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The year is 2137, by Human reckoning, and the war for Mars has begun. . . .

### **The Mars Colonies**



Soon after the new Millennium, mankind's study of Mars revealed a remarkable energy source called Petra-7. Only a few tanks of the precious gas could fuel entire cities for weeks, bottles of it could accelerate crop growth to feed entire continents, and more. As studies on the gas continued, plans to mine, colonize, and terraform Mars were quickly planned and put into operation.

For the next several decades Mars was prepared for Human habitation. Giant oxygenation factories spewed gases into the atmosphere, seed bombs exploded over irrigated terrain, and even insects from Earth were released into the new world. In the end, mankind's most ambitious project had turned the red planet into a thriving world, complete with lush jungles and colorful deserts. Now it was time to move in.

**"Houston, we have a prob—aaargh!"**

Soon after the arrival of humans on Mars, mining outposts began to experience strange equipment malfunctions and accidents which severely tested their resources and patience. Lizard-like creatures and strange arachnids seemed to appear overnight, artifacts and ruins of unidentifiable origin were discovered

beneath the surface of the planet, and then, suddenly, entire colonies seemed to disappear into the darkness.

Amidst the increasing confusion and fear, eyewitness reports began to come in. Mankind was not alone on the planet. An alien race, dubbed the Grays by the humans, seemed to materialize out of the night alongside nightmarish scythe-creatures that cleaved human troops in half with a single sweep of their massive claws.

As more reports of fighting broke out, Earth forces regrouped and strove to learn more about their new enemy.

**The Taar**

The Taar, as the aliens call themselves, are a race of interstellar wanderers seeking a new home. Their planet has been ravaged by a plague which left them close to extinction. Worse yet, not only do the Taar lay claim to Mars, but to Earth as well! For five hundred years Taar scout ships have been secretly conducting bio-research on how to

defeat Earthlings, and despite losing one of their ships somewhere in the New Mexico desert, they still remain undetected.

The Taar have also found the same ruins and artifacts on Mars that the Humans have. More shocking than that, is the rumor that not only are the artifacts able to evoke destructive power for whoever discovers them, but that

there are more artifacts hidden somewhere in the underground catacombs of the ancient ruins.

The Taar have one goal: to destroy any foothold the humans establish on Mars while searching for Portalis, an ancient portal that when re-activated, becomes a doorway to gather together the scattered remnants of the Taar species. They will then be ready for the real battle: the war for Earth.

**THE MARTIAN TERRAIN****The Jungle**

The jungles of Mars are prime examples of terra-forming done correctly. Lush vegetation and a high oxygen level make for a comfortable haven for humans. Ample shade is provided by dense foliage and water flows freely into lakes and streams.

**Desert**

High levels of Detirium in the soil have created barren areas, with naked rocky terrain, scorching high temperatures, and very thin air. These desert areas are suited more for the Taar, who do not require as much oxygen as humans and are more tolerant of the heat. The only cover is provided by the webs of the Flynt, an indigenous arachnid species that managed to survive the planetary overhaul.

## Ruins



Rumors about previous civilizations on Mars have been prevalent on Earth since the discovery of canals in the early 1900 s. It wasn't until routine Martian probes returned pictures of architectural ruins, especially the haunting images of the Cydonian Head, that these rumors were accepted as fact. What lies behind these ruins is still unknown

## GAME ELEMENTS

After the game has been loaded and the cinematic introduction has played you are presented with the main option screen.



## Campaigns

The Dark Colony campaigns are a series of missions tied together by the different story lines. You choose whether to play a Training Mission, or play a campaign as either the Humans or the Taar, aliens also called Grays.

### The Human Campaign

You play the role of head of security for the largest corporation on Earth, Pan Luma Industries (PLI). With mysterious accidents occurring on PLI's Martian colonization project, you are dispatched to investigate and overcome obstacles that stand in the way of progress. A simple security operation turns into our darkest hour as mankind goes to war against the vicious, alien threat posed by the Taar.

## The Gray Campaign

You are the fearless leader, a legendary warrior, and captain of Nebres-Warship-T, holding the last survivors of your dying race. Centuries of searching have led you to this small solar system, where a freshly terraformed planet is waiting to make a perfect home for your lost clan. First, however, you have to remove the presence of these filthy aliens who call themselves humans. They have already polluted their own planet, and set plans in motion to infest Mars.



When beginning a campaign, you can name your commander. Simply type in the name of your choice.

Once all the options are correctly entered, you are presented with a mission briefing.

## The Training Missions

In order to become familiar with the play mechanics of Dark Colony a series of training missions have been designed to display the abilities of the various fighting units. Set in Area 51, a secret base on Earth, the missions are simple, short exercises. It is advisable for first time players to successfully complete the training missions (both for the Humans and the Grays) before attempting to fight the war on Mars.

## Using the Mouse

In this book, the term **click** means move the mouse icon to the desired area on the screen and press the left mouse button. **Left-click** means move the mouse icon to the desired area and press the left mouse button. **Right-click** means move the mouse icon to the desired area and press the right mouse button. In Dark Colony, left-clicking activates buttons and units, and right-clicking deselects units.

**Multiplayer War**

The Dark Colony multiplayer game can handle up to 8 users and supports a wide variety of connection methods.



**Connection Types**

**TCP/IP**

With the TCP/IP connection, the following choices are available.

► **Acting as Server**

After dialing up your Internet Provider, simply send your IP address to your friends who are playing and have them use the Connect To Server option, below.

► **Connect to Server**

This allows you to connect to a friend's host machine that is Acting as the Server, as long as you know the IP address of the host machine. Enter in the IP address then left-click on Connect.

► **IPX Network**

When your machine is connected to a Local Area Network that supports IPX, the IPX Network option allows one player to act as a server, and then allow other players to join into the game without the use of a modem.

**Modem**

When modem game is selected you are prompted to select if you are the server, or if you wish to dial out to an already existing server.

**Serial Cable**

This option is for two computers connected directly by a null modem cable.

**Connecting and Chatting**

Once Connection has been established you are brought to the Multiplayer chat screen. Here you can chat with your opponents, and the player hosting the game can select the game play options.

**Single Player War**

This option allows you to play a single scenario. With this option, the following window appears:



**Player Type**

Choose the opponents intelligence as Human or AI regular or AI advanced.

**Select Race**

Set each Player to represent either the Humans or the Grays.

**Name**

Enter a player name.

**Color**

Select one of 8 unique colors for your units. The colors automatically shift to prevent duplication.

**Team**

Set starting alliances for the battle. There can be up to 8 different teams.

**Ready Status**

Click here, or on the Ready button when you are ready to start.

**Select a Scenario**

Use the Up or Down arrow keys to select a directory, then left-click on the scenario you want to play.

**Chat Window**

Send messages to other players connecting.

**Storage Cells[Off/Low/Medium/High]**

This option sets whether random Petra-7 storage tanks will be placed on the map.

**Artifacts[Off/Low/Medium/High]**

This option sets the appearance of active Artifact technology.

**Erupting Vents[On/Off]**

This option allows dormant Petra-7 vents to become active after a certain amount of time.

**Renewable Vents[On/Off]**

Choose whether vents will re-erupt or not.

**Petra-7 Quantity Multiplier**

This option sets the total amount of Petra-7 in each of the vents.

**Petra-7 Flow Multiplier[1-10]**

This option sets the rate at which the Petra-7 flows from each vent.

**Commander Rank**

Select what rank the Commanders start at.

**Start Time**

Set whether the game begins in the day time or at night. Humans can see better in the day, and the Grays can see better at night.

**Load Game**

When Load Game is selected from the Main Option screen you are prompted to select a game that has been saved during a previous campaign.

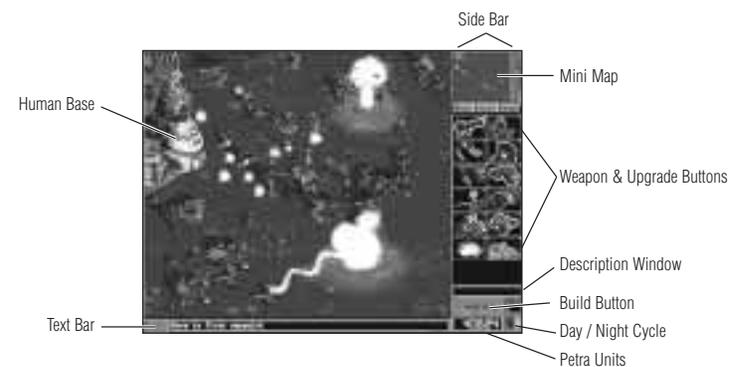
**Encyclopedia**

The encyclopedia offers information about units and artifacts in Dark Colony. To view an entry, you must first select if you wish to see, Human, Gray, or Artifact entries.

Once you have selected the category you wish to view, you can flip through the entries using the Next and Back arrows. The rotation of the unit's 3-D model may also be modified using the arrow buttons directly below it.

**Quit**

Exits Dark Colony and returns to the operating system.

**THE GAME SCREEN**

There are several parts of the game screen that are used during game play.

**Mouse Cursors**

There are four mouse cursors in Dark Colony: Move, Select, Attack, and Build.

**Move**

When the move cursor is active, all selected units move toward the spot where the cursor is clicked.

**Select**

The select cursor appears when the cursor is over one of your own units and allows the selection of individual troop units. Left-click to select a new unit, or click and drag to select several units. Right-clicking deselects the active unit or unit group.

**Attack**

The attack option is orange and appears when you have a unit selected and pass the cursor over an enemy unit. To have your selected unit attack the enemy unit under the mouse cursor, simply left-click. The attack order is confirmed and a star flashes on the target as your unit then moves to intercept and attack the target.

**Build**

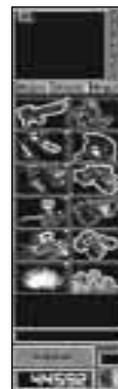
The build cursor appears when the player is directly over the Sidebar menus. To buy more of a particular unit type, left-click on a button until the number you want is reached. To subtract units from the total of units to buy, right-click.

**Text Bar**

At the bottom of the play screen is a text area for incoming messages, such as mission updates or status reports from other teams. Clicking on the up or down arrows to the left of the text bar (only when they are lit) cycles through the past history of messages received.

**Scrolling the Map**

To move the game view window around the battlefield simply move the mouse cursor to the far edge of the screen in the direction you would like to scroll. You can also use the directional arrow keys on the keyboard.

**Sidebar**

All building, resource management, and advanced troop commands are controlled and viewed from the Sidebar. When a unit is selected, the unit command tab is highlighted, then list the advanced commands available such as units to buy, upgrade, and unit activation commands.

**Mini-map**

At the very top of the Sidebar is the mini-map, where the white square shows your current screen position, and right-clicking on the mini-map centers the game screen over the chosen location. Dark areas are masked by the Fog of War (see page 17).

**Tabs**

Just below the mini-map are the three menu tabs.

**Build / Command Tab**

The most-used tab, this provides you the ability to select which units or buildings you wish to build. In addition, when you select units, this tab activates and shows the available advanced commands for the selected unit or group of units.

**Upgrade Tab**

Here you can upgrade your units weapons and armor. There are two upgrades for each unit type, and once bought, the upgrades affect all units currently in play and any units built afterwards.

**Option/Multiplayer TAB**



At any time during the game you can left-click Tab 3 on the Sidebar interface for the in-game options screen. Here you have a choice to load or save your game, or go to the advanced options screen and the encyclopedia.

**Save Game**

Left-click on the Save icon to save your current position in a campaign scenario. You must enter a name for the save game before clicking the Save button.

**Options**



Change the Game Detail (Low/High), Sound Effects (SFX) (On/Off), or the Game Speed.

**Allied Options**

Left-click on the Allies icon to set up the alliance options in a multi-player game. The current alliance status between the 8 players is shown under the following categories:



- ☒ Current Alliance
- ☒ Share Vision Communications
- ☒ Share Radio Communications
- ☒ Send Money

A check-mark for Radio Communication means that only the marked player will receive your messages. For the other options, a circle represents your offer to form an alliance, a cross represents an opponent's offer to you. Both a circle and cross mean that both sides are fully agreed and aligned. Once allies, players cannot target each other's units for attack.

**Pause**



Left-click on the Pause button or press the Escape key to pause the current game. To begin the game once more, left-click on the Pause button or press the Escape key again.

**Objectives**



To review the scenarios objectives, left-click on the Objectives button.

**Description Window**



This window identifies the buttons you can select from the Tab menus, as well as the output rate from Petra-7 vents.

**The Build Button**



Left-click on the Build button after you have selected units, buildings, or upgrades for your units. Once selected, the units you chose to build emerge from your Base of Operations. Armor and weapon upgrades that are bought apply immediately to current and future units of the same type.

**Petra Units (Money)**



The main source of energy in Dark Colony is the precious gas called Petra-7. With the use of the resource extraction units such as the Human Exploiter, or the Gray Brozaar, this gas can be collected from erupting vents and converted into Petra Units.

The number in this field shows the amount of Petra Units (the only version of money on Mars) you have available to spend on buildings, units, and upgrades. This number grows slowly unless you have an Exploiter or Brozaar over a Petra-7 vent. Once positioned over the vent, the extraction unit automatically begins mining the Petra-7 and converting it into money.

To see how much a vent produces, use the mouse cursor to drag a box around one of the Petra-7 vents. A number appears in the description window showing a yellow number that might look like this: 30000/20. This number indicates that the vent has a total resource of 30000 units of Petra-7 and they can be mined at a rate of 20 units per second.

**Day / Night Cycle**



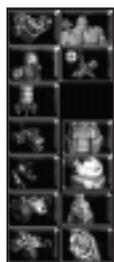
The day or night indicator shows the current cycle on Mars, as well as how long the current cycle lasts. Due to the nature of their vision, Humans fight better in the day cycle, and Grays fight better during the night cycle.

## BUILDING UNITS AND BUILDINGS



To build any unit or building, follow the instructions below.

Left-click on Option Tab 1. The icons that appear show what you can build. When all units are available, the side bar looks as follows:



Next, left-click on the icon of the unit/building you want. The cost of your selection appears in the text bar. To buy more than one Unit at a time, keep left-clicking on the portrait; a small number appears, showing the amount you want. Right-click on the portrait to reduce the number of units you wish to build.

Once the desired number is reached you can build the selected item by clicking on the Build button at the bottom of the Sidebar.



**Note:** The total cost of units is pre-subtracted from your total, so you can see how much Money you'll have left before pressing the Build button.

Once a unit is built, resources are deducted automatically. Units appear at the Base of Operations at a rate of about one unit per second.

## BUYING UNIT UPGRADES



For unit armor and weapon upgrades, left-click on the Tab 2 icon. The icons that appear show what weapon or armor upgrades are available. When all units are available, the side bar looks as follows:

There are two weapon and two armor upgrades for each unit type. The cost of each upgrade appears in the text bar when you left-click on an upgrade portrait.

Once built, armor or weapon upgrades affect all units currently in play and those built afterwards.

## SELECTING / MOVING UNITS

When the cursor is placed over another one of your units, it turns into a select cursor. To command a unit to do something, you must first select it by left-clicking on the desired unit.

To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse-box over all the units you wish to select, then release the mouse button. A light blue box indicates the selected area. All of the units within the box are selected. In group mode you can command all the units to do certain things, just as you would a single selected unit.

To de-select any selected units, right-click.

## MOVING/ATTACKING UNITS

To move the selected unit(s) simply left-click on the location that you wish the unit to move to.

When the cursor is placed over a potential enemy, the cursor turns into the orange attack cursor. To attack that unit simply left-click on it while the cursor is orange. If a unit is commanded to move to a location that it cannot reach, the unit gets as close to the location as possible. If the target is destroyed before active units reach it, those units stop to await new orders.

## UNIT COMMANDS

Once a unit has been built and is on the field, they are ready to follow your orders.

When moving units around the map, the units can be told how to move. This can vary from traveling passively and avoiding all combat, to attacking anything that the unit comes across.

Below is a list of some of the Advanced Commands and their functions.

### Move



The default unit command is move. When the Move button is selected all units go directly to the location that you left-click on and ignore enemy fire.

### Attack



When attack mode is selected, the unit attacks anything within its sight or weapons range. Attack mode is a useful command to set for units that are moving, as they automatically intercept enemy units they spot.

**Stop**

Use the Stop command when you want all selected units to stop in their tracks.

**Standard Deploy**

The standard deploy button is used to deploy units, groups of units, or artifacts.

**Way-Points**

When selected, left-click to lay down way-points for your units to follow. To patrol the way-points, left-click on the first way-point you placed and the selected unit(s) then start a patrol loop until ordered otherwise. If the last way-point is double-clicked on, the units follow each way-point as they were laid down, then stop at the last way-point.

**Activate**

Like the Deploy button, the Activate button appears for units that drill themselves into the ground or have a special power. Note that if several units are selected and they all have this option, pressing this button activates all of them.

**Steal Money**

Appearing as a command that only S.A.R.G.E or Gorrem units can use, the Steal Money command causes the unit to interrupt and re-direct a portion of the incoming Petra-7 from an enemy's extraction unit.

**Influence**

Used only by Commander units, influence boosts the health and weapon accuracy of units in the commander's radius of effect.

**Napalm / Para-storm Attack**

As a special attack available only to S.A.R.G.E. or Gorrem units, this command causes the unit to launch an area-effect weapon with deadly results. Care should be taken, however, because the weapon can also damage friendly units.

**PLAYING THE GAME****Mission Briefing**

Prior to each scenario, the mission briefing screen shows the goal your forces are to achieve in that session.

A mission scenario has two possible outcomes, Victory or Defeat. When one of these conditions is reached, the game is ended and the debriefing screen appears providing details of the battle.

**Resource Management**

The main source of energy in Dark Colony is the precious gas called Petra-7. With the use of the resource extraction units such as the Human Exploiter, or the Gray Brozaar, this gas can be collected from erupting vents and converted into Petra Units.



Some Petra-7 vents are stable and provide long lasting supplies of the gas. Other vents, however, may either lay dormant or erupt during game play.

All city structures are built on a stable Petra-7 vent. Energy flows at a constant rate when a city is present. In the bottom right of the screen is the Petra-7 Unit energy meter, or money you have available to build structures, units, and upgrades. The number on the counter automatically decreases when a unit or structure is bought or upgraded. The number increases when a resource gathering unit is deployed on a Petra-7 vent, or finds an underground Petra-7 deposit.

**Gathering Resources**

In order to gain energy, you must collect Petra-7. To collect Petra-7 you need a resource gathering unit. Most missions that allow for resource gathering start you with one of these gathering units. If necessary more can be built at the main city structure. If you want the energy to come into the city faster, more resource gathering units can be built to mine from other Petra-7 vents.



Resource gathering units must be directed to and deployed on Petra-7 vents manually. Once deployed, they should be defended by units with combat capabilities because the gathering units have no defensive capabilities themselves. If threatened, these units can be un-deployed and moved.

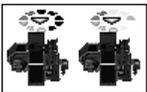
When a resource gathering unit is built it does not automatically search for a vent. It is recommended that you scout out a vent with another unit before actually sending the gathering unit itself. This way is much more inexpensive if the exploring unit is lost. Also, the gathering unit usually has a very small vision radius in comparison to the other units in the game. Once a suitable vent is located, select the gathering unit by left-clicking on it. Then put the mouse cursor over the vent and left-click again. Once the unit has reached the vent it automatically deploys itself, unless the vent has already been taken. In this case, the unit occupying the vent must be destroyed to remove it.

### Unit Health



When a unit is selected an inverted triangle appears over it. This is the unit's health indicator. The color of the triangle depends on the amount of hit points the unit has left. The color indicates the unit's health: green is healthy, yellow is damaged, and red is severely damaged.

### Unit Power



Some units have power in addition to their Health. These units have a circular bar of colors which show the level of power they have. A full circle of power goes from red to green, red being the lowest power, and green being the highest.

### Unit Vision

#### Fog of War



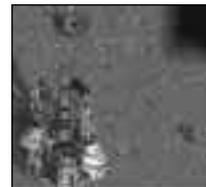
All terrain at the start of a campaign mission is not revealed, and thus black, until a unit of your team has explored the area. Once a unit moves towards the undiscovered terrain the darkness recedes, leaving the terrain visible both in the main game screen and the mini-map in the upper-right of the screen. After the unit has left the area, a fog of war covers the position behind it, darkening the main game screen slightly and showing only terrain, vents, and buildings, not enemy units. Certain units have a larger vision radius than others, and are better at exploring unexplored terrain.

#### Line of Sight



Many objects in the game actually block your unit's vision, or in some cases shrink it. Large plants, rocks, and other terrain obstacles provide good cover for ambushes and other tactics.

#### Night and Day



Like Earth, Mars has its own day/night cycle which is roughly 8 minutes real time for each phase. During the daylight hours the humans have the larger visual range, but at night, the grays have the superior vision.

**BASES OF OPERATIONS**

Critical to most missions where you have a base in the game is the defense and maintenance of all city structures. The city structures are necessary for collection of resources, the building of units, and artifact extraction and research.

**Colony Foundations**



Each colony, both human and alien, is built upon a five-sided plate. Each plate is positioned over of an existing Petra-7 vent which is mined continually, allowing a little money to trickle in.

To be able to develop any of the units required to fight the war, the player needs to build a series of structures to enable research and construction. Each structure has a specific function or functions, and is dependent upon the others.

Function	Human	Taar	Upgrade
Petra-7 extraction/conversion	Exo-Center	Mind Hive	N
Infantry Development	Barracks	Warrior Fold	N
Scientific Study	Science Pod	Genetics Sac	Y
Advance R&D	Research Bay	Neural Hive	N
Robotic Applications	Robot Factory	Bio-Forge	Y

The buildings are not impervious to damage, though their strength rating is much higher than that of general units. Certain buildings can be upgraded to support more advanced development.

**Human Structures**



The human colonial structures are based on the cold steel and metal designs of 21st century Earth. Lacking any warmth or feeling, these monstrous structures are function without form.

**Exo-Center**



Cost: 2000

Builds: Exploiter, Osprey, Medcraft

The main generator that converts the mined Petra-7 into usable energy, and builds Exploiters to harvest the fuel.

**Barracks**



Cost: 1000

Builds: Trooper, Sentinel

The training center for human soldiers and the production of land mines.

**Science Lab**



Cost: 2000

Builds: Weapon and Armor Upgrades

The building responsible for development of existing technology and weapon/armor upgrades.

**Research Center**



Cost: 3000

Builds: S.A.R.G.E.

An advanced research division, this building allows the production of S.A.R.G.E units, and displays the location of ancient artifacts.

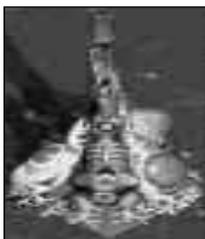
**Robot Factory**



Cost: 3000

Builds: Reaper, Firestorm, Barrager

The mechanized assault division manufactures the largest units on Mars; the Reaper, Firestorm, and Barrager.

**Alien Structures**

The Taar modeled their bases after the Humans in order to be able to use the same foundation plates that were set down by the pre-colonizing terra-form teams. Though visually distinct, the function of each structure effectively mimics the human equivalent.

**Mind Hive**

Cost: 2000

Builds: Brozaar, Zisp, Ortu

A bio-processor which converts raw Petra-7 into usable energy, and builder of biological mining units.

**Warrior Fold**

Cost: 1000

Builds: Infantry, Slom

The genetic womb develops Gray clones into fighting infantry, and synthesis of the Slom anti-personnel drone.

**Breeder Pod**

Cost: 2000

Builds: Upgrades

Responsible for the development of existing bio-technology, as well as weapon and armor upgrades.

**Neural Hive**

Cost: 3000

Builds: Gorrem

The Neural Hive allows the research of the Gorrem to refine their psionic attack, and then provide them for cloning.

**Genetics Sac**

Cost: 2000

Builds: Sy Demon, Xeno-wort, Atril

Built for fast replication of skin tissue and genetic cloning, the Gene Hive produces heavily-armored units for the Taar.

**ADDITIONAL BUILDINGS**

Along with the main bases, there are a variety of independent structures created by the warring factions. These buildings can be destroyed by the opposing armies and must be defended like home bases.

**Additional Human Constructions****Dropship Beacon**

A Dropship beacon allows a commander to call in reinforcements.

**Oxy-Gen 1000**

Oxygen enrichers were developed by Aerogen to replace atmospheric generators in the desert areas of Mars.

**Relay Tower**

An integral part of the Humans' communication network, the Relay Tower keeps the expanding colonies in touch with each other.

**Petra-Tanks**

Mobile transports containing refined Petra-7, Petra-tanks are mainly used in emergency situations, or in areas without any accessible vents.

**Other Alien Constructions**

**Luminar**



Dropship beacons for Taar saucers, these can be activated by the commander only.

**Communicant**



Taar communication technology has enabled the Communicant to tap in to the existing human satellite network. The parasitic nature and appearance of the Communicant has previously allowed it to go unnoticed by the Humans.

**Tendon Ripper**



An alien torture pod, the Tendon Ripper serves the Taar as a means of extracting information from their enemies by slowly pulling its victim apart.

**Incubaar**



A Taar attempt at psychological warfare, these giant plastic heads emit conflicting images of horror and beauty. The victim endures both painful and joyful feelings at once, thereby suppressing any aggression.

**THE BATTLE UNITS**

The war for Mars is being fought by two unique, yet equal armies. The Taar have modeled their invasion force around the human blueprint, developing biological technology that functions closely to that of man's metal machines.

Function	Human	Taar
Generic foot soldier	Trooper	Gray
Mechanized Ground Unit	Reaper	Sy Demon
Mining vehicle	Exploiter	Brozaar
Artillery Unit	Barrager	Atril
Long Range Artillery	S.A.R.G.E	Gorrem
Defensive Towers	Firestorm	Xeno-Wort
Ground Mines	Sentinel	Slom
Flying Scouts	Osprey IV	Ortu
Healing Units	Medi-Craft	Zisp
Reinforcement Supply	Angel One	Saucer

*Each unit has its advantages along with disadvantages based on the situation.*

**DARK COLONY DEPENDENCY CHART**

**HUMAN:**

To get the Building	Requirement
Barracks	Exo Center
Science Lab	Exo Center
Upgraded Science Lab	Science Lab
Robot Factory	Barracks  Science Lab  Exo Center
Upgraded Robot Factory	Robot Factory
Research Center	Upgraded Science Lab  Exo Center

To get the Unit	Building Required
Exploiter	Exo Center
Trooper	Barracks  Exo Center
Sentinel	Science Lab  Barracks  Exo Center
Reaper	Robot Factory  Science Lab  Exo Center
Osprey	Robot Factory  Science Lab  Exo Center
Firestorm	Upgraded Robot Factory  Science Lab  Barracks  Exo Center
Barrager	Upgraded Robot Factory  Upgraded Science Lab  Exo Center
Medicraft	Research Center  Barracks  Exo Center
S.A.R.G.E.	Research Center  Barracks  Exo Center

**TAAR:**

To get the Building	Requirement
Warrior Fold	Mind Hive
Breeder Pod	Mind Hive
Upgraded Breeder Pod	Breeder Pod
Genetics Sac	Breeder Pod  Warrior Fold  Mind Hive
Upgraded Genetics Sac	Genetics Sac
Neural Hive	Upgraded Breeder Pod  Mind Hive

To get the Unit	Building Required
Brozaar	Mind Hive
Gray	Warrior Fold  Mind Hive
Slom	Breeder Pod  Warrior Fold  Mind Hive
Sy Demon	Genetics Sac  Breeder Pod  Mind Hive
Ortu	Upgraded Breeder Pod  Genetics Sac  Mind Hive
Xeno-wort	Upgraded Genetics Sac  Mind Hive
Atril	Upgraded Genetics Sac  Upgraded Breeder Pod  Mind Hive
Zisp	Neural Hive  Upgraded Breeder Pod  Warrior Fold  Mind Hive
Gorrem	Neural Hive  Warrior Fold  Mind Hive

## HUMAN UNIT DESCRIPTIONS

### Exploiter



Height: 1.8m  
 Mars Weight: 16,000kg  
 Main Weapon: Carbide polymer composite drill  
 Weakness: No attacking/defensive capabilities

Description: The main function of the Exploiter is to convert raw Petra-7 into an energy waveform. The basic unit can be retro-fitted to handle a variety of tasks, such as the excavation of Artifacts. Strong outer armor makes it almost impervious to small attacks, when deployed.

### Trooper



Height: 2m  
 Mars Weight: 87kg  
 Main Weapon: Pulse Rifle  
 Weakness: Thin Armor

Description: The generic human soldier is equipped with an electro-magnetic pulse rifle that launches titanium shells at a speed roughly nine times the speed of sound. A lack of sufficient armor requires that they attack en masse, especially against any larger units or bases.

### Reaper



Height: 3m  
 Mars Weight: 800kg  
 Main Weapon: 10mm Auto Cannon  
 Weakness: Susceptible to Air Attacks

Description: The Reaper class mech was designed with raw fire-power in mind. The Reaper's 25mm cannon makes an excellent ground assault weapon, especially against enemy buildings. Though very slow, it has very strong Titanium armor sealed with a Culver coating.

### S.A.R.G.E



Height: 2.5m  
 Mars Weight: 500kg  
 Main Weapon: E.M. Pulse Rifle  
 Weakness: Weak Ammo, Expensive to Build  
 Description: [Information is Classified]

### Barrager



Height: 4m  
 Mars Weight: 400kg  
 Main Weapon: 40cm Mortar Shell  
 Weakness: Slow and Susceptible to Air Attacks

Description: Due to its large size, the Barrager is quite slow, making it an easy target once sighted. A large visibility radius allows long range attacks with shells that damage any units within a 6m radius.

### Medi-Craft



Height: 2.4m  
 Mars Weight: 92kg  
 Main Weapon: Cellular Regeneration Accelerator  
 Weakness: No Attacking/Defending weapons

Description: The Medi-Craft uses a mag-lev generator to suspend itself 5m above the surface of the ground, and a cellular regeneration accelerator to heal battlefield units who are within its radius of effect.

### Sentinel



Height: 1.4m  
 Mars Weight: 227kg  
 Main Weapon: Thermo-plastic carbide shrapnel  
 Weakness: Volatile compound is dangerous to friendly units.  
 Fragile while walking.

Description: The Sentinel can walk across battlefields and bury itself below the ground, where it is hidden from enemy view. When deployed, the unit burrows into the ground using an electro-hydraulic-counter-weight-hammer. Any enemy unit coming within 1m of the Sentinel cause it to detonate, launching explosive shrapnel at the attacker.

### Osprey IV



Height: 1.04m  
 Mars Weight: 800kg  
 Main Weapon: Napalm Canister  
 Weakness: Very Weak Armor

Description: The Osprey IV is a reconnaissance vehicle, mainly used to scout out enemy positions and reveal unseen terrain. Armed with 15kg napalm canisters, this vehicle can attack ground units, but is susceptible to attacks from ground troops and defensive towers.

**Firestorm**



Height: 2m  
 Mars Weight: 400kg  
 Main Weapon: Firebolt V Missiles  
 Weakness: Very fragile when mobile

Description: Designed strictly for defensive purposes, the Firestorm mobile turret has the ability to launch missiles at both ground and air targets. Although equipped with very strong carbonic armor, the delicate control circuitry is exposed when mobile, making it an easy target when in transport.

**Angel One**



Height: 31m  
 Mars Weight: 1,400kg  
 Main Weapon: Unit/Building Deployment  
 Weakness: Limited Reinforcement Calls

Description: Angel One is part of a fleet of human supply ships in orbit around Mars. Initially used to support the colonization projects, primarily to deliver base components, they have been refitted to also provide military reinforcements. The Commander can call in these dropships on a limited basis.

**ALIEN UNIT DESCRIPTIONS**

**Taar Infantry**



Height: 1.7m  
 Mars Weight: 60kg  
 Main Weapon: Plasma Bolt  
 Weakness: Weak weaponry

Description: As the main unit of the Taar army, the Gray soldier is a well rounded soldier (no pun intended), able to attack both ground and air units. A small body size and relatively weak armor requires that they attack in large numbers to do any substantial damage.

**Ortu**



Wingspan: 3m  
 Mars Weight: 50kg  
 Main Weapon: Explosive Mucus Sack  
 Weakness: Poor Armor

Description: The Ortu is a multi-purpose bomber/reconnaissance flying unit. A hollow bone structure makes it light and maneuverable, though at the same time quite fragile and susceptible to damage.

**Atril**



Height: 3.5m  
 Mars Weight: 1000kg  
 Main Weapon: Explosive Mucous Sac  
 Weakness: Susceptible to Air Attacks

Description: Bred for long range attacks, the Atril has a re-generative mucus sack than can be propelled great distances via pressurized carbon dioxide generated internally. The mucus sacks contain an explosive spore that damages any unit within 25m of detonation.

**Gorrem**



Height: 2m  
 Mars Weight: 75kg  
 Main Weapon: Psychic Mind Lance  
 Weakness: Costly to Produce

Description: The Gorrem is a docile animal native to the Taar home planet. The discovery of a psychic gene allowed the Taar to breed the Gorrem into a long range sniper, ideal for wiping out infantry operations. A lack of armor requires that this unit not get involved in battles of attrition. A Gorrem also is equipped with a Para-Storm attack, similar to the S.A.R.G.E. unit's Napalm attack, but with acidic spores.

**Slom**



Height: .5m  
 Mars Weight: 1.5kg  
 Main Weapon: Explosive Hydrogen Sack  
 Weakness: No Defensive Capabilities

Description: The Slom has been engineered as a suicidal defensive weapon, with a thin outer skin covering a highly volatile hydrogen cocktail. The Slom buries itself in the ground and uses a methane trigger to detonate the explosive mix, destroying everything within a 10m radius.

**Brozaar**



Height: 2m  
 Mars Weight: 800kg  
 Main Weapon: Resource extraction/conversion  
 Weakness: No attacking/defensive capabilities

Description: The Brozaar is a recent addition to the Taar arsenal, modeled after the human Exploiter to extract and refine Petra-7. The unit can be genetically altered to perform other tasks, such as Artifact extraction and some advanced medical procedures. An advanced poly-organic skin makes it very durable and impervious to most forms of attack when deployed.

**Sy Demon**



Height: 2.6m  
 Mars Weight: 140kg  
 Main Weapon: Bio-Scythe  
 Weakness: Susceptible to Air Attacks

Description: The Sy Demon was bred in response to the human Reaper, giving the Taar a lethal infantry killer of its own. A quick unit with a very long visual range, titanium blades embedded into its skeleton make it ideal against hard targets and defensive structures.

**Xeno-Wort**



Height: 1.4m  
 Mars Weight: 600kg  
 Main Weapon: Plasma Turret  
 Weakness: Vulnerable when traveling

Description: A strictly defensive unit, this fragile beast is defenseless when in transit. However, once deployed it buries itself into the ground, leaving only its super dense posterior exposed, which is very difficult to destroy. The high-power plasma turret is effective against both air and ground attackers.

**Zisp**



Height: 3m  
 Mars Weight: 60kg  
 Main Weapon: Medical/Genetic Repair  
 Weakness: No attacking/defensive weapons

Description: The Zisp is a strain of mutant Grays with powerful telekinetic abilities. They were bred to be able to channel and project their healing energies onto injured units and buildings. The lack of outer armor makes this a fragile unit.

**Flying Saucers**



Height: 7.2m  
 Mars Weight: 800kg  
 Main Weapon: Provide Supplies and Reinforcements  
 Weakness: Limited Reinforcement Calls

Description: Flying Saucers are from a hidden base somewhere on the surface of Mars. Initially used to transport colonists from the home-world to Mars, they now serve as troop transports. The Gray Commander can call in Flying Saucers on a limited basis.

**Commanders**

Each of the opposing armies are led by Commanders, highly trained soldiers with abilities beyond that of normal infantry. Commanders rise (or drop) in rank based on their battlefield performance.

**Human:**



**Gray:**



The higher the rank, the stronger the Commander's abilities.

Dropships - Commanders can call in larger dropship reinforcements.

Vision - larger vision radius

Morale - inspire more troops to fight harder — Inspired troops health indicators change from triangles into stars and gain an offensive bonus for a short duration.

The more kills the Commander is involved with or is witness to, the more performance points are gained. On the other hand, the more deaths of friendly units the Commander witnesses, the more points are subtracted. Should the Commander get injured in battle, performance points are not available until the beginning of the next mission.

**Commander Awards**

Commanders can also earn Awards, up to six per side, earned for a perfect battlefield performance. The awards slightly increase the power of the Commander's ability to influence his troops.

**Human Awards**



Mars Theater Medal: Given for campaign service on Mars



Battle Star: Given for a large number of kills on a single mission



Command Star: Given for a huge number of kills on a single mission



Star of Valor: Given for an unbelievable number of kills over the course of the campaign



Order of Humanity: Awarded for accomplishing a scientific task during the campaign, for example, the discovery of important artifacts.



Celestial Crescent: The highest possible medal given by the Earth.

**ALIEN AWARDS**



Xexpaar: Given for campaign service on Mars



Teltraax: Given for large number of kills on a single mission



Altaarkan: Given for huge number of kills on a single mission



Xenare: Given for unbelievable number of kills over the course of the campaign



Kaoxtaar: Awarded for accomplishing a scientific task during the campaign, for example, the discovery of important artifacts.



Galtaarx: The highest possible medal given by the Taar.

**INDIGENOUS CREATURES**

**Salise**



Height: 1m

Mars Weight: 10kg

Main Weapon: Razor sharp teeth

Weakness: Soft skin

Description: These jungle lizards are notorious for their curiosity. They have been rumored to have infested several camps and like to lay on the warm metal of an Exploiter as it collects Petra-7.

**Rennat**



Height: 2m

Mars Weight: 40kg

Main Weapon: Strong jaw

Weakness: None

Description: An armored rodent that is indigenous to desert regions, the Rennat is known only for its speed. Not much more is known about the ecological habits of this creature.

**Flynts**



Height: 2m

Mars Weight: 13kg

Main Weapon: Acid Squirts

Weakness: Weak skin

Description: A quick, six-legged, jumping arachnid that shoots acid streams, Flynts are mainly found in desert regions. Early human explorers learned (to their

misfortune) that in addition to the Flynt's fanged bite, the creature could also express a poisonous neurotoxin.

**Grubs**

Height: .5m

Mars Weight: 3kg

Main Weapon: Face Grabbing

Weakness: Very Weak

Description: These Grubs are the pupating larvae of Flynts that attack by jumping at the victim and extending barbed tendrils coated with a mild poison.

**Baats**

Height: .5m

Mars Weight: 3kg

Main Weapon: Sharp Fangs

Weakness: Large Target

Description: Similar to the bats introduced by humans into the new Martian ecology, Baats are indigenous to the planet and have become a dominant predator. Only their large size is a drawback, making them easy targets for Humans and Grays alike.

**ARTIFACTS****What Are They?**

Rumors of an ancient civilization on Mars have been circulating since the early 20th century although there has never been any proof. The terraforming projects uncovered some unfamiliar structures and markings, possibly of an extraterrestrial nature.

These structures are entrances to underground tunnel systems which contain Artifacts, mysterious technology which appear to be some kind of advanced weapon systems.

**Artifact Site**

During the course of the campaign, and on many Multiplayer maps, artifact research is necessary to complete your mission. If an artifact is located on a map you are told so on the mission briefing or Multiplayer chat screen.

To extract an artifact you must first have a Research-center and a resource gathering unit. The Research-center is needed to locate the artifact dig site. Once an artifact dig site is located the player must send the resource gathering unit to actually dig up the artifact.

**Known Artifacts**

Once an artifact has been extracted it is used in much the same way as any other unit. All artifacts have different functions and abilities. All artifacts however are deadly offensive weapons. Some can even cause harm to the player's units, and should be used with caution.

**Lunatek**

The Lunatek emits ultrasonic waves that induce a hallucinatory state of fear in both organic and non-organic units. Units affected by waves become paranoid and delusional, attacking anything and everything in sight. The grunts on Mars call this uncommon medical condition berserking.

**Tektaara**

The Tektaara is a mind control device that causes the victim to become a willing puppet of the whoever controls the Tektaara. Due to their advanced intelligence, humans and Taar are immune to the Tektaara, but the indigenous species of Mars are not. Deploying the Tektaara gives the player unlimited control over all the Martian creatures currently active on the world.

**Solaris**

The Solaris is an energy harnessing device which has been modified to expel the power it stores. When activated, it begins to absorb all visible light within a 40km radius and then releases the energy in a massive energy blast that burns everything within a 50m radius.

**Maxtor**

The Maxtor is a gravity well, quite similar to a black hole. When activated, this unit buries itself in the ground unfolding its five petals to reveal atomic attractors. Any unit caught within 25m of the gravitational pull of the Maxtor gets dragged into the processing chamber and is pulverized into space dust.

**Kaox**



This spherical unit is believed to be an ancient butchering machine. When activated, the Kaox drops to .2m above the ground and opens up to reveal a vast array of whirring carbonic blades that shred everything within its path. The Kaox's main drawback is that it moves in a random pattern, and once activated kills anything, even friendly units.

**STRATEGY TIPS:**

- ¥ Use air units to explore the map and watch enemy movement.
- ¥ Use a mix of units. Artillery may need troops to provide protection from airborne threats, and artillery can increase its range greatly if you use airborne scouts as spotters.
- ¥ Don't forget to buy Armor and Weapon upgrades for your units.
- ¥ Remember, Taar forces are more effective fighters at night (vision/targeting skill etc.) and Humans are more effective during daytime hours.
- ¥ Keep an eye out for newly erupting Petra-7 vents. When a vent runs out of fuel, the Exploiter can be moved to a new vent.
- ¥ Try to defend important areas with a variety of units.
- ¥ Units can be hit by friendly fire, so be careful when using artillery.
- ¥ Back up your ground-to-air missile towers with artillery.
- ¥ Protect your cities from air attacks with Firestorms or infantry.
- ¥ When purchasing large numbers of units (20+) at a time, you may need to move the units away from the Base of Operations in order to make room for the new units.

**GameTek**

- Original Concept and Design GameTek Canada
- Lead Programmer Andrew Brownbill
- Programming Stephen Orr, Mark Mastercraft, Kevin Hoare
- Main Artwork Greg Bick, Ray Larabie, Pete Armstrong
- Additional Artwork Brian Shelton, Sergei Kuprejanov, Adam Holbrough
- Cinematics Brian Shelton
- Campaign Design Ed Zolnierzyk, Greg Bick
- Scenario Design Sergei Kuprejanov, Pete Armstrong, Blair Renaud
- Multi-Player Scenario Design Blair Renaud
- SFX Brian Shelton, Blair Renaud
- Music Barry Blum
- Playtesters Richard Wilson, Suzanne Brownbill, Chris Archer, Jay McDonald, Chris DeMenna

**Strategic Simulations, Inc.**

- Producer Rick White
- Associate Producer Jon Kromrey
- Test Manager Sean Decker
- Product Test Supervisor Jason Ray
- Lead Tester Jeremy Dang
- Testers Jesse Anacleto, Garrett Graham, Mary Parker, Dave Pope, Daniel Rivera, Dave Wallick
- Editors / Documentation Mark Whisler, Anatheia Lopez
- Documentation Support Aaron Scheiber

## **CUSTOMER SERVICE**

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Our Technical Support staff is here to assist you 8:30am - 5:00pm Pacific Time, Monday through Friday. Holidays are excluded.

### **Technical Support handles the following:**

Answering Technical questions about installing and running our products.

Answering Technical questions about installing and running our free playable demos.

Receiving and routing comments and suggestions received about our products to the development teams here at SSI.

These are the ways in which you can contact SSI Technical Support:

#### **1.E-mail**

When emailing Technical Support, PLEASE put only the product name in the subject line.

#### **SSI Tech Support's internal address**

ssitechsup@mindscape.com

#### **2.Fax**

SSI Tech Support's Fax number is 415-895-2113 Attn. Technical Support

#### **3.Telephone**

SSI Tech Support's Telephone number is 415-895-2626

Our support lines are open 8:30am - 5:00pm Pacific Time, Monday through Friday. Holidays are excluded.

#### **4.Snail Mail**

Mindscape Games (SSI)  
Attention: Technical Support  
88 Rowland Way  
Navato, CA. 94945

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Release date confirmation.

Disk / CD Replacement and Upgrades -- Please see Policies.

Missing or damaged game parts replacement.

Refunds / Exchanges -- Please see Policies.

Placing an order for a patch disk to be sent via Snail Mail.

Inquiries about game hints.

**Note:** SSI no longer has hints available through our Hintmaster, please e-mail SSI Customer Support for information about where to find the latest hints.

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#### **1.E-mail**

SSI Customer Support's internal address:

support4ssi@mindscape.com

#### **2.Fax**

SSI Customer Support's Fax number is

415-895-2113

ATTN: SSI Customer Service

#### **3.Telephone**

SSI Customer Support's Telephone number is 1-800-234-3088 or 415-895-2000

#### **4.Snail Mail**

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