

War Games Inc.

User Manual

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Introduction

Welcome to War Games Inc. This user manual will explain how to play this new and exciting game. This manual discusses where to go to get extra levels, in game settings, user controls, and the different vehicles.

Minimum and recommended machine specifications

This game was written using the Excession Engine. The Excession Engine is a 3D accelerated OpenGL based games engine. As a minimum you will need the following hardware: (a soundcard is not required, but would make the game-play nicer)

Minimum

CPU: Pentium III 600 or AMD Duron 600

Memory: 64MB

Video card: 3D OpenGL accelerated card with 16MB

Disk space: 30 MB for installation

Recommended

CPU: Pentium III 700 or AMD Duron 700

Memory: 128MB

Video card: 3D OpenGL accelerated card with 32MB

Disk space: 60 MB for installation

If you are not sure whether your machine can play this game, you can download our performance measurement utility, which will tell you how your machine rates in terms of performance and advice you on what to do. You can download this utility from: <http://www.excessionsoft.com/tank/performanceinstaller.exe>

Expansion packs and registration

The War Games Inc. game is freeware and expires after 30 days of usage. If you like this software, you can register the game, and receive extra levels and a world construction kit for the program from us at a very reasonable price (\$14.95). This fully functional level editor can be used for creating your own scenarios (both single player and multi-player). Extra scenarios, vehicles, music, and the World Builder are supplied as expansions packs for War Games Inc.

Registration is completed online. Visit Excession Software online at <http://www.excessionsoft.com>. This site will take all major credit cards.

Participating in the creation of the War Games Inc. community

Once you are a registered user you will enjoy downloading all upcoming expansion packs and even participating in the creation of expansion packs. Send in your models, levels, music and whatever your creative mind can come up with to Excession Software for evaluation, if its suitable (to be determined by Excession Software) we'll put it in the next expansion pack with your name if you wish, and publish it on our site.

The Game

War Games Inc. is a 3D graphical strategy shoot-em-up. The game can be played as a single player game and a multi-player network game. You can view this game from a third person or first person view.

In single player mode you get to choose from a number of levels to play. Once the program has started you will see the following menu.



The next sections explain the individual functions of the main menu items.

Game Settings



The settings menu controls the video resolution, program's language, frame rate, anti-aliasing, game performance, music and sound effect settings.

Video settings

Selecting the resolution drop down box will show you a list of all resolutions detected on your computer. You also have the option of running this program in a Window (un-check the "Run Fullscreen" check box). If you're looking for a particular resolution that is not showing in this box, then the resolution will not have been detected as suitable for the game.

The default setting is to limit the frame rate. The game's AI and always run at a constant rate, but the rendering engine (the drawing of the images) can be decoupled from the logic by un-checking this check box. If you have a high-performance machine you might prefer this setting off.

You can set the shadow quality to view in-game object shadows. The quality setting has three levels, no shadows (slower computers, default value), good shadows, and best shadows. The best shadow setting is only recommended for high performance computers as this setting requires a lot of calculations and CPU power.

Language

This program is bi-lingual. The program's interface can be viewed in either English or German. Select the Language drop down box and select your preferred language.

Audio settings

You can set the volume for the in-game music (for levels that have soundtracks assigned to them by the World Builder (see World Builder section in this document for more information on this topic). You can also opt not to play any of the music by un-checking the "play music" check box.

The sound effect volume can also be customized to your liking. Drag the slider bar to the setting you prefer (each drag will make the game play a sound). You can also opt the game not to play any sound effects by un-checking the "play sounds" check box.

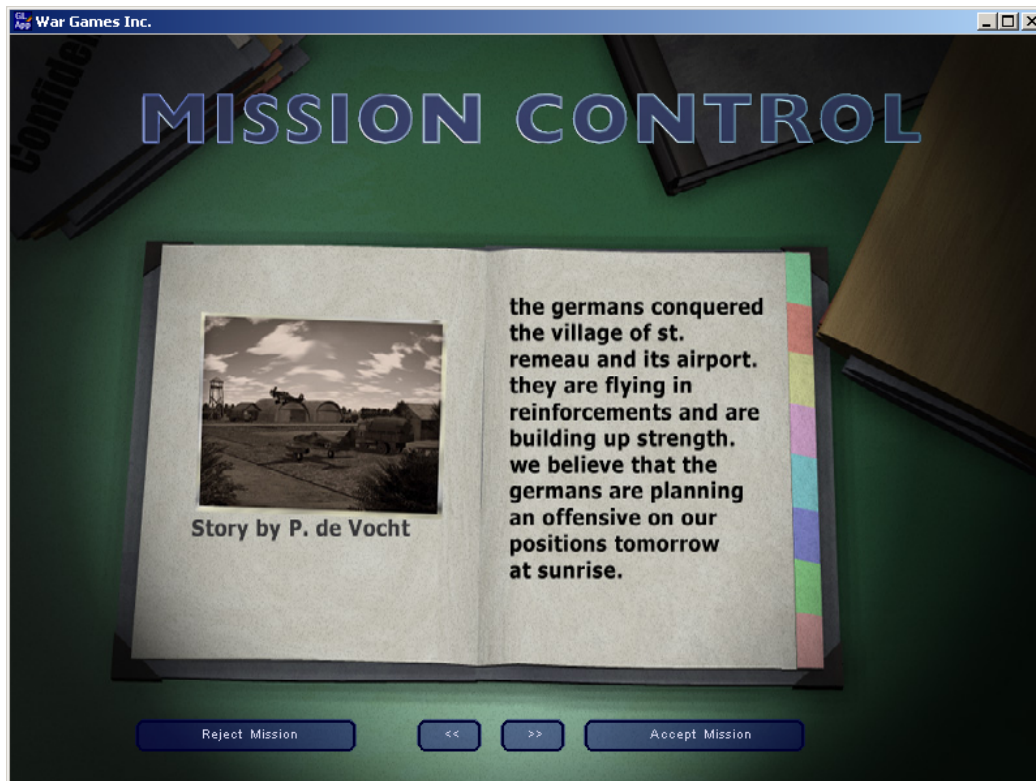
Performance settings

If you have a PC that appears to be sluggish playing this game, then you can adjust this slider-bar to limit the amount of information displayed in the game. This is of course a disadvantage for the player, since you won't be able to see objects quite as soon as other players with better machines might. It might, however, make the difference between being able to play this game and not being able to play. Check the "minimum and recommended machine specifications" section to check if your computer is up to date.

Single player missions



You have to enter your name, select one of 6 characters, and select a mission map to start a single player mission. The mission briefing screen shows after you click the "Start" button.



You can view the different pages (if available) using the “<<” and “>>” buttons. Accepting the mission will start the game, and rejecting the mission will take you back to the previous screen.

Hosting a network game

If you are connected to a TCP/IP network (which you will be if you have access to the internet) you can opt to play with/against other players. You can either host a new game, or join an existing game.



You will have to provide information in all the fields show in order to successfully host a game. These fields are:

Name

Your name – maximum 10 characters, your name in a network game must be unique, if you join a game with the same name as someone already joined (first come first served) your connection attempt will be refused.

Game name

The game name is a name uniquely identifying this game. It doesn't have to be unique – but it might help people searching for games (see Joining a network game) to correctly identify your game.

TCP/IP port

Ports are part of the TCP/IP network protocol. The default port for the game is 2000. You can however opt at using a different port if you know what you are doing. The search function (see Joining a network game) will show the port of a host game.

Character

The model you will use in this game. There is a selection of 3 males and 3 females of 3 nationalities (German, English, and American).

Map

Map is the scenario selection for your game. There is no difference between the single player story maps or multi-player maps in this game system. Provided there

are enough locations for players to join, you can use one of the normal story maps to play a multi-player game. You will need to download the World Builder if you want to create your own scenarios and stories.

Type

The type of game you're playing. You can play in teams (a team based victory) in which case you get to join a team, and the game finishes when one team remains and the stories missions have been completed (map dependent, use the World Builder to change/setup these conditions). You can also play as individuals (everyone for themselves).

Team

You can only join a team in a game of type "team based victory". If the game type is different, you will not be able to select this drop-down box. There are four teams, and they are colour coordinated as red, green, blue, and yellow.

Host details

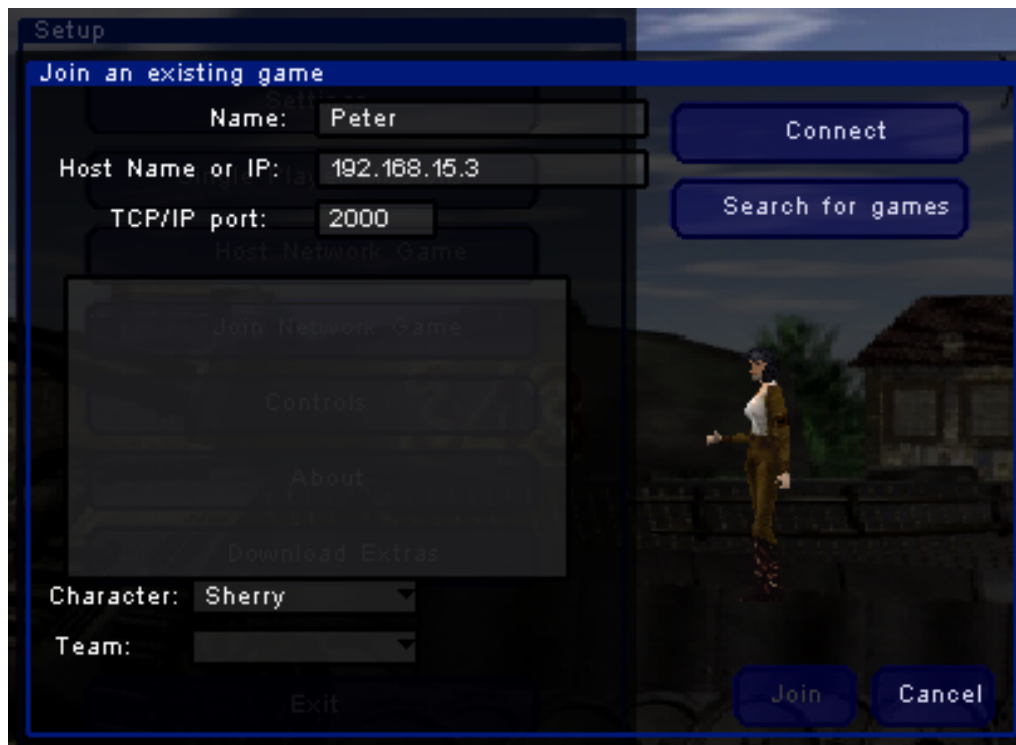
Host details are at the bottom of the dialog box. They show the details of your computer, its Internet name, and its IP address. If for some reason the search for games (see *Joining a network game*) doesn't work (e.g. a router doesn't support broadcasting and you want to play against someone on a different router on the Internet), you can quote this number or name to the person you want to join your game and s/he will be able to join you through this number or name.

Host

The host button is only available after all the required details have been entered to start a game. Click this button to start hosting a network game and start playing.

Joining a network game

If you are connected to a TCP/IP network (which you will be if you have access to the internet) you can opt to play with/against other players. You can either host a new game, or join an existing game.



You can only join a game if someone is hosting one. The fields show mean the following:

Name

A unique name assigned to your character and used in the game to identify you. If you try and join a game that has already someone with the same name, you will told so and will have to select another name.

Host name or IP

This field must have the name or IP address of the host computer. If you don't know this number, you can click the "Search for games" button to find nearby games.

Search for games

The game uses broadcast packets to find nearby hosts. Clicking this button will conduct a five second search for other computers at which time the game will appear to be "frozen" and unable to process any mouse clicks. Games found will be shown in the list-box under the TCP/IP port field. Clicking on such a name will put its details in the "Host name or IP" and "TCP/IP port" fields.

It is possible that even though someone who is hosting on the Internet can't be found. There could be a who range of reasons for this, a router in between you and the host might not support broadcast and block the message from being send. You might be behind a firewall and not see the other games. If this is the case you might have to talk to your service provider or network administrator to get this cleared up. Alas, there is nothing we can do about this.

If you have a socks server on your network you can use Socks-cap to route the TCP/IP traffic, but you need to know the details of the socks server first. You can download socks-cap from: <http://www.socks.nec.com/reference/sockscap.html>

TCP/IP port

Ports are part of the TCP/IP network protocol. The default port for the game is 2000. You can however opt at using a different port if you know what you are doing.

Team

You can only join a team in a game of type “team based victory”. If the game type is different, you will not be able to select this drop-down box. There are four teams, and they are colour coordinated as red, green, blue, and yellow. Team information is unavailable to someone joining a game until they have joined. This box is initially empty. The number of teams that will show in this box after you join a game depends on the map the other player has selected.

Connect

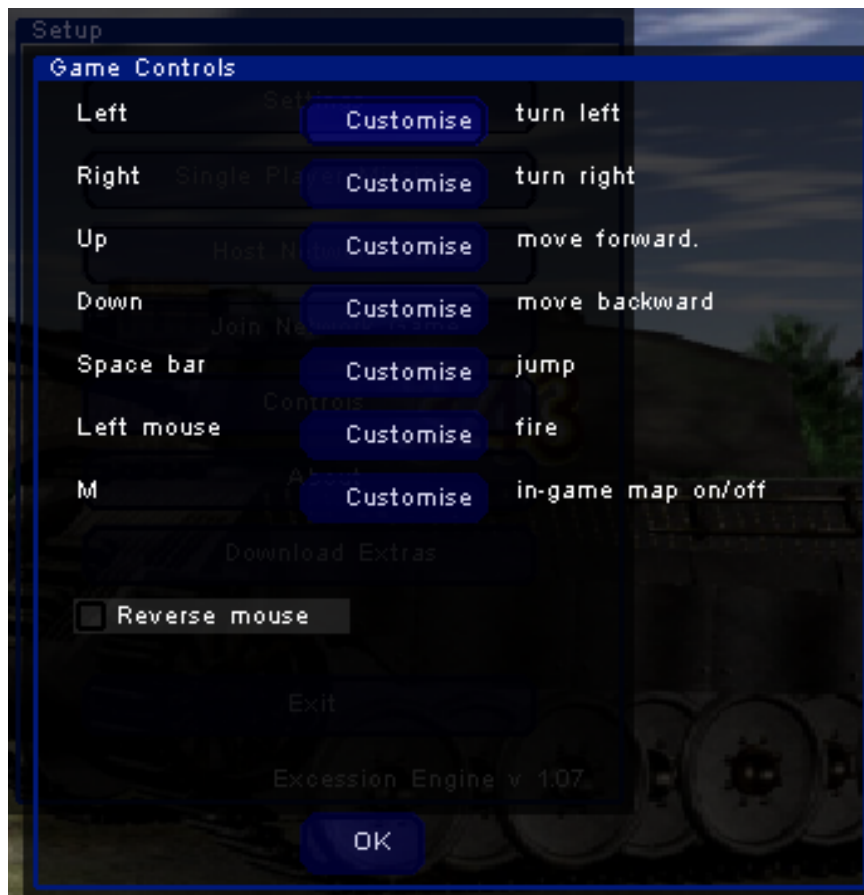
Before you can join a game, you must connect to the host game. Once you connect to the host, the game type, scenario and team information is transmitted to you.

Join

Once you have connected to a game and selected a team (in case of a team based game) you will be able to join the host. Click to join button to start your game.

Customising Controls

You can set your keyboard preferences for playing the game. Click on the customise button beside the function you want to change and press the key (you will be directed) to re-assign to this function.



You can also reverse the mouse, in which case up becomes down when viewing with the cameras or in first person mode.

Downloading Extras and entering your registration code

The last item in the menu before exit is “download extras”. This screen has buttons for visiting our website for either online registration or downloading the War Games Inc. expansion packs.



Return to Game

If you have done what you came to do on this screen you can click this button to return to the main menu.

Download

Clicking download will take the game out of full-screen mode (if you are in full-screen mode. Check out the "Game Settings" section above to see how to return to full-screen mode if required).

This button brings up your default web-browser and visits the War Games Inc. home page.

Enter Registration Code

Once you have received a registration code (by purchasing this product and its expansion packs online) you can enter the registration code by clicking this button.



A dialog-box, like the one shown here will pop-up. You can enter anything you like for the name box up to its size limit. This name is displayed on the about screen. The

code must be a valid registration code, which you can copy and paste from the registration email you'll receive after registering this product.

You can still enter a registration code after the program has expired. There is a time limit in the program that enables the program to continue to operate after it has expired for a limited time (2 minutes or so).

World Builder

The world builder is the editor used for creating games in the Excession Engine. You can edit existing games, and set goals, targets, AI players, network players, music, weather, terrain styles etc.

The world builder is only available for registered users, go to "Expansion packs" on the main menu to find out how to register this product and download the World Builder and loads of other extras.

Playing the Game

This section discusses the controls used for moving characters and vehicles. Controls enable you to jump in and out of vehicles, move the camera, aim your weapons, jump off bridges, etc.

Cameras

There are a series of different cameras you can use to view the game. The initial camera is a fixed camera, which looks at your characters back. The defined cameras are:

<u>Key</u>	<u>Camera type</u>
F1	Free movement camera, move your mouse left or right with the CTRL key down to rotate the camera in a circle around your character.
F2 (default)	Fixed camera, looks at the characters back
F3	Fixed camera looks at the characters side from the left
F4	Fixed camera looks at the characters side from the right
F5	Fixed camera looks at the characters front (face on camera)
F6	close-up camera can only be used with planes and characters, and vehicles. This camera is the 1 st person view camera.
F7	Bomber view (planes only), views the plane from below

In camera views F1 through to F5 you can zoom the camera in and out by holding down the CTRL key and moving the mouse forwards or backwards.

Weapons

Each player character can have up to 4 weapons. The type of weapons a player's character carries is determined by its setup in the World Builder. The 1 through 4 keys on the keyboard select a weapon for both characters and vehicles. If a weapon is not applicable (i.e. you haven't got it, or a vehicle only has one weapon) pressing the key will be ignored.

You aim guns using the mouse while holding the SHIFT key down. If you are in first person view (camera F6) you will see a crosshair. Third person view will show a path for the distance of the weapon to show you how the bullet or shell would travel.

Character weapons

<u>Key</u>	<u>Weapon</u>
1	Revolver
2	Machine gun
3	Bazooka (rocket launcher)
4	Dynamite

Dynamite and the Bazooka are the most powerful weapons a player carries. Dynamite is dropped when the player presses the fire key, and always set to a 10 second fuse. Dropping dynamite in a series can set off a chain reaction – careful!

Vehicle weapons

Different vehicles have different weapons. The vehicles are:

Tanks: only have one weapon, their gun.

Artillery: only have one weapon, their gun.

Flak: only have one weapon, a quick-fire gun.

Machine guns: only have one weapon, the machine gun itself.

Planes: have 3 weapons

<u>Key</u>	<u>Weapon</u>
1	Machine gun
2	Bombs
3	Unguided missiles

Bombs are best dropped using the F7 camera view while flying. You can target bombs using your mouse while holding down the SHIFT key.

Jumping and moving

You move using the cursor keys (default) and jump into or out off vehicles using the jump key (space bar is the default key). You can fire the selected weapon using the left mouse button (default).

In game navigation

The game has a built in map. Activate and deactivate this map using the M key (default) on your keyboard. You can rotate the map by moving your mouse left and right. You can zoom in and out of the map by moving the mouse forwards and backwards.



A yellow flag represents your character (when you're not inside a vehicle or plane), friendly items show up as green flags, and the red flags represent enemies. The white flag shown on the map above is a V2 rocket (neutral AI) and its countdown is shown in the top right corner.

V2 Rockets

The game has one AI type, which hasn't been mentioned before, the V2 rocket. A V2 rocket is a weapon of mass destruction and is launched from a stationary position after its countdown reaches zero. V2 countdowns are shown as a minute countdown in the right corner of the game's window.

Once a countdown reaches zero, the V2 rocket will take off. Only one countdown is shown at a time, if there are more than one V2 rockets waiting to be launched. The countdown of the rocket to be launched soonest is shown. Once a rocket is launched the next rocket in the sequence is shown. You can add V2 rockets to the map like any other object using the World Builder.

Final Words

We hope you enjoy this game. It was written by two people trying to make ends meet in their spare time. Hope you will support us by registering this great product, and perhaps participate in the War Games Inc. community. See you online – have fun!

We appreciate any feedback you are willing to give us to improve the quality of this game. E-mail us at: peter@peter.co.nz.

Peter de Vocht, executive producer, programming and sound

Rob Takken, co-producer, graphics, and levels