored tank - Large range of motion
	Heavy Tank <ul style="list-style-type: none"> - Heavily armored tank - Large range of motion
	Anti-Aircraft Tank <ul style="list-style-type: none"> - Light armored tank - Large range of motion - Can attack land and air units
	Anti-Aircraft Gun <ul style="list-style-type: none"> - Light armored anti-aircraft tank - Large range of motion - Can only attack air units
	Artillery <ul style="list-style-type: none"> - Low range of motion - Can shoot over several fields
	Armoured Train <ul style="list-style-type: none"> - Railgun - Large range of motion - Can only be moved on rails
	Rail Gun <ul style="list-style-type: none"> - Large range of motion - Can only be moved on rails - Can shoot over several fields
	Troop Train <ul style="list-style-type: none"> - Railroad troop transport - Large range of motion - Can only be moved on rails
	Personal Carrier <ul style="list-style-type: none"> - Light armored troop carrier

	<ul style="list-style-type: none"> - Large range of motion - Can only transport infantry units
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	Bomber Wing <ul style="list-style-type: none"> - Heavily armored bomber - Large range of motion - Can attack land, sea and air units
	Transport Plane <ul style="list-style-type: none"> - Light armored troop carrier - Large range of motion - Can transport units - Can not attack any Unit
	Patrol Boat <ul style="list-style-type: none"> - Lightly armored reconnaissance ship - Large range of motion
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	Aircraft Carrier <ul style="list-style-type: none"> - Heavily armored aircraft carrier - Large range of motion

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	Troopship <ul style="list-style-type: none"> - Light armored troop carrier - Large range of motion - Can not attack land, water and air units
	Bunker <ul style="list-style-type: none"> - Very heavily armored bunker - No movement is possible - May be taken by infantry unit

The Buildings-Crimson Fields

There are several types of buildings. All these buildings can be captured and used by himself.

I will here describe only two building types, as all the other buildings are to be used in the same way.

To enter one of the buildings, do a double-click on the entrance of the building.

Depot



In the depot all units standing in this building are displayed.

Do a double-click in a unit to move them out of the building.

If you click on a unit single time, unit informations are displayed. You can repair a unit using the repair button (**broken first-aid-cross**).

Factory



In a factory you can repair units too, and now you can create new units.

To create a new unit, press on the symbol of **hammer/tank**, and select a unit to produce. The new unit will be displayed in the list of units and can be used next round.

General

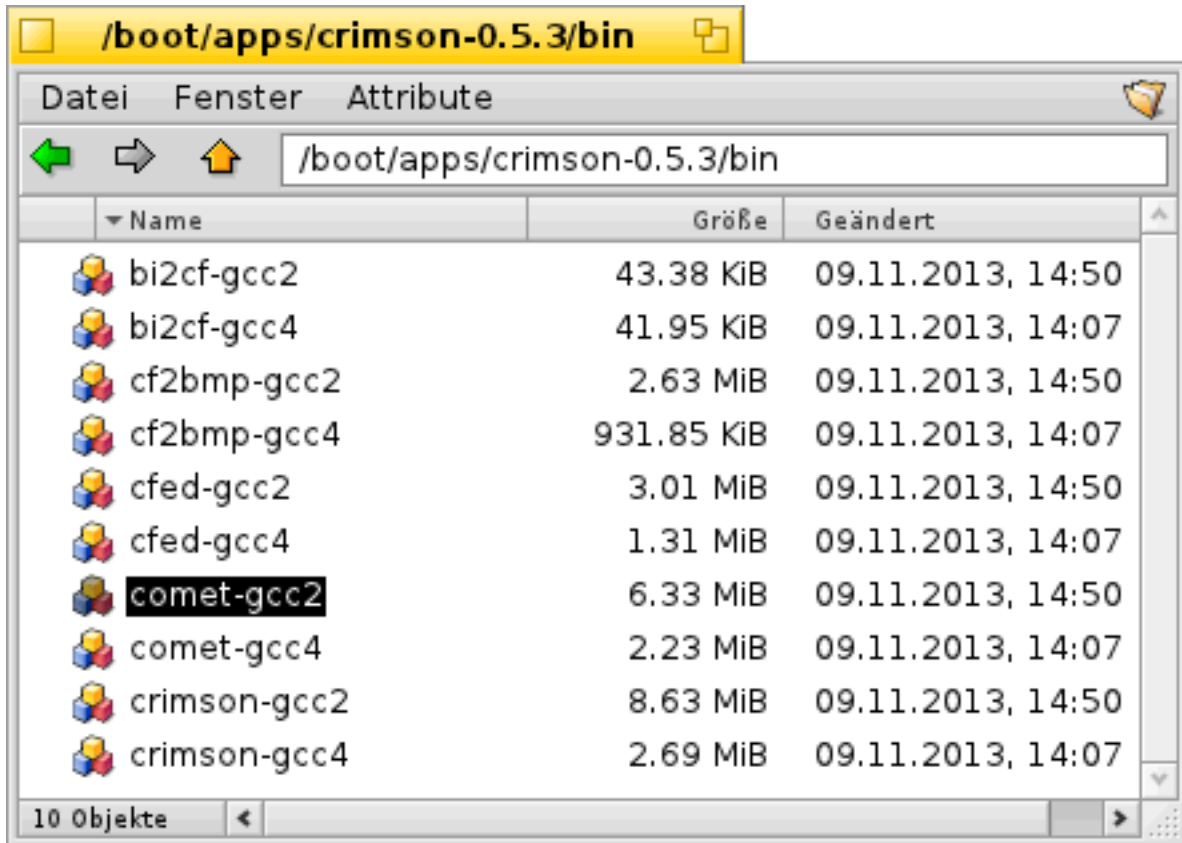


The ability to produce and/or to repair is limited. This always depends on the number of crystals. How many crystals the respective building have, can you see in the top right of the building view (**Blue Crystal**).

Production of water units is only possible in harbor buildings.

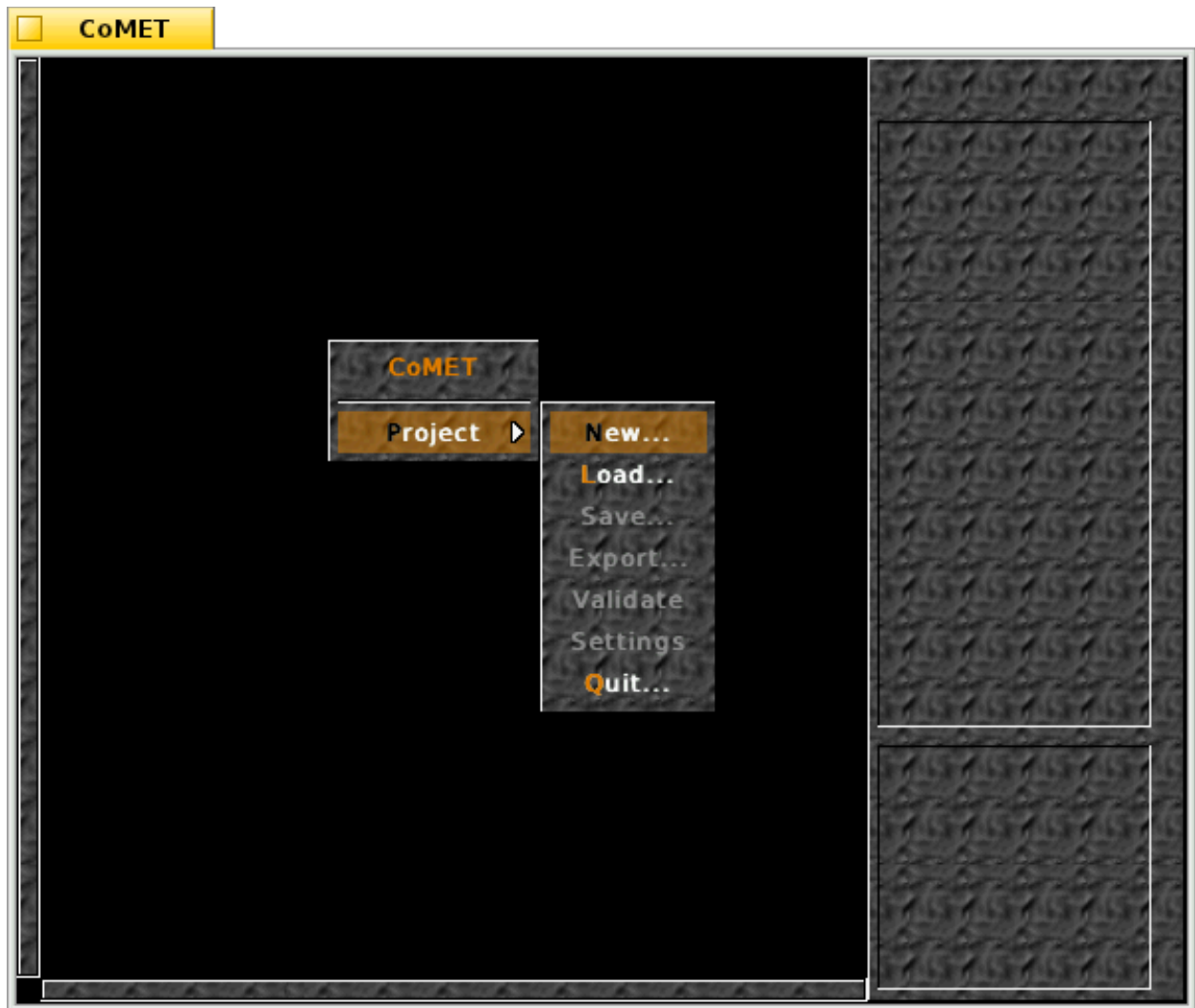
The Map-Editor-Crimson Fields

To open the map-editor switch into the program folder of Crimson Fields:



This you can find in Haiku Alpha 3 and 4 under `/boot/apps/crimson-0.5.3`.

Under `/bin` you can find all executable files. Here choose the program **CoMet** (We use for our tutorial the `gcc2` version).



The editor opens. To enter the program menu, click on the editor.

More i will not describe here now, because this will be to much for this tutorial. I plan to make a separate tutorial in the future about the editor.

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The Units

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The Tiles

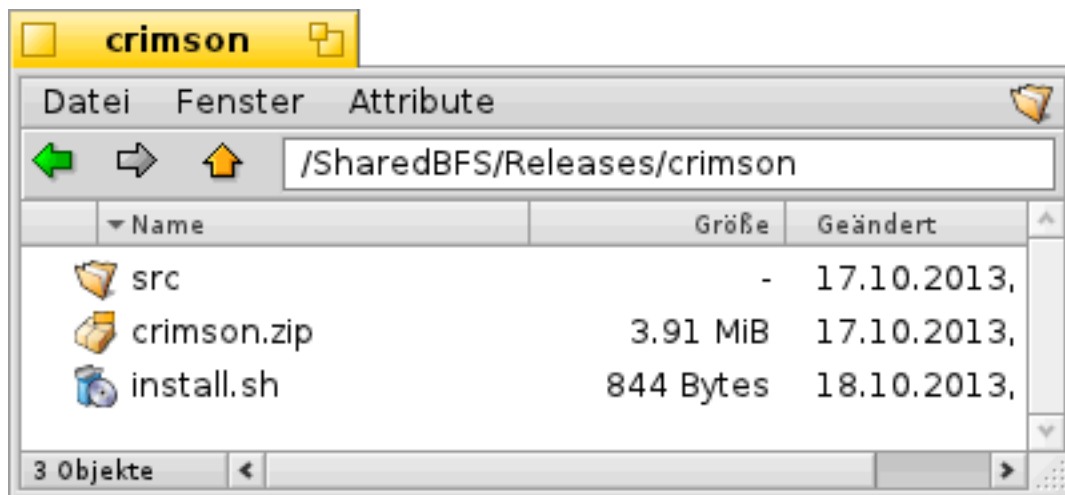
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How to install crimson fields

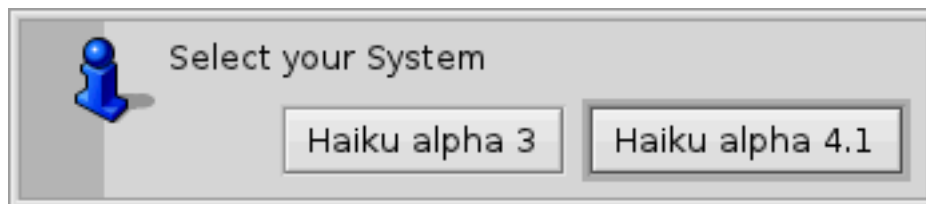
If you compile the game by yourself, it will be installed during the compiling process. Here you only need to create a shortcut to the application menu.

You can also download the game finished compiles to install. I recommend my compiled version of Crimson Fileds. You can donwload it from [Haikuware](#).

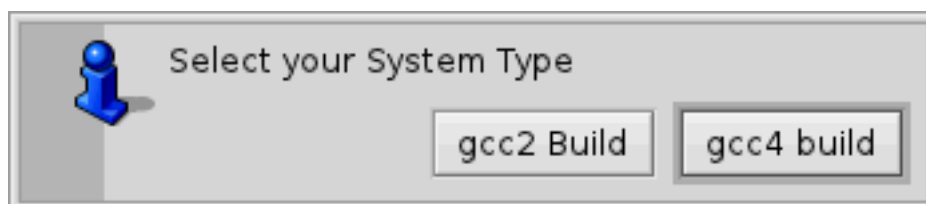
Along with the game I have attached an install script which installs the game and creates a link into the application menu, depending by the system (alpha3, alpha4).



Unzip the downloaded package and then run *Install.sh...*



...You will then be prompted to choose the system on which you want to install...



...and what *gcc* version you want to install.

The installation is now completed and you can start Crimson Fields via the application menu.

How to compile Crimson Fields

Since I got myself compiled *Crimson Fields*, I want to pass on this experience to you. Here, I give little additional information about error information. Perhaps there is possibly a better way to compile the game, but this is not known to me. In any case it does :-).

First, you need to download the *Source code* from the official website of Crimson Fields: <http://crimson.seul.org>. The source code is available as a tar archive.

Now we extract the *tar* archive:

```
tar -C /path/to/output-folder -xvf /path/to/crimson-0.5.3.tar.gz
```

Then we switch to the unpacked source code directory:

```
cd /path/to/output-folder/crimson
```

Crimson Fields comes with a configuration script that we run first:

```
./configure --prefix=/boot/apps/crimson-0.5.3
```



You can build Crimson Fields without the option `--prefix=/boot/apps/crimson-0.5.3` too, but I does directory, in which the game must be installed. Only in this way the game can find the required con

If you want to compile all additional programs, like level editor, you need to specify more options for the configuration script:

```
./configure --prefix=/boot/apps/crimson-0.5.3 --enable-cfed --enable-comet --enable-bi2cf --enable-cf2bmp
```

If this process completes without any error message, we enter the following command:

```
make
```

If the compilation process completes without any errors, we install the game:

```
make install
```

With *make install* the compiled game and its components will be copied to the specified installation directory.

In order to keep the source code directory clean, run the following command to clean up the directory:

```
make clean
```

How to play Crimson Fields

I can remember the time me quite well, I played games like *Battle Isle* and *Historyline* from *Bluesbyte* on my AMIGA 500. Are these names even a term for you, you know immediately what kind of game it is. You could call it almost as a kind of clone of *Battle Isle*, because the entire game environment and concept are very similar.

Crimson Fields is a turn-based strategy game. The aim is to take the headquarter of the opposing army or destroy all their units. The player has a variety of unit types, such as Tanks (light, heavy), artillery, infantry and ships available. Initially, all units are equally strong, but this will change during the course of the game. By each hit or win of a battle, the unit gets a upgrade (1 senior signs, 2 senior signs... up to big star (elite unit)). There are various types of buildings such as Headquarters, depots or factories. In most cases, these must however first be conquered. This is possible only by infantry units. If you have this building occupied, you can find there more troops, or has the possibility of more units to produce in the factories. In all buildings, it is possible to repair damaged units. But it is not possible to repair or produce unlimited units, because each building has a limited amount of raw materials (crystals).

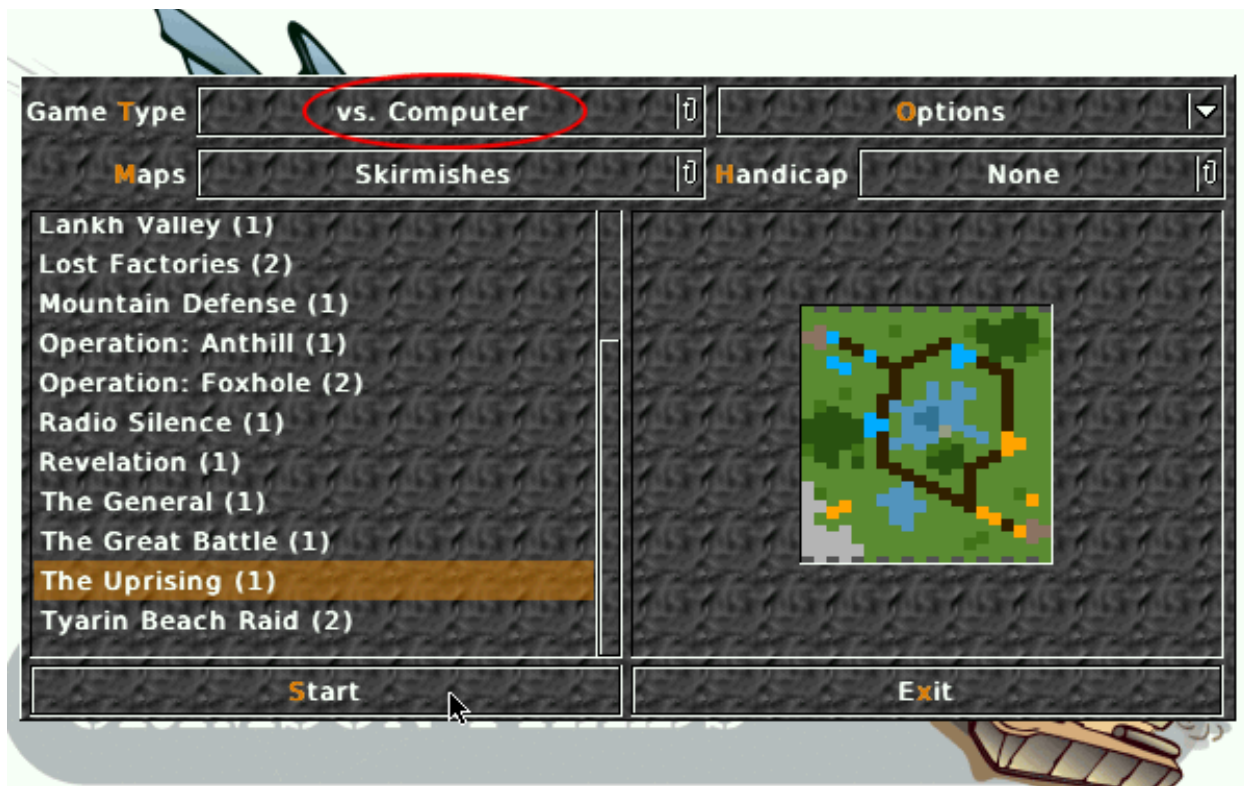


In *Battle Isle*, there was the possibility to collect crystals placed on the play ground, but this function

The game comes with several add-on programs. They are, for example, a program to convert maps from *Battle Isle* and *History Line* and a map editor.

How to play Crimson Fields

After starting *Crimson Fields* you must click on the title screen to open the game menu.



Next select the game type:

vs. Computer

The default setting is to play against the computer.

Hot Seat

Hotseat is the game type for more then one human player on the same computer.

Network (Server)

With Network (Server) you generate a server for a LAN game. At this moment, the computer with this option is the server. The playes can connect to this server using the game type *Network (Client)*.

Network (Client)

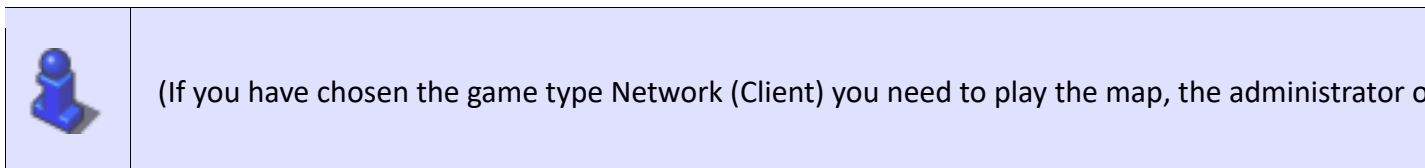
With this game type you can connect to existing server to play.

Play by e-Mail

With this game type you can play a game by e-mail.



If you have chosen a game type you need to select a map to play.



If you have clicked on a map, a preview on the right is displayed.

Then click on **Start** to start up the game.



Next you need to decide between two armies. Either the **Free Nexus Army** (Brown) or the **Empire of Kand** (Blue).



Now you see which army's turn. Acknowledge this information with **OK**.

In the first round, a **Briefing** is displayed.



Very important is the in-game menu, which you call with the right mouse button...

End Turn: End of the round

Map: View information about the Map

Objectives: Display of the briefing

Level Info: Information on the map.

Options: Settings

Save...: Save game

Surrender...: Give up

Quit: Quit game



If you click on a unit, the map is darkened. Only fields are displayed where the unit can move on.



Scrolling the map by using the arrow keys.

With a double click with the left-mouse button you execute an action.



If you want to get detailed informations about a individual unit, use the right-mouse button on the unit to display informations.

If you stand right next to an enemy unit or you are at the end of moving next to an enemy unit, you can attack it using the left-mouse button (a cross path is displayed).



Remember that there are different types of units. Some allow the attack over several fields (Atillery).

If you have all units moved and named his targets, you finish the round using the right-mouse menu: **End Round**.



If you have named a target, the battle will be displayed next.

The more experience points a unit have, hurt all the more damage them to.

After each victorious attack the unit gets one experience point.



Then you can see the enemy turns his units. If you does not want to see this, you can skip it using the **Stop** button.



Following the battles by the enemy are executed.

The game is won when all enemy units were destroyed and/or the headquarter of the enemy was taken.

Play campaign



In addition to individual maps can also play campaigns. To do this go to the main menu and click on the button near the name **Maps**. Press so long on this button until **Campaigns** are displayed.

Then select a Campaigns and press on **Start**.