

FINAL CONFLICT™

The cover art features a dark, starry space background. On the left, a large, cracked, brownish-orange surface, resembling a planet's crust, has a dark, oval-shaped opening that glows with orange and red light. In the center-right, three blue and white futuristic spacecraft are engaged in a battle, firing yellow energy beams. A large green planet is partially visible on the right, and a smaller brown planet is in the lower right. The title 'FINAL CONFLICT' is written in a large, blue, 3D block font at the top, with a vertical line passing through the center of the letters.

USER'S MANUAL

FINAL CONFLICT

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FINAL CONFLICT



SYSTEM REQUIREMENTS

Computer:

A 100% IBM PC compatible computer with a Pentium or 100% Pentium compatible processor.

Memory:

A minimum of 8MB of memory is required; 16 MB or more of memory is recommended.

Operating System:

Windows®95 or newer is required. Windows NT™ 4.0 is supported, provided that at least Service Pack 3 is installed.

DirectX™

Final Conflict utilizes the Windows®95/NT DirectX™ drivers. Appropriate Windows®95 DirectX™ drivers are included on the CD-ROM. Final Conflict supports Windows NT™ 4.0 provided Service Pack 3 or greater is installed -- Service Pack 3 installs the DirectX™ drivers for Windows NT™ 4.0. Please refer to the INSTALLATION section of this manual for details.

Video:

A Super VGA card with 1MB of video memory capable of displaying 256 colors is required. Significant performance gains are provided by a Windows accelerator card, and additional video memory (i.e.: The Diamond Stealth™, ATI Mach™ boards, and Orchid Fahrenheit™).

Sound:

A SoundBlaster™ compatible sound card is required. An 8-bit sound card is required. However, a 16-bit sound card is recommended for the best audio experience.

Disk Drives:

A hard drive and a minimum of a 2x speed CD-ROM drive are required.

FINAL CONFLICT



INSTALLATION

Thank you for playing Final Conflict™. This section of the manual will provide the details for successfully installing and playing Final Conflict on your Windows 95 or Windows NT™ 4.0 or greater computer.

NOTE: Please make sure to review the README.DOC file on the Final Conflict CD-ROM, as it contains additional important information, as well as last minute addenda and updates to the printed manual.

- 1) Place the Final Conflict™ CD-ROM in your CD-ROM drive.
- 2) Open the *MY COMPUTER* icon on your Windows 95 or Windows NT™ 4.0 desktop. This is done by either double-clicking on the icon with the left mouse button, or clicking it once with the right mouse button then selecting OPEN from the pop-up menu.
3. Using the same technique as above, open the icon for your CD-ROM Drive.
4. Open the icon for the INSTALL program. Once the INSTALL program is running, all further interaction will be fully explained on screen.

Note: Experienced Windows 95 users can install the software by simply selecting START, then RUN" and by then typing in "D:\INSTALL" (substituting the letter of your CD-ROM drive for the "D" if it is labeled anything other than "D".)

The Final Conflict installation system will not only install the game, but will also verify that you have the latest Microsoft, DirectX™ and ActiveMovie™ drivers installed on your system. If the DirectX™ and/or ActiveMovie™ drivers are not installed, or are out of date, you will be provided the option of updating them with the drivers on the Final Conflict CD-ROM. The Final Conflict installer will not update the drivers without your approval.

RUNNING FINAL CONFLICT

Final Conflict™ is started by using the same process that one would use to launch any other program. Make sure the Final Conflict CD-ROM is in the CD-Rom Drive. Once Final Conflict is installed, a Final Conflict program group or "folder" will be created. Double click on the Final Conflict icon to launch the game.

If you have closed the folder and can not locate it, click the START button, highlight PROGRAMS, and then highlight the FINAL CONFLICT line. That will pop up a MENU OPTION listing FINAL CONFLICT. Highlight and click this option to launch the game.

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HOW TO PLAY FINAL CONFLICT: A TUTORIAL

Launch the game by opening the game's icon in the Final Conflict folder, or by selecting it through the START menu. See RUNNING FINAL CONFLICT for help launching the game.

Each time the game starts, an introductory video will play that provides a quick synopsis of the raging war between the Donanji Marauders and the Alliance of the Free Worlds. You might not wish to sit through it each time the game starts. Hitting a key such as ENTER, or clicking the left mouse button will stop the video and jet you directly into the game.

Once the game loads, you will be presented with a selection of Menu Options. This menu allows you to change features such as sound, music, etc.; load a previously saved game, play multi-player network games, and so forth. For the purposes of this tutorial, select SINGLE PLAYER GAME to begin a new game.

THE FINAL CONFLICT GAME INTERFACE

The Main Playing Screen consists of these basic elements:



The Terrain Map

The bulk of the viewing area or the main game window, the Terrain Tap is where you command your units, select troops to engage the enemy, instruct laborers to construct new buildings, and so forth. The Terrain Map represents a small fraction of the overall playing area in the game — it is a small viewport into the geographical terrain that must be conquered. Scroll the contents of the Terrain Map up and down, and from side to side to "see" the entire layout of the planet.

The Control Panel

The three interface elements, the Mini Map, the Unit Details, and the Action Buttons, form the Control Panel area that spans the bottom of the screen. Each interface element is described below:

- **Mini Map:** The Mini Map shows a high-level view of the entire geographical area you are exploring. Buildings, people and terrain features are represented to scale on the display. Use the Mini Map to coordinate what you see in the Terrain Map against the rest of the playing surface. The white rectangle in the Mini Map denotes the area of the mission that is being displayed in the larger Terrain Map.
- **Unit Details:** The term "unit" refers to any object that can be selected and acted upon, such as a warrior, a building or a battleship. When you select a unit, the Unit Details box will display the technical statistics of that unit. For example, in the case of a missile-launching robot, you will see the robot's current health status, firepower capabilities, and range of sight.
- **Action Buttons:** Each unit has its own context-sensitive array of action buttons. Therefore, the Action Buttons will differ depending upon what unit is selected. Clicking a button will cause the unit to perform the associated action, such as constructing a building or assembling a harvest robot.

The Border

The edges of the screen contain a border. Resource Meters are placed in the border area along the top of the screen.

The Resource Meters

Final Conflict requires that you monitor basic natural and manufactured resources including food, power, money and raw metallic materials. The Resource Meters indicate the quantities of each resource that you currently possess.

SO WHAT AM I SUPPOSED TO DO?

Final Conflict is a real-time, combat strategy game. You are commanding your troops on a quest to invade and conquer the enemy home world. Along the way you must build your fighting forces, construct buildings and infrastructures to support them, mine metals to use in building robots, equipment, and buildings, and mine diamonds to use as currency to pay for everything.

Final Conflict consists of 21 missions specifically designed to nurture and guide you from beginner to expert so that you can invade the most lethal aliens in the universe — and win! As such, the early missions start with the basics, introducing new elements and twists with each subsequent mission.

Along with a growing list of weapons, buildings, physical terrain and technologies, each mission provides a list of "objectives" to be accomplished. Some objectives might be as simple as destroying all enemy forces, while others might consist of a list of tasks to accomplish, such as building a barracks, constructing 3 Life Support Module units and then destroying the enemy base. In order to win the mission, you must accomplish each and every one of the objectives for that mission.

OKAY, SO HOW DO I DO IT?**Harvesting Resources**

In order to do anything, you first need a supply of basic resources: metals — your building material, diamonds - your money supply, and life support — aka "food" and electrical

energy. As you progress, nuclear power will eventually become a basic resource requirement.

Metals and diamonds are mined from their respective namesake mines. Harvest Robots are used to enter the mines, harvest the resource and transport it back to your Main Base where it is deposited and added to your available resources (as identified by the Resource Meters).

Diamond mines exist in every mission. Your goal is simply to find them and harvest the diamonds. Each mission also contains metal deposits, but these are a little trickier. You must first build a mine shaft on the metal deposits before a Harvest Robot can enter and harvest the metals.

To set a Harvest Robot on its way, simply click on it to select it (a RED box will appear around it to denote that it has been selected) and then click the RIGHT mouse button elsewhere on the screen. The Harvest Robot will proceed to that location. If you right-click on a diamond mine or a constructed metals Mine Shaft, the Harvest Robot will automatically proceed to that location, harvest the resources, and automatically return them to the main base. The robot will then journey back to the mine and continue the cycle until you choose to click on it again and dispatch it to some other duty.

Building Structures

In order to build a Mine Shaft, you must have a basic laborer — a Builder. Builders are the work horses who construct all of the buildings for your operation. Provided you have the resources (diamonds and metals), you can dispatch Builders to construct the buildings you require.

Not all portions of a planet's terrain will be suitable for building. There are both "build-able" and "non build-able" terrain. For example, plain green grass is both build-able and walk-able (meaning characters can walk over it), whereas sand is walk-able but not build-able.

When you assign a Builder to build a structure, you will be given a list of structures that you can build. After selecting an available structure, the mouse cursor will convert to an outline of a box the size of the structure. That is your cue to scroll around the Terrain Map and find a place to situate the structure. When trying to select the placement for a structure, the outline will be WHITE if it is permissible to build the structure at that location (i.e. if the terrain at that location is build-able), or RED if not.

Obtaining Additional Units

As long as you have the resources to support them, you can continue to obtain as many units as you desire. Different units are trained, hired or otherwise created in differing structures. Harvest Robots are built in the Main Base where new Builders are also trained. Marines are trained in the Barracks, so you must have a Builder construct a Barracks in order to train Marines.

For example, to train a new Builder, click on the Main Base. The Action Buttons in the Control Panel area will provide icons for a Harvest Robot and a Builder. Clicking on the Builder will cause a new Builder to be trained, provided you have the diamonds to pay for it. In the course of a few seconds a new Builder will be trained and ready to follow your command.

Dependencies

So far we have introduced the basic concepts behind building structures and training new characters. However, playing the game isn't as simple as building anything you want. If only life really were that easy. Not a chance! Each character and building has a set of "Dependencies" — a list of other buildings, characters or resources that are necessary to create the new unit. For example, a Baasq Technician or Cyborg is an advanced creature that melds living tissue with computerized, robotic equipment. In order to build a Baasq Technician, you must first have an R & D Lab available. Similarly, you must have an Engineering facility in order to build advanced fighting robots such as the Assault Robot.

For details on specific dependencies, please refer to the individual character descriptions, building descriptions and the Chart of Dependencies which can be found throughout this manual.

Exploring the Terrain

Each of the 21 missions contain a unique terrain with differing artwork elements, landscape layout and arrangements of enemy forces. When the level begins, only the area immediately surrounding your available character(s) will be visible. The remainder of the Terrain and Mini Maps will be blank. That is because Final Conflict uses the concept of sight - since your characters have not yet ventured into those areas, they are uncharted areas which you know nothing about. As your characters advance into uncharted areas, the areas will reveal themselves on both the Terrain and Mini Maps.

Terrain Types

There are a few basic terrain types in Final Conflict:

Walk-able

Ground-based units can walk over this type of terrain such as Sand.

Build-able

Structures can be built on this type of terrain. For example, Grass is build-able and walk-able, where as Sand is only walk-able.

Rough

This is terrain that is not walk-able for basic foot soldiers, but can be negotiated by more advanced characters like the Cruiser, which sits on a hover board.

Impassable

Terrain that cannot be traversed by any unit.

Liquid

Water and ice floes, which cannot be navigated by ground-based characters, but can be flown over by airborne ships. Liquid is generally impassable, except to space ships.

Action Buttons

Basic Build



Commands a Builder to build basic structures (i.e.: Barracks or Mine Shafts).

Advanced Build



Commands a character to build specialized structures, such as the Hyperlink, which can only be built by a Baasq Technician or Cyborg.

Attack



Causes a character to engage the enemy in battle.

Attack Ground



Available only on selected characters, this action causes the character to fire its weapon at the ground in the general vicinity of other characters or buildings. Normally a character will only fire directly upon another unit. However, a missile can be fired to explode in a general area, causing damage to everything in the local vicinity.

Move



This prompts a character to begin walking/flying in a certain direction. Simply clicking the RIGHT mouse button when a character is selected is a quick, short-cut method of moving.

Patrol



Intended for military characters, this makes a character walk back and forth between two points. The character will automatically engage any enemy units that come within its sight range while it's patrolling.

Repair



Select advanced units can repair other damaged units — typically robots.

Return with Goods



Instructs a Harvest Robot to return to the Main Base with its load; useful if you accidentally caused a loaded Harvester to stop mid-journey. Either select the robot and then RIGHT-click on the Main Base or, if the base is far away, simply click this button.

Stand Ground



This action forces a military unit to stand where it is and not engage the enemy. Military units will automatically engage enemy troops when fired upon, unless instructed otherwise.

Stop



This action forces a character to cease whatever action it was previously doing. This is useful in situations where a character is engaged in an automatic, cyclical ritual such as patrolling or harvesting resources.

Cancel

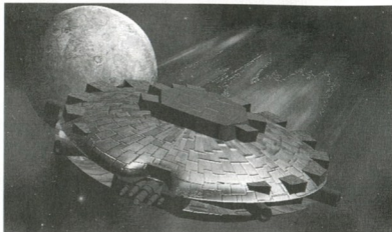


From time to time, a Cancel option will be available, which will simply cease the unit's current activity.

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INTRODUCTION



CHAPTER 1 - EARLY HUMAN DEVELOPMENT

Man's stagnation in space

Humankind's rise to the stars can be traced back to the late 1960's when man first stepped foot on the moon. From that time on, the true last frontier of mankind was identified as outer-space.

In the early days of the American-Russian "Space Race," advancements came fast and furious. Before long, man had stepped foot on the surface of its own moon. But then a curious thing happened: there were relatively few advancements over the next forty years. Certainly probes were launched and several countries developed re-usable rockets akin to the American "Space Shuttle" program, but there were few true major achievements, and no further exploration of the Earth's only moon.

In retrospect, it's easy to point out the social and political ills that caused the stagnation. As long as everyone's happy and things are going relatively well — for the people in power, that is — then there's no point in "rocking the boat."

The environmental concerns were alarming and numerous: pollution, deforestation, dwindling natural resources, the depletion of the ozone layer, to name a few. Scientists and politicians alike knew that there were cheaper, cleaner energy sources. But the politicians and economists were not eager to upset global economics, which were so heavily dependent upon fossil fuels. Of course, those with a financial stake in the petroleum industry did their part to insure the maintenance of the status quo.

The Excelsior Incident

In 2017 one single event occurred that irrevocably altered the course of human history: the infamous "Excelsior Incident." Platinum Petroleum Products (PPP) had grown out of the mega-mergers of three of the world's largest petroleum conglomerates. On Monday, July 24th, 2017, the PPP oil super-tanker Excelsior left a Saudi Arabian port on the Red Sea, headed north through the Suez Canal, and entered the Mediterranean Sea on its western voyage toward England. Late Tuesday night, the 25th, PPP's largest super-tanker collided with another super-tanker just south of the Greek island of Crete. Sources conflict as the exact cause of the accident, but the end result was an ecological catastrophe unlike anything the world had ever witnessed. The inexplicable delay in reporting the disaster only served to exacerbate the situation.

Conventional methods of dealing with the disaster were not even close to sufficient. The United Nations agonized over the decision to use genetically engineered, oil-eating microbes to clean the spill. After a 28-hour marathon session, the U.N. approved the dispatch of the oil-eating microbes.

The microbes were genetically engineered to be destroyed by the salt in the ocean once they digested the oil. However, something went wrong. While a large percent of the microbes were in fact destroyed, a rather healthy number survived. Scientists didn't pay particular notice to this phenomenon until two years later when it was discovered that, through a complex chain of events, the microbes had gotten into many of the world's largest oil deposits. By the time it was realized, it was too late. An estimated 82% of the world's known oil deposits would be depleted, and there was nothing that mankind could do.

The search for new sources of energy

In the decade of turmoil that followed, nations clashed over remaining reserves, and the global economy was thrown into massive upheaval. But those years also saw a frenetic pace of technological advancements — discoveries born from necessity. By 2028, scientists had covered more ground in nine years than they had in the previous fifty. The rapid advancement of safe and efficient solar, nuclear, and ion-based energy sources were just a few examples. Initially, solar-paneled satellites were launched into low Earth orbit to transfer energy back to Earth. But the greatest breakthrough was in the area of helium-3/deuterium fusion reactors, which provided an unprecedented level of clean, efficient power. However, while helium-3 is abundant in other places in space (on the Moon, asteroids, and the outer planets), it is rare on Earth.

The Renewed Interest in Outer Space

In one decisive moment, the Excelsior Incident taught Human beings just how tentative our own existence really was. Mother Earth was no longer seen as an infinite source of natural resources. The world's governments began looking beyond our own planet, towards the heavens — the universe full of planets, moons, asteroids, and comets that house the natural resources that humans require for survival. The time had come to begin solving the problems of harvesting those resources.

The Lunar Harvesting

In 2029, astronauts were able to successfully journey once again to the Moon, this time to extract quantities of helium-3 which was then returned to Earth for testing in fusion reactors. The tests were a success — the power of fusion reactors provided abundant, clean and efficient energy, ushering in the dawn of inter-stellar travel.

The Mars Project

The "Mars Project" formally began on Wednesday, March 20th, 2030, under a great deal of optimism. Acting under the authority of the United Nations, the world's greatest scientific and logistical minds came together to take part in the international initiative to colonize Mars. They had the technology to colonize other planets — new sources of energy, light and safe propulsion engines, and so forth — so it was a matter of planning the massive operation, and solving the myriad of niggling, problematic details.

Colonizing Mars was not an easy task, especially given the infancy of the technologies at the time. Although technology had taken quantum leaps in a relatively short period, it was still nowhere near where it is today.

The Ares 1

Nuclear fusion reactors and ion-based propulsion engines allowed astronauts to travel to Mars in only four months — an order of magnitude faster than was previously possible with 20th Century "rocket fuel" engines. However, a project of this enormity coupled with a four month trip — eight months round-trip - was still beyond the scope of a simple rocket or space shuttle. The only solution for the journey was to build a completely self-contained space station. It took three years to build the Ares-1 space station in geo-synchronous orbit around earth. The Ares-1 looked much like a 19th century "wagon wheel." The outer, cylindrical circle (the "wheel") was the main crew area, and the "spokes" provided structural support and the storage area for the computers, machinery and equipment. The propulsion engines were located at the center "hub." As the space station moved forward, it rotated about its axis in a plane perpendicular to its direction of travel. The centrifugal force created by this spinning action simulated gravity onboard the space station.

By late 2034, the space station was ready for its maiden voyage to Mars, complete with a crew of 168.

Terra-forming Mars

The colonial goals for Mars were more ambitious than simply establishing an outpost on the foreign soil. Humans intended to actually terra-form the planet — to create an Earth-like atmosphere and make it naturally livable, without the need to be secluded in underground cities, geodesic domes and other man-made structures. Scientists were not entirely convinced that the Mars colony could completely achieve such a lofty goal. However, they were confident that over time the planet could become enough like Earth that, although indefinite exposure on the planet surface was not possible, a human being could safely venture out onto the planet's surface for small amounts of time.

With minimal protective clothing, certainly nothing as prohibitive as the typical "space suits" of the 1900s, people could actually move about the planet surface freely for longer periods of time. The goal was to create a livable planet. Although humans would mostly live in structures to protect them from the Sun's harsh ultraviolet rays and other dangerous conditions, they would still be allowed to move about the planet surface as necessary. Perhaps more importantly, breaches in the integrity of the structures would be more akin to a leaky roof on Earth than a deadly atmospheric breach in space.

Sixteen years earlier, in 2018, NASA probes returned samples and data that conclusively proved what astronomers and astro-physicists had been claiming right along: that Mars once sustained life! Much like Earth, Mars once had a much denser atmosphere, as well as flowing water and living plants. This explained the surface rock formations that appeared to be carved from flowing rivers as well as the presence of a thin atmosphere and the polar ice caps. It was concluded that Mars' once dense atmosphere had escaped into space over time, setting off a chain reaction. As the atmosphere thinned, the planet cooled, water froze, more deadly ultraviolet rays were let through to the surface, and living things eventually died.

Scientists resolved that introducing some initial chlorofluorocarbons ("CFCs") into the atmosphere would jump start a "greenhouse effect" on the planet, causing it to warm up. The rise in temperature would begin to melt the ice on the planet, introducing water content into the atmosphere, and segue into the maintenance of a more naturally sustained greenhouse effect. Ice caps would begin to melt, water would flow,

and seas would form. With the introduction of gasses such as nitrogen, argon, and ozone by humans, plus the naturally denser atmosphere, less of the harmful u.v. rays would penetrate to the surface. Over time, as man continued to control the evolution of the atmosphere, the result would be the more Earth-like atmosphere and temperature that existed on Mars billions of years before.

Overcoming the Transportation Problems

Although the fusion reactors had cut down on travel time from Earth to Mars, issues of storage space aboard the space station remained, as well as transportation costs. As such, scientists needed to find a solution to the problem of bringing abundant supplies and natural resources to Mars. It was impossible to store and transport enough CFCs, for instance, to introduce into the atmosphere. On a more human level, there were also considerations of food and other supplies.

Solving the technical problem of terra-forming Mars was actually fairly simple. Mars, fortunately, is rich in natural elements. Chemists designed and built manufacturing plants to create CFCs from materials indigenous to the planet, then release them into the atmosphere. Chlorides were present in salts left by the vanished seas, and fluorides were extracted from fluoride ores mined from the planet's crust. Frozen water was chemically processed to break it down into hydrogen and oxygen which was recombined into ozone, and both were released into the atmosphere in appropriate amounts.

The human considerations were a bit more complicated, but manageable. The solution lay in a combination of biotech disciplines. For instance, livestock were transported to Mars as cryogenically preserved embryos. In that way, thousands of head of cattle could be transported in three cubic feet of space on the Ares-1. Grains, plants, and a myriad of other living animals and vegetation were transported to Mars in similar fashion in order to be "extracted" and grown-out after arrival.

The Ares-1 arrived in Martian orbit on April 6, 2035.

The Success of the Martian Colony

By 2076, the Martian colony was deemed to be a success. An entire generation of mankind (*Homo Sapiens Martiensis*) had been raised on Mars and were now grown adults with children of their own — two generations of human beings had never set foot on Earth!

During the ensuing years after the arrival of the Ares-1, the world governments collaborated on the development of the Ares-2 and the Ares-3, two additional space stations, with improvements upon the original. Fusion reactors had been enhanced to the point where the trip from Earth to Mars could be completed in only two months. The three space stations shuffled back and forth between Earth and Mars to bring more settlers and newer, better technologies from Earth.

A combination of light and radio wave-based technologies linked communications between Earth and Mars. The Martians had taken over their planet and were no more a colony of Earth than the U.S. was a colony of Britain. Mankind was no longer bound to Mother Earth.

Inter-Stellar Travel

In the year 2163, humans began to spread their figurative wings once again.

For centuries historians have said that history repeats itself. This time-honored cliché has born itself out over and over again in the course of technological achievements. Back in the mid-20th Century, microprocessor fabricators believed that one micron was the smallest line width possible. By the turn of the century microprocessors were being fabricated at 0.15 microns, falling to 0.07 microns by 2011. As such, history repeated itself again in the development of inter-stellar travel. For almost 200 years it was believed that the maximum velocity one could possibly achieve was the speed of light itself. Physicists did not believe it was possible to travel beyond "real space" (slower than the speed of light), into "hyperspace" (faster than the speed of light). But by 2140 man had broken the speed of light with its hyperspace engines, and would continue to develop newer and dramatically faster engines.

High-speed travel was further aided by the discovery of a way to harness high velocity cosmic radiation waves, when present. If travelers were fortunate enough to find the radiation waves along a somewhat appropriate course of travel, "riding" the wave would speed the trip by several orders of magnitude.

By 2163, vehicle technology had been pushed to the point where a completely self-contained space station, fourteen times the size of the Ares-1 and carrying almost 5,000 people, was launched into space on a rendezvous with an alien solar system — Andromeda. It took generations to get there, but with a completely self-contained space station and the ability to harvest resources from passing asteroids, there was nothing stopping mankind from moving forward.

The 22nd Century saw an unprecedented level of peace and cooperation — humans no longer battled over land/territory, as humans could simply branch out and stake claims to their own entire planets!

**CHAPTER 2 - ALIEN CONTACT****Massacre at Vulpeculae II**

Man's exploration of space continued unfettered until 2342. Hyperspace engines made inter-stellar travel as commonplace as the laser rifles developed in the 2100's. Human beings had colonized 32 planets in 18 solar systems. Each of the planets joined together to form the Terran Confederacy ("TC").

In October of 2342, contact was suddenly lost between the young colony on Vulpeculae II and the rest of the Terran Confederacy. Routine reconnaissance fighter ships were immediately dispatched, but no contact followed. As fears grew, interstellar marines

assembled and departed in two TC battleships — the most fearsome TC weaponry built to date. Humanity held its collective breath awaiting an answer from Vulpeculae II.

Speculation was resolved as communications were issued from the TC battleships. They were under attack from the first hour that they emerged from hyperspace. A highly advanced and aggressive race of aliens had completely wiped out the colony on Vulpeculae II, as well as the smaller recon fighter ships. The speed and ferocity of the attack surprised the human commanders.

Only one battleship survived the attack — the Jorpa. The Jorpa pulled back to the Delta Seti star system, and dropped out of hyperspace in order to report back to the military commanders of the Terran Confederacy. The entire Delta Seti star system was thrown into alert when the invaders dropped into real space just behind the damaged ship. Four additional TC battleships were dispatched, but the Jorpa, unprepared for the renewed attack, was obliterated within minutes.

The invaders ignored all offers of surrender as they rained saturation bombs down on the nearby planet of Ipsilon. In less than six hours, the unknown alien invaders had obliterated two TC battle ships, the colony on Vulpeculae II, and all 6 million inhabitants of the tiny planet Ipsilon.

Second Contact

Four TC battleships had responded to the Jorpa's distress signal. As they arrived at Ipsilon they were immediately engaged and outnumbered by the seven enemy ships. The situation appeared critical when, within minutes, additional foreign space ships dropped into real space. The TC personnel assumed that the aggressors had called in additional reinforcements until the new fleet, soon to introduce themselves as the "Cagosics," engaged the enemy invaders. A fierce combat ensued until all seven of the enemy ships had been destroyed.

That day, October 20, 2342, mankind made contact with the Cagosics, an alien race of intelligent beings. The Cagotic leaders introduced themselves to the commanders of the TC battleships, and invited them to board their lead ship, the Aquila. Aboard the Aquila, the Cagosics welcomed the humans and provided a bit of history about themselves and the attacking enemy ships. The Cagosics were members of the Alliance of Free Worlds, a league of fifteen otherwise peaceful races of intelligent beings that had joined together to provide a united front against their common enemy: the Donanji Marauders. The Donanji were the alien invaders who obliterated the colony on Vulpeculae II.

The Destruction of the Cagotic Solar System

In what was later calculated to be the year 1472 (in human terms), the Donanji invaded the Cagotic Solar System. In all, there had been three inhabitable planets in the Cagotic Solar System: their home world of Ara, the nearby planet of Vela, and the more distant planet of Corvus. At the time of the invasion, Ara and Vela were fully populated, while Corvus had just recently been established with a small colony.

The Cagosics were a highly advanced race of beings who were also a unified, peaceful race. As such they had not developed advanced weapons technologies. Since they were not yet aware of other life forms in the known universe, the attack caught them completely by surprise and their meager attempts at self-defense were immediately crushed.

The Donanji Marauders had recognized the life forms on both Ara and Vela, but had not been aware of the small colony on the more distant planet of Corvus, so it was initially spared. With simultaneous attacks on both Ara and Corvus, the Cagosics were assured of a quick defeat. Throughout the brief battle, a command post on Ara maintained radio contact with Vela and Corvus. At the order of the command post, the colony on Corvus evacuated to safety immediately.

What happened next was impossible for the Cagosics to fathom. The Donanji launched a weapon of mass destruction upon Ara, then jumped to hyperspace and disappeared. In an instant, the entire planet of Ara exploded.

Shock waves and careening debris from the explosion, coupled with the massive, sudden shift in gravitational forces within the solar system, sent the planets and moons into new and unstable orbits. Vela was eventually consumed by its own Sun while Corvus and its moon collided. The remainder of the planets in the Cagosic Solar System were thrust into new and erratic orbits.

Shortly after the destruction of Ara, the fleeing colonists were contacted by the Alliance. With the bulk of their population dead and their Solar System untenable, the Cagosic colonists from Corvus were eager to join the Alliance and begin settling a new world. Over the centuries, the Cagosic people have re-populated their species, and have become fully integrated into the Alliance.

The Donanji actions at Ara could only be described as an attempt at galactic genocide. The Alliance is aware of at least four entire races of alien beings that have been completely and irrevocably exterminated by the Donanji Marauders — and those are just the situations about which the Alliance knows.

About the Donanji Marauders

It is obvious that the Donanji are a highly advanced race of beings that are driven by an innate need for expansion, backed by merciless aggression. The Donanji are absolutely devoid of emotion, being completely driven by logic. They tend to be either workers or warriors, whose sole purpose is to work for the good of the entire Donanji race.

The Cagosics explained that the Donanji have proven to be unlike any other known, "civilized" community in reason or temperament. All Donanji actions are driven towards a few simple, expansionist goals: to do whatever is necessary to provide for their own people's needs, and to unconditionally eliminate any other beings they come across.

The Mystery of the Zoran Slaves

The only known exception to the Donanji extermination bent is the Zoran slaves. Although unconfirmed, it is speculated that the Donanji did not eliminate the Zoran creatures because they were so easily enslaved. The Donanji were able to control the mindless Zoran creatures and enslave them as unwaveringly obedient workers and warriors to assist in attaining the Donanji goals. However, the Alliance has not been able to determine how or why this would have resulted, since the Donanji do not attempt to contact an alien race before immediately attempting to exterminate it.

Dissolution of the Terran Confederacy

The Alliance had been aware of the existence of Humans for approximately 12 years, but a laissez-faire policy was adopted. The Alliance did not dare make contact for

fear of alerting the Donanji and dooming the humans to the Donanji scourge. The members of the Alliance knew that humans, while technologically advanced, were not yet ready to meet the Donanji. The decision was instead to monitor human progress and make contact when the time was right. Once the Donanji found and attacked the human colony on Vulpeculae II, waiting and watching was no longer an option.

In 2343 the humans dissolved their Terran Confederacy and formally joined the Alliance. While the humans gained an impressive number of technological advances from their new allies, the humans shared a few interesting achievements of their own. Over the next several years it became clear to the members of the Alliance that humans were excellent warfare tacticians, and several humans rose to high ranks within the Alliance.

FINAL CONFLICT: THE INVASION OF THE DONANJI HOME WORLD!

The year is now 2357 and human society has been fully integrated into the Alliance. With the addition of its strength and intelligence, the human military has spurred the Alliance towards a change in tactics. Peaceful beings will never be safe as long as the Donanji exist. For the first time ever, the Alliance is ready to mount an offensive operation.

You are a Colonel in the Alliance forces. Your previous success in repelling the Donanji at the Battle of the Cat's Eye Nebula has convinced Alliance Commanders to choose you to oversee this mission. Centuries of human expansion have refined all human tactics and technologies, but your record stands above all others. Alliance resources and weapons are under your control as you attempt to subject the Donanji to the likes of their own policies and exterminate them from the known universe once and for all.

Your mission is to mount an offensive to conquer all of the planets in the Parlan and Quantax Sectors. As you battle the Donanji, you will be forced to enlist mercenaries, build your forces, mine local resources, build supply lines, and develop new weapons and technologies. Once you have conquered the intermediary planets and built your infrastructure, the adventure will climax with the ultimate battle: the infiltration of the Donanji home planet!

Good luck Colonel — if you succeed in eliminating the threat of the Donanji from the known Universe, an Admiral's star is assured.



FINAL CONFLICT



ALLIANCE FORCES

ALLIANCE GROUND CHARACTERS

Harvest Robot:



Used commonly for simple labor, the Harvest Robots excavate and transport both mineral ores and diamonds from the mines. Harvest Robots are programmed in the Main Base, and run on basic life-support energy.

Builder:



Human laborers comprise the bulk of the Alliance's colonial workforce; dedicated carpenters responsible for building every crucial Alliance structure. While capable of defending themselves from attack, they are untrained in combat and poorly equipped — a laser-welder is no match for a rifle in a fire fight — therefore Commanders must protect them with battle-worthy troops. Expect heavy casualties in any melee that includes builders among its combatants.

Marine:



The Cagasic Marines are the standard of the ground combat forces. Courageous and entirely dedicated to the ideals of the Alliance, these troops are prepared to sacrifice their own lives to halt the expansion of Donanji terrorism. Trained in the Barracks, Marines are equipped with pulse rifles and standard environmental armor.

Jholdak Trooper:



One of many alien species that contribute to the Alliance military, the slug-like Jholdak Troopers play a major role in advanced ground combat. Originating from a swamp-like world, these slow-moving creatures have adapted to the rigors of battle with the assistance of antigravity sled modules. The creature's strength allows it to carry plasma cannons, too heavy for ordinary bipedal troops. Jholdak Troopers are trained in the barracks.

Assault Robot:



The greatest drain on the Alliance has long been the loss of individual lives. Therefore, engineers have succeeded in supplementing field soldiers with robotic counterparts by adapting the common human service android for combat. Manufactured in Engineering, artificial intelligence and advanced weaponry transform the robot into a mobile weapon platform. This Mark-1 Assault Robot is equipped with a Gauss Cannon and titanium steel internals, allowing it to dish out and receive more punishment than any comparable living target. Still considered a formidable soldier, its physical advantages come at the expense of a slight loss in mobility.

Mobile Rocket Launcher:



The Mobile Rocket Launcher is a variation on the successful Mark-1 design. This upgraded machine boasts a deadly rack of short-range missiles, armed with high-explosive warheads. The power and weapon range of the Mobile Rocket Launcher make it the most devastating ground unit in the ranks of the Alliance. This robot is manufactured in Engineering.

S.P.A.M.:



The Special Protection Armored Marine (S.P.A.M.) is an upgrade of a marine via a special forces training program. A computerized exoskeleton allows the marine to be faster and strong enough to carry a Neutron Torpedo. A combination of training and computer functions allows S.P.A.M. to plant mines — once the technology has been researched. They are trained in the R&D Lab where the armor is built, and run on basic life-support energy.

Baasq Technician:



The Baasq Technicians are an experimental combination of technologies from the R&D and Bio-Research labs. Armed with a Plasma Cannon, light armor and a jetpack, a Baasq Technician can move over any planet terrain. Super-human intelligence and cybernetic implants allow the Baasq to spread computer viruses — once the technology has been researched — and sabotage an enemy's technology by rewiring. Baasq Technicians are created in the Bio-Center and run on nuclear energy.

ALLIANCE AERIAL CHARACTERS

Cruiser:



The Alliance makes two vehicles designed for all-terrain combat. The first available unit, known as a Cruiser, is manufactured in the Hangar and is a force to be reckoned with. This basic fighter is mobile and very well armored. Its class V gauss cannon is a deadly weapon and quickly spells the end for any Donanji troops that get in its line of fire. Cruisers are built in the Aeronautics Labs.

Battleship:



Battleships are the most destructive force the Alliance produces. These units are slow moving, but practically unstoppable. Their armor allows these behemoths to shrug off all common artillery. Long range firepower is exemplified in the Battleship's neutron torpedo bays, the most powerful weapons known to Alliance scientists. It is said that the only defense against one of these monsters is another battleship of similar power. The incredible potential to produce Battleships arises only when a colony has developed upgraded Aeronautics Labs.

Seeker:



As spy satellites, Seekers are widely used to provide details on enemy positions. These tough robots are many times faster than other units and can fly over any terrain. However, this speed and maneuverability is achieved at the expense of power, since Seekers are unequipped for combat and must flee any direct conflicts. Seekers are built in the R&D Labs.

FINAL CONFLICT



DONANJI CHARACTERS

DONANJI GROUND CHARACTERS

Excavator:



Built in the Main Base, the Excavator is the simplest of all the Donanji units. Its only function is to perform the menial labor required by colony life, specifically mining and the transport of resources.

Laborer:



The majority of the Donanji empire toils over the factories and supplies that keep the massive war machine equipped, therefore the Laborers are naturally inclined to submit to the needs of the group, bearing this task without resistance or grudge. This makes them poor combatants, so they rely on protection from their more capable brethren. However, Laborers will defend themselves with laser-torches if attacked. They are trained in the Main Base.

Warrior:



The combat troops or Warriors realize their function is to defend established colonies and clear the way for new ones. This commitment of purpose makes Warriors the most dedicated soldiers in the galaxy. Vast numbers commonly sweep across battlefields without pause or remorse. Warriors are lethally trained in the use of the magnetic rifle in the Barracks.

Zoran Fighter:



The Donanji have been extremely successful at employing the mindless Zoran Slaves as fighters. Their physical attributes supplement the powerful Donanji combat troops without additional loss of Donanji lives. The Zoran fighters are equipped with powerful plasma cannons, and are trained in the Barracks.

Automated Laser Rifle:



This self-sufficient robot evolved from a plan to manufacture a more powerful weapon. Donanji breakthroughs in phasor field technology led to designs for a powerful beam, yet the system proved to be unconventional for use in hand-held weapons due to its oversized power cells. Fitting the system directly onto a robotic torso eventually enabled its use. The resulting Automated Laser Rifle plagues Alliance forces to this day. Heavily armored and programmed to seek and destroy any non-Donanji form of life, it is as ruthless a killer as the Donanji Warriors. These robots are constructed in Engineering.

Automated Missile:



The efficiency of the Automated Laser Rifle design encouraged reproduction in other aspects of war, with Donanji tacticians appealing that more power be given to the independent killers. The result was the Automated Missile, which increases the tonnage to support two racks of high-explosive rockets. These explosives deliver more damage than the Laser Rifle's phasor design, and the rockets' vast area of effect maximizes enemy casualties. These units are built in Engineering.

Armored Warrior:



One effective way to improve the rate of expansion is to improve the ability of the expansionists. The Armored Warrior is a major step in this direction. The armor increases speed and deflects common weaponry from the warrior inside. Robotic systems add to visibility. Weapon systems are upgraded to a heavy magnetic-induction beam. The offensive and defensive potential of these units provides a frightening force on the battlefield. Armored Warriors are outfitted in the Donanji R&D Labs.

Cyborg:



Cyborgs are the pinnacle achievement of Donanji technology. Citizens are augmented for cybernetic conversion by forsaking more than 60% of their bodies for improved mechanical torsos. This synthesis results in a new being that remains organic, but holds all the potential of computer technology, becoming much more versatile and deadly than the original. The lower body is discarded in favor of a hover-platform for premium mobility. Cyborg troops easily pass over any terrain, their enhanced bodies acting with precision and robotic strength. The fearsome concussion rifle is their standard issue weapon. Cyborgs are created in the Bio-Center.

DONANJI AERIAL CHARACTERS

Fighter Ship:



Donanji battles are fought over all types of terrain. The Fighter Ship, a highly mobile hover vehicle, is designed for maximum utility in this regard. Armed with superior versions of the Armored Warrior's induction rifles, The Fighter Ship has excellent range. It is armored with an advanced chitin and is therefore difficult to destroy. Aeronautics Labs are required to create fighter ships.

Battleship:



The mere sight of a Donanji Battleship inspires a new level of fear. Leviathans compared to any other unit on the field, they exemplify power with their enveloping plasma torpedoes — weapons that deal as much damage as entire divisions of Zoran Troopers. They embody strength in their layered armor — compressed titanium strong enough to repel 80% of Alliance weaponry. Their slow progress is extremely difficult to stop. One battleship leaves a wake of death as it terminates all enemies in its path. These doomsday machines are created in upgraded Aeronautics Labs.

Surveillance Drone:



The Donanji offense depends greatly upon the knowledge of enemy positions. To this purpose Surveillance Drones were created. They identify weak areas in Alliance lines for Donanji troops to exploit. Drones are built in the R&D Labs to be fast, tough, and negotiate any terrain.

FINAL CONFLICT



NON-PLAYER CHARACTERS

Donanji Patriarch:



The Donanji society consists of a hierarchy of clans. As you advance nearer the Donanji Home World, you will encounter the Patriarch, one of the highest levels of authority within their society. Find and eliminate this Patriarch, for without their leader, the Donanji suffer greatly from a lack of direction in all aspects of their day-to-day lives.

Alliance Diplomat:



A high-ranking Alliance Diplomat has been stranded in an area populated with Donanji. Launch a search and rescue operation to extract the diplomat and return him to safety before he is discovered and subsequently killed by the ruthless Donanji.

There are a few harmless creatures that are indigenous to the various planetary systems. Although they do not pose any harm, their destruction has often been a source of amusement for bored centurions guarding their desolate outposts.

The Rondan Gel:



This harmless gelatinous creature lives on moon-like terrain and, when shot, splats into little pools of goo.

Bilou:



This fuzzy fur-ball shaped animal is native to earth-like terrain and turns into a fried hair-ball when killed.

Plated Cretin:



Resembling an armadillo, this armored creature lives on hot terrain and, when killed, curls up into a fetal pose and then falls apart.

FINAL CONFLICT



BUILDINGS

Mine Shaft:



A Mine Shaft must be built before metal ores can be removed from any mine.

Main Base:



This is the hub of operations and is a basic structure. The Main Base allows for the creation/training of mining and building of characters. All transportable resources can be brought here for processing. The Main Base is self-supporting and can be upgraded to a Colony. Colonies add the ability to increase production from the diamond mines.

Barracks:



The Barracks is a military base. A basic structure, the barracks allow for the recruiting and training of first level troops. Barracks are self-supporting.

Engineering:



Engineering is another basic structure. The Engineering facility allows for the creation of robotic troops and enables upgrades to arms and armor for all land and air troops. Engineering facilities are self-supporting and afford the opportunity to yield better production from the metal mines. Mined metals, which are typically brought to the main base, may also be brought to an Engineering facility if one is closer to the mine than the main base.

Defensive Outpost:



This tower is a basic structure that allows for greater sight range. The Defensive Outpost can be upgraded to a Radar Post — when cloaking/cloaking detection technology has been researched — and again to form the key posts of a Shield Fence — once energy shield technology has been researched. Self-supporting in its first stage, upgrades run on nuclear power.

Power Plant:



The Power Plant is a basic structure that generates energy for those characters and buildings that use higher technology. The Power Plant also generates the energy that is directly applied to a shield wall.

L.S.M.:



The Life-Support Module is a basic structure that generates food, oxygen, and low-level energy for support of the biological and mechanical characters. An L.S.M. is self-supporting.

Spaceport:

The Spaceport is a basic structure that allows for the import and export of transportable resources from established colonies on other planets within a sector. The Spaceport is self-supporting.

Aeronautics Lab:

The Aeronautics Lab is a basic structure that allows the creation of airborne fighters. A basic Aeronautics Lab builds first-level fighter ships — Cruisers and Fighters. Through upgrades, an advanced Aeronautics Lab can build both lower-level ship and Battleships. The Aeronautics Lab is self-supporting.

Medcon:

The Medical and Reconstruction Center is an advanced structure. The Medcon is used to heal troops and to repair robotic equipment. The Medcon is supported by the Nuclear Power Plant.

R & D Lab:

The Research and Development Lab is an advanced structure. The R & D Lab allows the creation and use of computer technology and advanced characters. The R&D Lab enables the cloaking, cloaking radar, energy shield, virus, and hyperlink technologies and is supported by the Power Plant.

Bio-Center:

The Biological Research and Development Center is an advanced structure that allows the creation of advanced warriors such as the Donanji Cyborg and the Allied Baasq Technician. The Bio-Center is supported by the Power Plant.

Hyperlink:

The Hyperlink is an advanced structure that allows a character to teleport directly from one area of terrain to another. This is a two-part structure — a Hyperlink unit must be built at both ends of the teleport area (the destination end must be carried physically and then built by a laborer). Once built, Hyperlinks can be used by any character, including the enemy! Hyperlinks are supported by the Power Plant.

Reactor:

Orbiting space stations are powered by a Nuclear Fusion Reactor, an advanced structure. The destruction of the Reactor results self-destruction of the entire space station.

FINAL CONFLICT



WEAPONS

The characters in Final Conflict utilize an array of weaponry, listed below in order of firepower strength. When sizing up a weapon, one must consider all the variables and factors relating to each weapon's effectiveness, such as recycle time — how fast the weapon recharges and is ready to fire again, range and projectile speed.

Laser Pistol:

The Laser Pistol is the smallest class of weapons in Final Conflict. It possesses a relatively short range and an exceedingly low-powered blast. However, the Laser pistol does sport a fast recycle time, shooting faster than other weapons. Builders and Laborers carry Laser Pistols, while the Harvest Robots and Excavators are fitted with Laser Pistol-grade turrets.

Pulse Rifle:

The Pulse Rifle is a medium-powered laser rifle, with an average range and an average recycle time. While considerably more powerful than a Laser Pistol, it is at the lowest end of the weapons spectrum. Its light weight makes it a perfect weapon for ground troops such as Marines and Donanji Warriors.

Gauss Cannon:

At the top-end of the laser family, the Gauss Cannon is a mid-range weapon that is too heavy to be carried by "ordinary" living beings such as foot soldiers. The Gauss Cannon is mounted on the Assault Robots, the Automated Cannon, and the Cruiser/Fighter ships.

Missile:

Whereas all other weapons fire concentrated energy (lasers, plasma, etc.), the Missile is the only weapon that shoots an actual projectile. Stronger than a Gauss Cannon, the Missile has a slightly slower recycle time. Missiles are employed by the Mobile Rocket/Automated Missile.

Plasma Cannon:

The Plasma Cannon is a hefty, high-powered weapon that shoots plasma energy balls. Of all the hand-carried weapons, the Plasma Cannon has the longest range, causes the greatest amount of damage, and has an average recycle time. Only strong creatures heft the mighty Plasma Cannon, like the Jholdak Trooper/Zoran Fighter and the Baasq Technician/Cyborg.

Neutron Torpedo:

The mightiest of all weapons, the Neutron Torpedo packs the greatest punch, combined with the maximum possible range. As such a massive weapon, the Neutron Torpedo is built into only the great battleships.

FINAL CONFLICT



RESEARCH & DEVELOPMENT

All of these technologies offer strategic and dynamic play, and are available once they have been researched at a Research & Development (R&D) Lab.

Cloaking:

Available only to Level 2 and 3 characters, cloaking allows for the ability to make the character invisible to enemy troops. Once the technology is researched, an additional option button appears on the panels of certain troops. Cloaking runs on nuclear energy from the Power Plant when engaged. A character cannot fire when cloaked. However, they can move, patrol, stand ground, etc., but will automatically drop cloaking if ordered to attack.

Detect Cloaking:

Only the Radar Post can detect cloaking. If a cloaked character enters the Post's sight area, the enemy suddenly appears. Once the enemy walks out of the Post's sight range, it disappears from sight.

Create/Spread Viruses:

With this technology, the Cyborg/Baasq Technician gains the ability to release a computer virus on an enemy character. However, only characters with a computer component are susceptible to viruses. When the virus option is selected, mouse-click on one susceptible enemy at a time, within a short range from the Cyborg/Technician. Once the virus has been planted, the enemy's movement/speed will deteriorate until the character "dies." This occurs over a short period of time. The opposing player may recognize that the character carries a virus, and send their own Cyborg/Technician to attempt to remove the virus.

Remove/Disable Viruses:

Only a Cyborg or a Baasq Technician possesses the ability to reverse virus implants in order to heal its own troops.

Rewire:

Only a Cyborg or Baasq Technician can possess the technology to rewire a metal-dependent enemy. A rewired enemy becomes berserk and begins attacking its own troops. Rewiring is incurable.

Generate Shield Wall:

This technology enables the option of upgrading selected Defensive Outposts to Shield Posts. Once a series of Shield Posts are created, they can be linked together, forming the "posts" of a force field "fence." The wall itself is an impassable object that is impervious to any attack. To create a segment of the wall, select a Shield Post, click the Shield Wall option button, and then select a destination point (another Shield Post). The individual segments can be turned on and off this way. To engage the wall, the posts must be within a limited range of one another. The shield runs directly off nuclear energy supplied by the Power Plant.

Hyperlink:

Hyperlink research grants Cyborgs the ability to build this new structure. The Hyperlink is a portal, allowing individual troops to teleport instantly across any distance. Before the Hyperlink can be used, both a source pad and a destination pad must be constructed. Any Cyborg can build a set of pads if they first select the option (to collect materials/information from the Main Base) and then walk to the destination where the link is to be built. If the character "carrying" the second stage of the pad is killed, another character must first return to the Main Base and collect the information again before building the terminus. When the Hyperlink has been successfully completed, both ends will emit a glow to show that they have been activated. Links can only be built in pairs, and it is up to the players to keep track of which links are connected. The Hyperlink can be used by either player — the link to an enemy's stronghold can be discovered and used to bring them back into your own realm. The links are also difficult to destroy, affected only by energy fired in a beam. When one pad is destroyed, its matching pad will explode with it.



CHART OF DEPENDENCIES

Mine Shaft

Barracks

Life Support Module

Spaceport

Base

Engineering

Outpost ----- Radar Shield ----- Shield Post

Power Plant

Base ----- Engineering ----- Aeronautics Lab ----- Advanced Aeronautics Lab

Base ----- Colony

Colony ----- Engineering ----- MedCon

Colony ----- Engineering ----- R&D ----- BioResearch
----- Hyperlink

FINAL CONFLICT



MULTI-PLAYER GAMES

Final Conflict uses Microsoft's DirectPlay™ technology for its Multiple-Player support, which helps insure the greatest possible compatibility for the game. To play a Multi-Player game, simply click the MULTI-PLAYER option from the Main Menu when starting the game, and follow the self-explanatory prompts.

Final Conflict supports four styles of Multi-Player gaming:

- 1) **Modem Play:** Two players can play head-to-head against each other over a dial-up modem (phone line) connection.
- 2) **Serial Cable:** Two players can directly attach their computers together and play head-to-head via a "null modem" serial cable.
- 3) **TCP/IP Network:** Up to Eight players can play over a TCP/IP network, such as a local area network, or the Internet.
- 4) **IPX:** Up to Eight players can play over an IPX-based local area network.

Differences in Multi-Player Games

Multi-Player games are essentially the same as the Single Player game, with the exception of the following differences:

- There are special, Multi-Player-designed missions. You do not play the same missions as the Single-Player game.
- All weapons, characters, and structures are usually immediately available in a Multi-Player game, whereas the Single-Player game introduces these items with progressive missions — not all items are available right away.
- Mission objectives typically are not used in a Multi-Player game — the only objective is to eliminate all of the enemy characters.
- The Multi-Player missions are most often designed utilizing the largest possible playing area (Final Conflict supports "small," "medium," and "large" landscapes).
- As with most Multi-Player games, there are only two sets of artwork — the Donaji and the Alliance. Different players are represented by color-coded characters. For example, there might be two "alien" bases for each of two players — one color-coded blue, and the other color-coded green.

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TECHNICAL SUPPORT/CUSTOMER SERVICE

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FINAL CONFLICT



TROUBLE SHOOTING

Before calling technical support, make sure that your computer meets or exceeds the minimum system requirements for the game. The system requirements can often be found in the game manual or on the game box. If you are not sure if your computer meets the minimum system requirements, please contact your computer manufacturer or your computer vendor for this information, as this is needed before trouble-shooting the game. This game is designed for Windows 95 only and will not work with earlier versions of Windows (i.e. Windows 3.1, Windows NT, etc.).

Most problems may be categorized into one of six groups:

- Install
- Audio
- Video
- Lock-ups
- Program Error Messages
- Performance Problems

Please refer to the following section that best describes the difficulty.

INSTALL

If the game stalls or aborts during the installation process, make sure that the CD is free from all smudges and scratches. If the disk is clean and you are still experiencing problems with the install, make sure that all background tasks and applications have been closed before trying again.

To do this:

- Hold Control-Alt-Delete at the same time.
- Highlight the application and click END TASK.
- Note: Please use this Control-Alt-Delete method with caution, as shutting down applications which your system is dependent upon can result in your system hanging or crashing. (E.g., note that if you selected "Explorer," you would shut down the Windows 95 Explorer on your system.)

Try the install again.

AUDIO

Difficulties with sound can be caused by a number of factors. First of all, be sure that the speaker cables are firmly attached to the back of the sound card in the socket labeled Speaker Out. If this has been checked and you are still not getting any sound from the game, be sure that the latest sound drivers are installed for your sound card. These sound drivers are designed by the manufacturer specifically for your sound card and may correct the difficulty you are having.

VIDEO

Problems with the video are often the result of an incompatible display driver. Flickering video, distorted colors or a black screen are all symptoms of an incompatible display driver. Often, changing or updating the display driver in use may correct the problem. Before changing the display driver, be sure to consult your video card manufacturer for any updates or new drivers that might be available. These display drivers are designed specifically for your video card and may resolve the difficulty you are having. As with most games designed for Windows 95, Final Conflict uses Microsoft's DirectX™ technology. Make sure to ask for certified DirectX drivers from your video card manufacturer, and not just "standard" video drivers.

Some video drivers, especially non-certified DirectX drivers for Windows Accelerator Cards, may perform well in most cases but cause display abnormalities from time to time. If the game looks like it is mostly working, but the display tends to be irregular in some ways, you should verify that you have the latest video drivers (as noted above), and then fine tune the driver's "Hardware Acceleration" options in the Windows 95 Control Panel. To do this, open the Control panel by clicking Start and then Settings. Once in the Control Panel menu, select the System icon. Next, select the Performance tab and click the Graphics button. To fine tune the amount of hardware acceleration, start at Full and then slide the button left one notch. Reboot and test to determine if you are still experiencing problems; continue testing until it works properly. Problems are most often the result of the video card, so the problems will disappear when using a level of acceleration somewhere between None and Full.

LOCK-UPS

If the game seems to lock-up consistently in one spot or area, make sure that the CD is free from all smudges and scratches. If the game seems to lock-up randomly or locks-up with an error message, this may be the result of insufficient memory or because another application is running in the background. Please refer to the section labeled "Install" for help with closing the applications.

PROGRAM ERROR MESSAGES

Program Error Messages are most often caused by one of two problems:

1. Problematic video drivers. See the section above labeled VIDEO for tips dealing with this area.
2. The software is not properly installed. Please make sure to re-run the installer to verify that the DirectX™ and ActiveMovie™ technologies are installed on your system. The installer will guide you through this process.

PERFORMANCE PROBLEMS

Final Conflict performs well in the appropriate conditions. If you are experiencing performance problems, please note the following details:

1. Make sure your system meets the minimum system requirements specified in the "GETTING STARTED" section of the manual.
2. The most important factor in the performance of any game is the video card in your system. You will see significant performance improvement with Windows Accelerator cards. The DirectX™ display technology used in Final Conflict makes use of Windows Accelerator boards to significantly speed up the game. Use the DXSETUP program on the Final Conflict CD-ROM to verify your DirectX™ driver settings to make sure you have DirectX™ support from your video card and video drivers. Additionally, video card memory greater than 1MB will assist in boosting performance.
3. Final Conflict requires a Pentium processor and 8MB of memory. A faster processor and additional memory will increase performance, although not as dramatically as a Windows Accelerator video card.
4. Final Conflict will run in several video modes. However, if you are experiencing performance degradation, make sure the game is set to the lowest acceptable video resolution and color depth. A 256 color setting, with 640x480 resolution is the default, minimum setting. This video mode setting can be found in the Display Settings icon in the Control Panel (click the START button, then SETTINGS and then CONTROL PANEL. Open the DISPLAY icon). Although you can run the game in higher resolutions — and Final Conflict will display larger game areas at higher resolutions — the higher resolutions require significantly larger amounts of memory.

RHODE ISLAND SOFT SYSTEM CREDITS

Executive Producer

Eric Robichaud

Game Design/Story

Eric Robichaud

Bill Zitomer

Eric Walsh

Lisa Padovano

Chris Padovano

Programming

Eric Walsh

Bill Zitomer

Artwork/Videos

Lisa Padovano

Leah Porfido

Bill Zitomer

Joel Dau

Level Design

Eric Robichaud

Adam Dau

Sound Effects

Bill Zitomer

Voices

Dana Richardson

Chris Raffa

Music

Tom Bednarz

Acknowledgments

Bill Dickson

Becky Robichaud

Lynn Marcotte

WAY FORWARD TECHNOLOGIES CREDITS

Programming

Voldi Way

Jimmy Huey

Ray L. Maple

SOUND SOURCE INTERACTIVE CREDITS

Executive Producer

Vincent Bitetti

Project Manager

Denver Smith

Testing

Kevin Deadwyler

Jeremy Fowler

Tim Samoff

Gene Turnbow

Package Design by Moore & Price Design

LIMITED WARRANTY

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- This compact disc is intended for use only with a PC CD-ROM equipped computer.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edges. Never use solvents or abrasive cleaners.

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Sound Source Interactive: 26115 Mureau Road, Suite B, Calabasas, CA 91302
818-878-0505 • www.soundsourceinteractive.com

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