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Safety Information

About Photosensitive Seizures

Epilepsy Warning

Please read before using this game or allowing your children to use it. Some individuals are susceptible to epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights in everyday life. Such people may have a seizure while watching images on television or playing certain video games. This may happen even in persons with no history of prior seizures or epilepsy. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult a doctor before playing. We recommend that parents monitor their children's use of video games. If you or your child experience any of the following symptoms while playing a video game - dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, or any involuntary movement or convulsion - IMMEDIATELY discontinue use and consult your doctor before resuming play.

Precautions During Use

- ★ Do not stand too close to the screen. Sit a good distance away from the screen - as far away as the length of the cable allows.
- ★ Preferably, play the game on a smaller screen.
- ★ Avoid playing if you are drowsy or fatigued.
- ★ Play in a well-lit room.
- ★ Rest for at least 10 to 15 minutes every hour while playing any video game.

The concept

Genre

Creature Conflict: The Clan Wars is a 3D turn-based tactical/real-time arcade-action game in the Worms tradition, set in a cartoon-like environment.

Developer

Mithis Entertainment, Ltd.

Publisher

Cenegra Publishing

System Requirements

Required operating system: Windows 2000, XP, or later

MINIMUM SYSTEM REQUIREMENTS:

1 GHz Intel Pentium III, 256 MB RAM
1 GB hard disk space
64 MB video card (nVidia GeForce 4 Titanium or compatible with 3D accelerator and pixel and vertex shaders)

RECOMMENDED SYSTEM REQUIREMENTS:

1.8 GHz Intel Pentium IV, 512 MB RAM
1 GB hard disk space
64 MB video card (nVidia GeForce 3 or comparable) with 3D accelerator and pixel and vertex shaders



Playing Time

Playing through the three Single Player campaigns and Skirmish mode requires approximately 32 hours. However, the Multiplayer mode, where randomly generated levels and unique play modes offer virtually endless variation, gives countless additional exciting game hours.

Setting

The Galaxy of Animals

The game takes place in a distant feral galaxy, where four factions battle for galactic supremacy. Four ancient gems with primal powers must be collected and retained to force the others into submission. Each faction has its own home world, reflecting its style and habitat. All of these planets must be visited to achieve final victory.



Worlds

Swamp Worlds

The swamp worlds are teeming with green life. Some planets even have murky, greenish swamps in place of fresh water flowing between gentle hills. This lively galaxy is home to the Frets.



Desert Worlds

The desert is a harsh mistress, and the home worlds of the Pack breed tough fighters. Endless golden dunes, rocky deserts, cacti and schist greet the occasional visitors here.



High-Tech Worlds

The techies have molded their conquered planets after their own tastes. Since the space monkeys love to use their surroundings and neighbors for experiments, their advanced civilization has left an indelible mark on the universe.

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Unlock and Explore

No matter which faction you choose at the beginning, playing a campaign will always be an experience that's full of surprises. Tougher levels feature plenty of useful weapons, ability pickups, and items for your team. When you start a multiplayer server, all entering players will see your progress, the number of weapons available to you. If you complete the Single Player campaign with either faction, an exciting new faction will become available to you in Multiplayer mode: The Comedians. When playing in Skirmish and Multiplayer modes, it's always the game's host who decides which planets to use. Random planets are always accessible, but to play on a campaign planet, you have to complete the corresponding mission first!

The Main Screen: Menu

- ★ The Helpline
- ★ Campaign
 - Training Planet
 - New Campaign
 - Load Game
- ★ Continue Game
- ★ Skirmish
- ★ Multiplayer Game
 - Play Online
 - LAN Game
- ★ Options
 - Settings
 - Game Options
- ★ Credits
- ★ Quit Game

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The Helpline

You will find the helpline at the bottom of the screen, no matter where you are in the game. It will display concise information about the selected menu item, option, weapon, and more.

You can get further information on other menu items in certain places. In any case, the helpline will always be there for you. Example:

You're in the shop, equipping your team. You find a new weapon available to you, but know nothing about it. The helpline will say "Press the space bar to see detailed information and hints". Pressing the space bar will display a description of the weapon as well as its major attributes.

campaign

Training Planet

You can select this menu item any time you'd like to try out new weapons and abilities in a safe environment. This is the Tutorial planet, where you can test your latest unlocked weapons against eager AI opponents.

New campaign

Faction Selection

The first thing you need to do when starting a Single Player campaign is choose the faction you're going to lead into the fray. Each faction has different units and weapons and has developed various special abilities. Some factions have high-tech gadgets, others have complex biochemical weapons, and so on. Thus, your chosen faction has a great influence on your optimal fighting strategy. In the Single Player campaign, the faction also dictates the storyline, as well as the order and type of missions that need to be accomplished to achieve victory. A fourth faction can be unlocked for Skirmish and Multiplayer modes after completing the Single Player campaign. After selecting the faction, you'll see a movie that introduces the mood and setting of the campaign's first planet and gives you an idea of its faction's style. The game's story covers a campaign leading through four dif-



ferent worlds; each world is introduced by a short movie at the first planet of that world.

Mission Briefing

The briefing contains the mission's description, goals, and win/lose conditions, along with the game difficulty settings. You can get detailed information about the difficulty levels from the helpline. If you've completed at least one mission with your team, you can also view your statistics here, based on your team's performance on previous levels.

Team Creation

This is where you can manage your team members between missions. As you proceed in the campaign, your team will grow in size. This is the place where you select and appoint new team members, name them, and even fire them. Be careful—when you fire a team member, his own individual "story", points, badges, and so on will be lost. You'll have to earn the badges again.

Shop

After assembling your team, you'll have to equip them in the shop—unless you want them to enter the fray bare-handed! All characters have their own "backpacks", so all weapons and equipment must be purchased for each of them individually. The amount of gold you have for shopping is displayed in the upper right corner. Select the character using the arrows on the left. The upper central bar shows the weapons available to you, while the lower central bar is your character's inventory. If you have enough money when you select a weapon in the shop, that weapon will automatically be purchased and placed in your inventory. You also have the option to automatically buy everyone on your team a weapon; to do this, press = or click the middle mouse button. A yellow exclamation mark will be displayed if the shop's weapon supply is too low for you to equip all characters with the selected weapon, or if the team cannot afford to buy the weapon for everyone. You can remove any purchased weapon from a character by clicking it in his inventory.

If you feel like letting the game's invisible shopkeeper do the shopping for your whole team, click the Hand holding a weapon icon.



If you want to clear your entire team's inventory, click the Empty hand icon. Don't forget that you can obtain detailed info about the weapons in the shop—just keep an eye on the helpline.

Gems

Your team will have one or more gems in its possession after completing some important missions. These artifacts are of paramount importance to your team; they're objects of great power that the whole galaxy is after! The gems must always be entrusted to one of your team members and must be retained throughout the game. If a gem carrier is taken out of action during a mission, the gem must be picked up by another team member until the mission ends—otherwise, the mission will fail!

Load Game

The game will automatically save your progress after every completed mission. You can browse your saved games under the Load Game menu item, and can select any of them to load or delete.

Back to Previous

Takes you back to the Main Menu.

Continue Game

Selecting this will automatically load your most recent save, sorted by date. The game will take you to the Briefing screen for that mission.

Skirmish

This game mode is nearly identical to Multiplayer mode. Skirmish mode lets you play on unlocked or randomly generated levels against AI-controlled teams as well as against human teams, allowing you to test your skills against your friends! Skirmish mode has the following options:

◆ Level selection

Select the level to be your battlefield; choose from among familiar (unlocked) campaign levels or randomly generated planets. Certain mission types can only be played on campaign planets; these planets have a specific mood, design, and layout of surface elements and objects to suit a particular mission. Don't forget to take these factors into account when selecting a campaign planet.

Randomly generated planets can be selected with any mission type settings, since the planet is generated to fit any game type. If you select a campaign planet that doesn't match the selected mission type, you have to choose another planet.

◆ Mission Type

Select the desired game type from this list. If you select a mission type that cannot be played on the selected campaign planet (look for a colored text warning), you have to choose another planet.

○ Wipeout

The winner is the surviving team or alliance. In the case of a tie, the number of collected power-ups decides the winner.

○ Totem Tag

Goal: Capture the enemy's totem by touching it. You don't need to carry the totem back to your base—just hold on to it. The team without their totem will keep losing points until they retrieve it. The game lasts until only one team has points



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remaining or until the time runs out. In the case of a tie, the number of collected power-ups and frags will decide the winner. Characters taken out of action respawn at their base at the start of the next round. Totems that fall into liquid will be returned to their base; the ground is indestructible.

o **Pillage**

The team that collects the most gold wins! In the case of a tie, the number of collected power-ups and frags will decide the winner. Characters taken out of action respawn at their base at the start of the next round.

o **Hill Mastery**

Goal: Capture and hold all strategic hills. A hill is considered captured when you have the most characters in its vicinity. The game lasts until only one team has points remaining or until the time runs out. In the case of a tie, the number of collected power-ups and frags will decide the winner. Characters taken out of action respawn at their base at the start of the next round. The ground is indestructible.

◆ **Game Mode**

These modes influence character movement, deployment, and order of play:

o **Anchored Mode**

No more running around! All characters are anchored into place. Teleporting is the only way to move around. This game mode is recommended for those who like ballistic weapons.

o **One Unit Mode**

This is the regular game mode, played in all campaigns.

o **Free Unit Selection**

You can select which character to move each turn, but you can only fire with one of them; as soon as you do, the turn ends.

o **Free Shot Mode**

You have 10 seconds to fire off as many rounds as you can.

◆ **Team Selection**

Choose whether you want to play against human or AI-controlled opponents. When playing against human opponents, you can play a Hot Seat style Multiplayer game against your friends. After deciding the opponents' types, you must select teams for them. Note that you cannot manage your teams from here; you have to select the Team Management item from the Main Menu's Game Options screen.

◆ **HP-Advantage Option**

Enabling the HP advantage option allows the players to equalize differences in game skill by setting higher initial HPs for a team's characters. The default value of the HP advantage is 0. Players can select 25%, 50%, 75%, or 100% advantage over the initial HP amount.

◆ **Alliances**

You can set alliances here; allied teams will have the same goals and ratings.

Multiplayer Game

Play Online

You have to be a registered player to be able to play online. To register, follow the steps below:

If you haven't registered your copy of the game on Cenega's server, you can do so by clicking "Register" and entering your name and password (the latter must be entered twice). The password must be between 6 and 12 characters long. You must also enter the game's unique serial number, found in the box. Warning! Be careful to protect your serial number and password—if they get into the wrong hands and are abused, you might lose the ability to play online. The publisher, distributor, and developer accept no responsibility regarding your password and serial number. If you've forgotten your password, contact Cenega support:
Mail: support@cenega.co.uk

LAN game

You can start your own LAN server or join any game on your network. The screen is divided into the following parts:

Start Server

Enter your name and username to start a server. The username will be the name of the server as well; this is the name other players will see when they try to join your game. If you want your game to be private, you can password protect it. Only players who know the correct password will be allowed to join.



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Join Server

The server browser window displays all available games. You can refresh the list by clicking Refresh.

Back to Previous

Takes you back to the Main Menu.

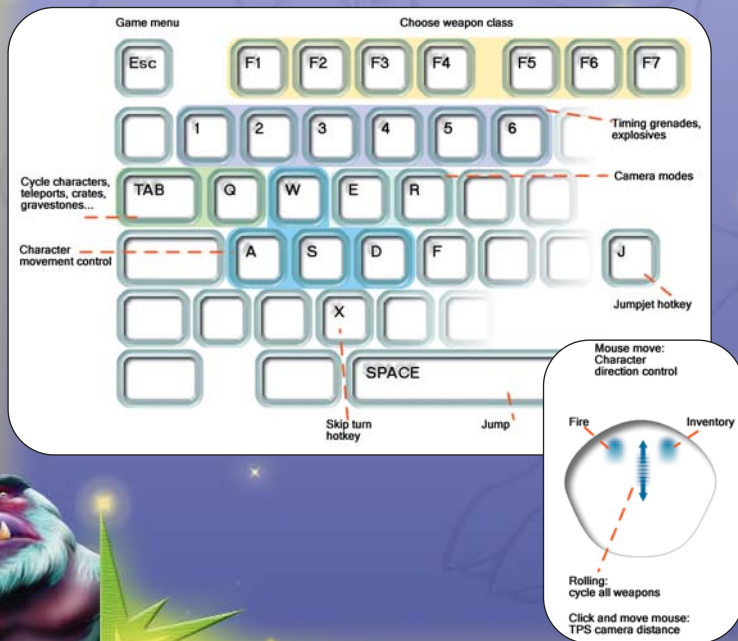
Options

Settings

You can change all of the game's General, Video, and Audio settings here, as well as view its controls.

Warning: The controls for the PC platform default to the standard American keyboard layout (QWERTY). The key positions are not changed when other keyboard types (Dvorak, AZERTY, etc.) have been configured.

Controls



Game Options

The parameters set here will influence all Skirmish and Multiplayer games without affecting Campaign games. The only exceptions to this are the Replay and Trajectory-Following Camera switches under the Switches menu; these are effective in Single Player games as well.

Magic Numbers

This screen allows you to set all of the game's numeric parameters:

◆ Number of Wins

The number of rounds a team has to win to be victorious in a Multiplayer match. One means the first team to win also wins the match, three means three wins are required to claim victory in the match.

◆ Number of Players

The number of players allowed to participate in the match.

◆ Starting HP

The characters' initial HP.

◆ Team Gold

The amount of gold a team is given to purchase equipment.

◆ Starting Points

The team's starting points in the Hill Mastery and Totem Tag games.

◆ Team Size

The size of the team. This is the maximum number of characters allowed on a team; you can use fewer if you want.

◆ Reinforcement Drop Amount

The number of reinforcement boxes that arrive each turn.

◆ Hot Seat Time

The amount of time allowed to switch players during a Hot Seat game.

◆ Round length

The length of a round, in seconds.

◆ Escape Time

This is the amount of time available for a character to maneuver and find cover after firing his weapon.

◆ Game Time Limit

The duration of the game, in minutes.

Switches

◆ *Falling Damage*

If a character falls from a great height, it will receive damage. Turn Falling Damage off if you don't want to enable this option.

◆ *Trauma Mode*

In Campaign mode, the turn usually ends if a character sustains damage of any kind. You can turn this option off here. Berserkers, mad commandos...forward!

◆ *Replay*

When this switch is on, you'll be shown replays of spectacular hits, suicide moves, frags, and so on.

◆ *Tactical Mode*

Tactical mode disables all minimap help for enemies' locations. The enemies' turns won't be shown, either. For professionals only!

◆ *Random HP*

All of the team's HP points are pooled together, then distributed randomly among its members. Some will get more, some less!

◆ *Include Gems?*

Use this to place gems in multiplayer games.

◆ *Deployment Type*

Switch this on to deploy your characters manually at the start of the round.

◆ *Revenge From Beyond*

This switch allows Gravestones to aid their teams in multiplayer games.

◆ *Faction-Specific Weapons*

Generally, a faction can only choose from among its own weapons. Disable this switch if you want all unlocked weapons to be available for all factions.

◆ *Sudden Death Types*

These switches speed up the final moments of a round and are activated by the game's host. They include the following options: High Time, Low Life: All characters' HPs are reduced to 1.

Low Gravity: Hey, I can see my house from here! A dream come true for high jumpers and explosives masters. Nuclear Season: All non-melee weapons become Nuclear Knick-Knacks, turning everyone into a very efficient terraformer.

Max Pain: All damage is quadrupled...nuff said.

◆ *Trajectory-Following Camera*

Turn the projectile-following camera on and off.

Planet Generation Options

◆ *Gravity*

You can choose from among the following planets: Pluto, Moon, Mars, Earth, and Jupiter.

PLUTO has the least gravity of all planets, less than a tenth of Earth's gravity. A successful jump could take you into the stratosphere, and ballistic weapons must be handled accordingly. The next setting, the MOON's gravity, is two-tenths of Earth's gravity, but still a challenge. The gravity of MARS is less than half normal Earth gravity, the standard in all campaigns. JUPITER is for real heavyweights with gravity 25 times heavier than Earth.

◆ *Wind Power*

How strong do you want the wind to be?

◆ *Hills or Meadows*

Set the terrain's elevation: High or low.

◆ *Liquid Type*

Do you want water, swamp, or lava? The Techies can't swim in water, and even swimmers will be swallowed by the swamp. Then there's lava, where the slightest touch will result in a hellacious fizz...and a gravestone!

◆ *Islands or Continents*

Set the amount of water: Small islands or just little lakes?

◆ *World*

Choose a world to provide the backdrop, objects, and mood.

◆ *Interactive Objects*

Control the presence of autoguns, teleport gates, and so on.

◆ *Dangerous Objects*

Control the presence of all those nasty surprises that make life more interesting: Life-sucking trees, prickly hedges, and so on.

Reinforcements

◆ *Reinforcement Drop Rate*

You can set the reinforcement drop rate and drop frequency by clicking the pictures of the weapons and the Drop Rate bar beside them, respectively.

◆ *Weapons Delay*

These options affect the Shop and Character Inventory. By clicking a weapon's picture, you can set: If a weapon should be available in the shop (it



can still appear as a drop), if it should be available as normal, or if it should be available with an infinite ammo supply.

◆ **Weapons Damage**

You can modify the damage values of all weapons here. (Skirmish and Multiplayer mods only)

Team Management

Upon entering the team management screen, you can modify, delete, and create teams. In the beginning, you'll find four preset teams here. You can either use these as is or as templates to modify as you wish, but you can't delete them.

After playing through Campaign mode, you'll have access to the hidden fourth faction here: The Comedians.

To create a new team, start by clicking the desired faction's picture on the right side of the screen.

After selecting the faction, you'll be taken to the good old team selection screen, where you can choose the team's members. The right side shows the pictures of the available races while the central part shows which ones have been selected. Of course, you can also rename team members, or even kick them off the team. You can also change the team's name. When you are done managing the team, you can save your changes by clicking the arrow button on the lower right side of the screen. You'll be taken back to the team list.

You can also access another important type of information: Navigate to your team's name and press the information key (the space bar) to see a list of your team's achievements. You will find total values at the top and individual achievements at the bottom, sorted by character.

Back to Previous

Takes you back to the Main Menu.



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Credits

The credits contain a list of people who were involved in development and publication—yes, that's us. :o)

Quit Game

Quit and return to Windows.

The In-Game Menu and GUI

After you've started a mission, you can still check the controls and some options, read the briefing, and so on. You do this in the In-Game Menu, which opens with a press of the ESC key. It displays the following:

Resume Game

Takes you back to the game. You can also press the ESC button once to return to the game.

Restart Mission (Campaign Only)

When you feel it's necessary, this button will restart the mission from the initial deployment of your characters.

Restart from Briefing (Campaign Only)

Similar to the Restart Mission option, but this will take you to the Team Management screen and the pre-shop briefing.

Load Game

Enters the Load Game menu.

View Briefing

Displays the briefing, along with all your current mission objectives and their status.

Exit Game

Takes you back to the Main Menu.

Exit to Windows

Quit and return to Windows.



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IN-GAME GUI ELEMENTS

Timer and Scoring



The upper left part of the screen contains the timers and score tracker. The top number shows different game times in different colors. Blue is Hot Seat time, yellow is turn time, and red is run time. The round time is displayed in white below this number. You'd be smart to pay attention to this—especially at the end of the mission, when the final turn can be shorter than usual!

Scoring: The game keeps track of all points collected by your character and team. The score tracker displays the team's current score.

Minimap

The upper right part of the screen shows the minimap, with all of the important spots on the planet. Big colored dots denote characters, with colors corresponding to team color. Smaller dots are reinforcements, with colors showing their type (white for health, etc.). Flashing dots are totems, with colors corresponding to team colors during Totem Tag games. One of the most important features of the minimap is the red direction line, which always points in the direction your character is firing. It makes aiming a lot easier!

Weapon/Health ComboMeter

- The indicator on the lower left side shows the following:
- The character's health (small red hearts)
- The character's weapon and remaining shots this turn (ROF, yellow number)
- Aim angle (small arrow moving along an arc)
- Weapon shot strength (ballistic weapons only; power bar on the left)

Wind Indicator

The lower right part of the screen contains a small zeppelin. This shows wind direction and strength; the propeller's speed indicates wind power, and the direction of the wind is where the zeppelin's bow is pointing. The zeppelin travels against the wind.

The Player's characters

The player's characters develop throughout the game, from the beginning to the end; they are transformed from nameless creatures into heroes. They will earn more and more HP as they develop, gaining new abilities and familiarizing themselves with new weapons. They'll also have more and more comrades to join the fray.

Factions and Units

Faction Properties

The first thing you need to do when starting a campaign is to choose the faction you're going to lead into the fray. This choice will affect the weapons and characters available to you throughout the game. All factions have three playable character races, and they'll gain another as the campaign progresses.



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The Pack

Background

Formed and trained by their tribal society, the Pack are famous for their totems, martial attitude and hunting skills. These animals are born warriors who live for the excitement of the fray. They are relentless and courageous, living by a code of bravery and honor. Their strict laws have been passed down from generation to generation, and they rigorously abide by them, making the Pack a united and extremely capable force. A Top Dog fights to his last breath and would never abandon a wounded brother-in-arms.

The Pack continuously wages war on the feeble Techies. The only thing they fear are the Frets - not that they would ever admit that, of course. They are good all-round fighters who can wield any weapon masterfully.

Attributes

Special Ability: Howl. A pack member's howl makes the team do more damage. This affects each clan member's next shot: If a character misses a round, it deals double damage in the next round. However, if it fails to deal damage (by not hitting anyone), the opportunity is lost, and it will deal the normal amount of damage in the next round. Howling will end the current character's turn.
How to Use: Select Howl from the inventory.

Units

Wolf

The wolf is the toughest, most daring member of the Pack. If possible, it uses close-range weapons with a scenic effect. Even if it uses long-range weapons, it tends to get closer to its enemies to attack.

Coyote

The legendary coyote is a real trickster. It likes to deploy mines and use other explosives, but it will also engage in scrimmages.



Hyena

The Master of Intrigue likes to sneak around at a distance and will help get into position no matter what the cost.

Weapons

Members of the Pack traditionally use "common" weapons, which are both easy to use and deadly.

The Techies

Background

Apes are without doubt the intellectuals of the animal world. Although other animals see them as utterly irrational, every action they take is part of an intricate strategic plan that only they can grasp. In fact, their puzzling gibberish is a guise for hidden truths. Their flexible brains allow them to quickly adapt to all types of conditions, and their curiosity is unquenchable. They have left the old ways of the animals and built their own advanced civilization, and with each passing day they push the limits of technology further. They live in a well-organized society known as the Clan. Though they're quite peaceful, they have a rather twisted sense of humor. They have the nasty habit of trying out the latest products of their weapons industries on their ignorant neighbors. Apes love to pester the Pack, but envy their recklessness and resolution. They have allied themselves instead with the revolutionary Frets.

The Techies have access to the most extraordinary weapons, making them formidable opponents!

Attributes

Specialty: Every ape can use Rocket Jump...but none of them can swim!

Special Ability: Revive: Cutting-edge ape technology allows for dramatically new methods of healing: Dead characters can be brought back to life during the mission at hand. The only requirement is that the dead character's gravestone is still on the planet. The newly revived character possesses the weapons/ammo it had when it died. It will begin play with 20% of its original HP, plus 10% of each team mem-



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ber's health (which the team members can regain by healing). How to Use: From Planet view, select the gravestone of a character you want to revive and press the fire button.

Units

Orangutan

The Engineer—the most intelligent member of ape society—is a real designer with a leader's personality who tries to avoid the thick of the fray and instead observe from a distance.

Gorilla

The Mechanic is always found in the middle of things, solving the most elaborate problems with finesse and elegance.

Gibbon

Known as the Tester, it tries everything all the time. It's familiar with the use of every weapon and is skilled in the handling of tools that enhance travel.

Weapons

The Apes can handle high-tech weapons, giving them the most versatile selection of weapons in the game.

The Frets

Background

The worlds of the ancient alliance of the Frets recall a time when the Galaxy was still young, the ancient planetary oceans still boiled, and the air was thick with steam and magic. Swamps, dense mists, strange trees and the everyday magic of the ancient things now mingle with the modern buildings of their offspring. The star sector of the Swamp Planets became a place of fertility in the galaxy. The surface swarmed with new life, where moons overlook everything, even during daylight. However, magic continues to sneak out, resulting in strange creatures and forms. To some, rodents may seem like cute little creatures that can do no harm. These are profound misconceptions. Rodents think of themselves as harbingers of change and renewal. Every animal knows it was they who drove the dinosaurs into extinction eons ago. Every animal fears the moment when the rodents will decide



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it is time for a new beginning. At that point, rodents will set out to systematically destroy everything in their path, razing entire planets in a matter of minutes. There is absolutely nothing in the world a rodent could not eat, and their hunger is insatiable. They have spent millennia consuming highly toxic pesticides. It is probably due to these substances that they have begun thinking the most alarming thoughts lately. They're convinced that the entire food chain has mistakenly turned upside down, and that they should be at the top. They believe the time has come to change a few things. The Frets fears the Pack, but not as much as the Pack fears them. The enlightened Techies find them perfect - and willing - subjects for their experiments, and regard them as fellow revolutionaries. The two groups are officially allies. The Apes have not yet faced their folly...

Attributes

Special Ability: Gnaw: Rodents can heal themselves by gnawing. How to Use: Simply select the ability from the inventory and watch 'em gnaw away!

Special Ability: Rabid Amok: Another rodent ability, Rabid Amok causes the unit to explode, dealing a lot of damage and poisoning the enemy. How to Use: Select Rabid Amok from the inventory. The character will suddenly get very angry, seeing everything through a red haze. Then it works itself into frenzy until it explodes! All units near the explosion will be damaged.

Units

Beaver

The Builder is familiar with explosives, and it knows how to deploy and throw them.

Shrew

This one, known as the Watcher, aims with a solid hand from a distance. It dislikes close combat.

Guinea Pig

Known as the Problem Solver, it likes to resolve conflicts quickly. Therefore, it likes to hit as many foes as possible at one time, even if that means getting closer to them.

Weapons

They have access to biochemical weapons—an effective and diverse collection of arms.



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WEAPONS AND REINFORCEMENTS

Standard Weapons

Weapons naturally play a substantial role in the game. Individual weapons differ in many ways. Standard weapons can be purchased at the shop. The list of available weapons depends on the selected faction. Apart from locked units and planets, there are locked weapons in the game as well. Unlock them by completing campaigns. After a weapon has been unlocked in Campaign mode, it also becomes available in Skirmish mode and Multiplayer mode.

Note: In Multiplayer mode the weapon list of the server's owner applies for the other players as well.

Bonus Weapons

Bonus weapons can't be bought, but can only be collected from reinforcement crates. Therefore, bonus weapons cost nothing, and any unit can pick them up.

Weapon Properties

You can access detailed weapon information from the Game Options - Reinforcements menu, as well as from the Shop and Character Inventory. Some of the major weapon attributes include:



◆ Magazine

This shows the amount of ammunition included with the weapon. One magazine is good for one shot. Example: The Nuke Knick-Knack comes with one magazine, meaning it's a one-shot weapon. The Bazooka, however, comes with three magazines, so you can use it for three turns.

◆ Rate of Fire

This value shows how many times a weapon can be fired during a turn. The Nuke Knick-Knack mentioned above can only be fired off one at a time. You can fire two shots per turn with the bazooka; if the first shot goes awry, you can correct your aim and hit with the second.

Weapon Types According to Firing Type:

The most basic weapons are **line-firing weapons**, which fire projectiles that travel in a straight line. The best way to aim these is to use the crosshairs in the first-person camera view.

Ballistic weapons are slightly more difficult to use, since their projectiles fly in arcs. You have to pay attention to the wind and shot strength when you fire these in order to send the projectile into the correct orbit. As soon as you press the fire button, a power bar will show the shot's strength. The longer you hold the fire button, the farther the projectile will fly. The power bar will reach its maximum in approximately 2 seconds, when the weapon will fire automatically. It does take some practice to get it right, though! The huge advantage of these weapons is their ability to deal massive damage and hit targets almost anywhere on the planet. Some of these weapons deal extra damage long range; this is noted in the weapon info.

Marker Weapons are a bit more complex. The only thing you can do is place the marker where you want the air strike to hit.

Planet Camera Weapons are the easiest to use. You just place the crosshairs over the target, fire the weapon, then sit back and watch the show!

Next come **Timed Weapons and Mines**. You can throw timed weapons, but you'll have to plant mines carefully...then run away! Setting timers is easy - use the number keys from 1-6. The timer's default setting is 3 seconds.

Some weapons are a combination of the two types. For example, the air mine requires precise timing to be most effective; the Bzzzt-device is planted like a mine, but its timer setting will have a serious effect on its activation!

Damage Types

Direct: The most common damage type, caused by melee weapons and slug throwers. Only direct hits cause damage.

Radius: These weapons cause damage in a radius around their impact point. These are grenades and rockets. Some explosions cause secondary damage in the form of scatter: This is shrapnel that flies out and away from the point of impact before exploding.



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Burn: Like radius weapons, except that the fire burns for several seconds, causing damage over time.

Poison: Poisoned characters will take damage over two turns (with half the damage amount each turn). A character can only be poisoned from one damage source at a time; i.e., only the last poison attack suffered will cause damage.

Reinforcements

You will often come across small, colorful, shining boxes as you stroll around the planet. These boxes should (and sometimes must) be collected. They contain different items, shown by their color, icon, and shine:

Purple: Ability

When picked up, it will give an ability to each member in your team so everybody can use that ability. Example: RUN! When used, the character will receive a major speed boost.

Green: Ammo

When a character picks up an ammo box, it will add magazines to each weapon in his inventory. Each weapon will be fully loaded as when it's purchased from the shop; i.e., if a character has a Bazooka (3 magazines) and a TNT (1 magazine), he will receive 1 TNT and 3 bazooka magazines. This means that you can use the bazooka for three more rounds and the TNT for one round. However, it doesn't influence the weapon's rate of fire.

Shiny Red: Bonus Weapon

These boxes contain bonus weapons, which can only be found on levels and can't be purchased.

Multicolored: Gem

As soon as you see one of these, grab it quickly—they're the most important objects in the game. Remember, you must have all gems in your inventory at all times in Single Player mode to be able to complete the missions.

A few words about these precious items: The red gem has healing powers, the green will turn anyone into a

blaster master, the yellow turns its carrier into a very trigger-happy rogue, and the blue gives reconnaissance powers.

Golden: Gold

Collect these to have more gold to use in the shop before your next mission!

White: Health

This small first-aid kit is a real life-saver. Some heal a character fully; some only restore a small amount of health.

Light Blue: Power-Up

If you see one of these, you know you've come across a real treasure. These give important power-ups such as invisibility, extra damage, healing, and so on. The ability will take effect at once and will last your entire turn.

Red: Weapon

The shop isn't the only place where you can get blasters—new weapons can appear on the planets as well. Collected weapons are placed into the character's inventory.

You can get detailed info about the power-ups and reinforcements on the Inventory screen as usual, or in the Game Options - Reinforcements menu, where you can also get info about power-ups. (Since their effects are instantaneous, they are not placed in inventory.)



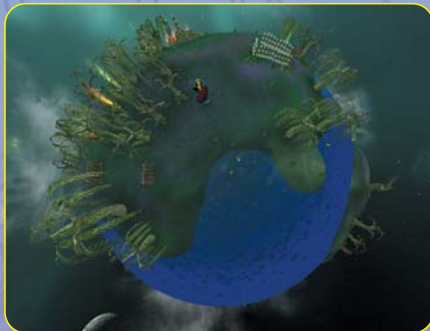
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Game Appearance and Handling

Planets



16 unique pre-designed planets are included in the game. In addition, there is the training planet (where the tutorial takes place) and a Random Planet Generator, which can be used to generate a near-infinite variety of planets and landscapes to play on. There are numerous planet generation options available to customize the planet's surface.

Landscape

A planet's buildings, vegetation, colors, and textures always reflect the mood and setting of the world. The swamp has massive arbors, the desert has barren rocks and cacti, and the high-tech worlds welcome their visitors with wires, strange contraptions, and the sleeping trees of the apes. Almost all objects in Creature Conflict: The Clan Wars can be destroyed; you just have to find the right tools for the job. Buildings are susceptible to fire; explosions are good for creating craters, and so on. Some weapon descriptions state if a weapon is particularly useful for damaging special objects or characters.

The interstellar traveler will soon realize that water's not the only thing that flows on the planets' surfaces—you'll encounter fiery lava and murky swamps as well. Water is by far the friendliest of these, since swimmers can tra-

verse all seas and streams, although at a slightly slower pace. The apes use their rocket packs to simply fly over any water they encounter. Warning: Should a character sustain any damage while swimming, they're done for! No one can swim in the swamp, but anyone can pass through its shallows. It's a dangerous undertaking, though, since you never know where the deep part begins. Lava will instantly vaporize all who enter it. Some knives never hesitate to push others into the lava...these individuals are usually known as "winners". J

Objects

You'll come across a lot of objects as you wander the planets, and some of these are good for cover and concealment. Buildings deserve special mention, since they can stand up to punishment and absorb a great deal of damage. When you come across objects in special places, large objects, or uniquely colored ones, you can be almost certain that they're special. Some of them can be connected to your mission objectives. The briefing will inform you if this is the case. Remember, you can always check the briefing during the game.



Interactive Objects

You'll find plenty of objects that have other uses than as cover or decoration - these are interactive objects, and they can either help or hurt you. They consist of:

◆ Healing Objects

You'll come across your first one of these in the second level of the campaign, but they are featured elsewhere as well. To use the healing powers of an object, just stand next to it. The healing process takes some time and will work even if the character is inactive.

◆ Damaging Objects

Close to the healing object on the second level are two dangerous-looking trees. They deal damage to everybody in their vicinity and work like reverse healing objects.

Another dangerous object is worth mentioning: The autoguns. Every world has them, and they open fire on all foes. Before they open fire, though, you'll get some visual and audible indication that something is wrong



and that you should get out of there! Note that they only fire at moving targets, so an immobile character in their vicinity is fairly safe...until he moves...

◆ **Traveling Objects**

There are other means of traveling than walking, running, or jet-packing. You'll often find moving platforms or teleport gates on the levels; use these to increase your mobility. A lot of these are activated by switches, so keep an eye out for those as well. Teleport gates work a little differently. As soon as you enter one, the camera will zoom out to show the location of the teleport gate. You can then use the Tab and Q keys to select the teleport gate through which you want to exit, then press the Fire button to teleport!

Cameras and the Inventory

The game provides a lot of camera types for you to either get up close and personal with the action or to get an overview of the situation:

◆ **Third Person Camera + Bird's Eye View**

The game's basic camera type. The camera angle can be altered by moving the mouse. The camera elevation can be altered by holding down the middle mouse button and moving the mouse up and down.

◆ **First Person Camera**

If a character has a direct line of sight to his opponents and has a direct fire weapon in his hands, using the first person camera is recommended. It will display a crosshair that makes aiming a lot easier.

◆ **Planet Camera**

It's good to get a solid overview of the planet at the start of any mission. The Planet Camera is perfect for this task. When playing campaigns, the timer will pause while you view the planet until the first shot in the given turn. Warning: Time passes normally when you're playing Skirmish and Multiplayer games. The Planet Camera can also be used during an inactive turn by pressing and holding the left mouse button (Fire).

◆ **Trajectory-Following Camera**

This camera follows freshly-fired projectiles, unless they're traveling very fast or for a very short distance. It's really useful for adjusting aim! The Trajectory-Following

Camera can also be used during an inactive turn by pressing and holding the left mouse button (Fire).

◆ **Bullet Control**

For those weapons where the projectile requires steering, the game will switch to this view immediately after firing. Use the mouse to guide the projectile to its target.

◆ **Objective/Switch Camera**

When a new mission objective becomes active, the game will show where the action will take place. This also applies to the start of each mission and to hidden objectives that appear during play. The latter often requires the use of switches that have to be touched. You can interrupt these cameras as well.

◆ **Target Selection Camera**

Some weapons are aimed using a special orbital camera that looks down on the planet. This is very similar to the Planet Camera. Place the crosshairs over the target (just like in manual deployment), press the Fire button, and enjoy the show!

Inventory

Often you'll need to browse through the items and weapons in your possession while playing; you do this in the Inventory screen. The upper three rows display your character's weapons, depicted with icons. You can access all the weapon's info here, including damage type, magazines, eventual delay, and more.

Below the weapons is a bar displaying the team's abilities. Right underneath the bar is the Skip button, which you can use if you want to skip to the end of your turn, as well as the list of the gems a character carries.

Getting into the Game

Tips and Tricks

General

Some mission objectives depend on others, so they have to be completed in a specific order. Example: Dominate four characters THEN occupy the autogun control platform. This means that occupying the platform will only count when you've dominated at least four enemies.



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Mission Goals

Missions are comprised of several sub-goals and objectives. At the beginning of every mission, the camera will show all relevant locations where the objectives are to be completed. The camera will also show any new objectives that are revealed during play.

◆ Destroy

Destroy one or more objects on the planet.

◆ Collect

Collect items by touching them, just as you would with power-ups.

◆ Take a Photo

The Techies have a Camera that can be purchased from the weapons section of the shop. It works as a direct-fire weapon with the same aiming method. The photographed object will end up in the album...or elsewhere, since the apes' scientists are still searching for some of these objects. One thing is for certain: It will disappear forever!

◆ Dominate

You never have to kill enemies in these missions, just deal out enough punishment to stun them. If a stunned character is healed, he'll lose his stunned status.

◆ Free a Prisoner

The method is the same as for collecting items: Just touch the poor prisoner to free him. The former prisoner will then join your team as a regular member.

◆ Go to a Place

Take a number of characters to a designated spot.

Object Tactics

Characters on moving platforms are much harder to hit.

It's useful to plant mines on moving platforms.

Mines: Excellent defensive weapons. Can be used to block a part of the level, and the floating air mine can spell doom for jet-packers as well!

Automatic weapons and controls can be vital strategic points. Autoguns will fire on all enemies, so the side that controls them enjoys a huge advantage. If a character comes within range of an enemy autogun, the autogun will immediately open fire. This behavior can be exploited by hitting

someone with a knockback weapon, thereby pushing them into the autogun's range. You can gain control over autoguns in Skirmish and Multiplayer games by touching their control platforms so they fire on your opponents!

Shooting Tactics

Juggle those jerks! Some weapons have a Juggling bonus listed in their descriptions. This means that when you hit an opponent, they will be sent flying. If you manage to hit them with subsequent shots while they're in the air, you'll cause extra damage.

Distance bonus! Some weapons give a distance bonus for shots over a certain distance. For every meter the projectile travels over this set distance, the damage will increase by one point. This applies for every shot!

Poison Tactics

The major attribute of all poison weapons is that they deal damage over time. Poisoned characters will take damage over two turns (with half the damage amount each turn). A character can only be poisoned by one damage source at a time; i.e., only the last poison attack suffered will cause damage.

Attack:

Force Skip Shot

If you hit a weak enemy before its turn, there's a chance that they'll die from poison damage as soon as their turn starts, meaning the opposing team misses its turn completely!

Defense:

Healing neutralizes all poison effects. If possible, find a healing power-up or use the Healing ability on poisoned characters at once! Healing works even if the character is inactive. The Needle weapon and Dragon's Tear are very useful for these situations, since they heal with every shot and strike.

Liquid Tactics

Water, swamp and lava, offer a lot of tactical possibilities for the inventive player.



Pushing

Weapons with a knockback ability are perfect if you manage to push someone into liquid; any damage caused to swimmers will kill them instantly, and if they fall into lava, they'll just go up in smoke!

Terraforming: Let There Be Lake!

Highly explosive weapons create craters in a snap...if a crater appears under an enemy, they'll probably have to take a dip...

Air Strategies and Weapon Combos

Air mine

The air mine is a very special weapon. Before firing, the timer is set so that when the time expires, the air mine will freeze into position in the air. This is a good defense against Jetpacking enemies.

Racking Up the Points with Jetpack and Cover

If you have both the Jetpack and Cover power-ups, constructing a sniping platform is a piece of cake. First, select the Cover powerup, and use the Jetpack hotkey to fly up high to a good vantage point, then use the Jetpack hotkey again to switch back to the Cover... You now have an excellent vantage point with a great field of view! Good for using weapons with a distance bonus.

Bridge Building

If you have the Cover power-up, you can construct bridges in no time. Just place one in front of you and jump. While in the air, place another one. Voila - you have a bridge! You can keep building the bridge as long as you have cover elements available.

Points, Combos, and Badges

The game tracks and rates your skills, combinatory abilities, situational awareness, and any other humorous or situational actions.

Points

You'll find a counter beneath the timer that displays a continuous rating and score, reflecting your characters actions: Shooting, damage, special maneuvers, and so on. This will also show the difficulty level at which you're playing. When you start a multiplayer server as a host, everyone will be able to see your campaign scores.

Combos

There are certain remarkable situations about which the game will provide text comments. These notes will grade the character's action at the end of the turn.

Badges

Badges are lasting testimonies of your character's skills and extreme moves. You can check them out in the Team Statistics, at the Briefing Screen (in Campaign mode) or from the Team Management screen under the Game Options menu screen if you are interested in the badges of your multiplayer teams.



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TECHNICAL SUPPORT

Before contacting our technical support, please prepare detailed computer specifications and an exact description of the problem. It will help us to provide you with support in a fast, efficient way.

Required Information:

Computer model (CPU, CD-ROM, RAM, video/sound card, DirectX version, Windows version). To get this information, please go to "Run" in your Windows Start menu, type "dxdiag" in the command line, then press the Enter key. The DirectX diagnostic program will start. This will show all of the relevant driver files installed on your system. In order to receive this information in a text file, please click "Save All Information". You can then save a text file onto your hard disk with all the information we require, which you will be able to send to us via e-mail.

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Please use the e-mail address provided. Our staff cannot answer support inquiries to the company mailing address or phone number(s).

For more information and updates, please visit:

<http://www.creatureconflict.net/>

<http://www.cenega.com/>

