JEFF WAYNE'S THE WAR OF THE WORLDS

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Smacker

Rage Software plc

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JEFF WAYNE'S THE WAR OF THE WORLDS

"No one would have believed, in the last years of the nineteenth century, that human affairs were being watched from the timeless worlds of space. No one could have dreamed we were being scrutinised, as someone with a microscope studies creatures that swarm and multiply in a drop of water. Few men even considered the possibility of life on other planets and yet, across the gulf of space, minds immeasurably superior to ours regarded this Earth with envious eyes, and slowly and surely, they drew their plans against us."

From Jeff Wayne's Musical Version of 'The War Of The Worlds'.

CHAPTER 1: GETTING STARTED

Make sure that your computer is 100% Windows 95 or 98 compatible and at least meets or exceeds the following configuration:

Minimum Specification
Intel Pentium P133; 16MB Ram; 1MB Graphics card; 120mb of hard disk space; 16 bit compatible soundcard; x4 speed CD-ROM

Recommend Specification
Intel Pentium P200; 32MB Ram; 2MB Graphics card; 120mb of hard disk space; 16 bit compatible soundcard; x4 speed CD-ROM

Optimal Specification
Intel Pentium PII 333; 64MB Ram; 4MB Graphics Card; 120mb hard disk space; 16 bit compatible soundcard; x8 speed CD-ROM

INSTALLING JEFF WAYNE'S 'THE WAR OF THE WORLDS'

Before installing the game, close all other applications and verify that you have at least 120mb of hard disk space free before installing the game. For more details on freeing hard disk space please consult your Windows manual.

Now insert Jeff Wayne's 'The War Of The Worlds' **Human** CD into your CD-ROM drive.

If AutoPlay is enabled, wait a few moments until the AutoPlay box appears with Jeff Wayne's 'The War Of The Worlds' logo on it. Then click **Install The War Of The Worlds** to begin Installation of the game and then follow the onscreen instructions.

-or-

If AutoPlay is disabled or if the AutoPlay menu doesn't appear, double-click the **'My Computer'** icon on your desktop, double-click the icon for your CD-ROM drive and then double-click Autorun icon. When the AutoPlay menu screen appears, click **Install The War Of The Worlds** and then follow the onscreen instructions.

After setup is complete, your computer will install the Microsoft DirectX 6.0 drivers if you do not already have them. DirectX will do a system check during installation and install the driver if necessary. DirectX will not copy over any newer drivers, especially if you have installed a newer version of DirectX 6.0. When DirectX installation is complete - you will need to restart you computer for the new drivers to take effect.

Running Jeff Wayne's 'The War Of The Worlds'

After installation, you can run the game in a variety of ways. The AutoPlay box will appear when you place one of the game CD's in the CD-ROM drive. Alternatively, by clicking on Start on the taskbar and pointing to **Programs/Jeff Wayne's 'The War Of The Worlds'/The War Of The Worlds** the Autoplay box will appear. Click on either **'Play Human Campaign'** or **'Play Martian Campaign'** depending which campaign you wish to start.

Uninstalling Jeff Wayne's 'The War Of The Worlds'

Insert Jeff Wayne's 'The War Of The Worlds' CD into your CD-ROM drive. If AutoPlay is enabled and wait a few moments until the AutoPlay box appears with Jeff Wayne's 'The War Of The Worlds' logo on, click **Uninstall The War Of The Worlds** and then follow the onscreen instructions.

-or-

If AutoPlay is disabled or if the AutoPlay menu doesn't appear, double-click the **'My Computer'** icon on your desktop, double-click the icon for your CD-ROM drive and then double-click Autorun icon. When the AutoPlay menu screen appears, click **uninstall The War Of The Worlds** and then follow the onscreen instructions.

-or-

Click the **Start** button on the taskbar, point to **Settings** and then click on **Control Panel**. Double-click on **Add/Remove Programs**, this will bring up a box detailing which software can be uninstalled. Scroll down the list select **Jeff Wayne's 'The War Of The Worlds'** and then click on **Add/Remove**. The game will then be automatically removed from your machine.

CHAPTER 2: TERMS AND CONVENTIONS

In Jeff Wayne's 'The War Of The Worlds' all words underlined in the manual indicate that input is required from the player (such as click or drag-select). You should familiarise yourself with these basic terms before proceeding to play the game. Following are brief explanations of each of the terms:

MOUSE CONTROL

The majority of the game is controlled by the mouse. The mouse will move your cursor around the screen, and depending what you click on, you can order units, build structures, attack and other commands. The mouse performs the following basic actions:

Left-Mouse Button (LMB)

Click/Select

A single click of the left-mouse button is used primarily for selection - moving the cursor over an object and clicking on it with the left mouse-button will select an object or if something is selected issue an order.

Drag

Select the item and keep the left-mouse button held down. This allows you to control certain functions in the game, such as slide-bars. Releasing the left-mouse button will cancel or confirm the command.

Drag-select

Holding down the left-mouse button whilst moving the cursor on the WarMap or BattleMap screens, will display a <u>Drag-Selection Box</u> indicated by a box spanning from the cursor. Every object within the green box will become selected when you release the left-mouse button.

Right-Mouse Button (RMB)

De-select

Tap the right-mouse button to <u>de-select</u> a previously selected object.

Actions Menu

Holding down the right-mouse button will bring up a **Context Sensitive Actions Menu**. Continuing to hold down the right-mouse button will allow you to highlight any of the menu icons on the <u>Actions Menu</u>, releasing the right-mouse button will <u>select</u> the highlighted action. You can also activate the <u>Actions Menu</u> by holding the RMB while the cursor is over an object.

Scrolling the screen

To <u>scroll</u> the main viewing window around the WarMap or BattleMap, move the cursor to the edge of the screen and the view will <u>scroll</u> towards that direction. The view will stop scrolling when you've reached the edge of the map or you move the cursor away from the edge of the screen.

ToolTips

Holding the mouse cursor over any relevant object or item on the screen will display an information box with specific details regarding that item.

General

Unit(s)/Batteries

A unit or battery is a military term for a group of vehicles varying in size. Shown as small graphical icons of each unit surrounded by a damage indicator, these are known as unit icons.

Construction

The building of facilities is referred to as *Construction*.

Manufacturing

The building of units is referred to as *Manufacturing*.

Colours of sides

Throughout the game, colours are used to distinguish between the two sides - all Human activity is Green whilst all Martian activity is Red. Purple is commonly used to denote Resource and Manufacturing.

MiniMap

The MiniMap is an overview of the current WarMap in the War Room & Elders Chamber, or sector on the BattleMap.

Pressing the TAB key will toggle the MiniMap (and Unit Thumbnail Icons on the BattleMap) on and off.

CHAPTER 3: GAME MENUS

From the AutoPlay menu select either 'Play Human Game' or 'Play Martian Game' depending on which game you wish to start (see **Chapter 1** for more details on AutoPlay). **Note: If a game is already in progress and you wish to play a different campaign as the opposite side, you must first quit the game back to Windows and select either 'Play Human Campaign' or 'Play Martian Campaign' from the AutoPlay menu.** Upon the game loading, you will be presented with the **Main Menu**:

START NEW CAMPAIGN

This displays a submenu with five available campaign slots (some may contain previously saved campaigns). <u>Clicking</u> on a Campaign slot will display a dialogue entry box for you to enter a new campaign name. Enter your new campaign name and <u>click</u> proceed, you will then be presented with the War Map at the beginning of the game.

Saving/Loading
Jeff Wayne's 'The War Of The Worlds' automatically records your Campaign position as you progress through the game. The name you designate each time you start a New Campaign becomes the Autosave, used throughout the duration of your current game. **You cannot save the game manually.**

RESUME CAMPAIGN

This shows a submenu with up to five used Campaign slots. <u>Click</u> on the Campaign you wish to resume.

CD PLAYER

This enables you to listen to Jeff Wayne's musical recordings from the appropriate CDs.

GAME OPTIONS

Graphic Options

Graphic Resolution
This allows you change the resolution of the game. <u>Click</u> on and <u>drag</u> the slide-bar through to the desired resolution from 512x384 through to 1280x1024 (depending on the modes supported by your Graphics Card). Please note the higher resolutions may affect the smoothness of the game.

To help increase the overall speed and performance of the game (on lower specification PC's) you can turn the following options on or off accordingly:

Lights On/Off
When switched off, any BattleMap battles will be during the day, consequently all sources emitting light, such as vehicles headlamps and lampposts in the streets at night will not become applicable.

Gouraud Shading On/Off
When Gouraud shading is switched off, objects will become less smooth.

Shadows On / Off
Turns off the real-time shadows beneath vehicles.

Scroll Speed
On a scale of 1 to 10, the higher the scroll speed number, the faster your view will scroll around the WarMap and BattleMap.

Critical Event Options
This allows customisation of certain game events defined as 'Critical' - critical meaning events that stop the in game clock when they occur.
A tick indicates the option as selected.

Volume Control
<u>Click</u> on the slider bar and move to the left (decreases volume) or right (increases volume):

Master Volume
Overall volume of the game

Ambient Volume
Secondary sound effects played in the background such as the sea and wind.

Sound Volume
Primary Sound effects and speech such as weapon fire and unit movement

Disable in-game music
Toggles CD Player on/off

Exit to Windows
Exit the game and return to Windows.

BATTLEMAP MENU

Pressing the ESC (Escape) key whilst on the BattleMap will bring up the *BattleMap Menu* and place the game in a paused state.

Resume Campaign
Returns you back to your game.

Volume Control
Identical to the Volume Control on the Main Menu.

WARMAP MENU

Pressing the ESC (Escape) key whilst on the WarMap will bring up the *WarMap Menu* and place the game in a paused state.

Resume Campaign
Returns you back to your game.

Quit to Main Menu
This will take you straight back to the Main Menu. The game will automatically save your Campaign Position.

Critical Event Options
This allows customisation of certain game events defined as 'Critical' - critical meaning events that stop the in game clock when they occur.

Volume Control
Identical to the Volume Control on the Main Menu

Exit Game
This will return you to Windows. The game will automatically save your Campaign Position.

CHAPTER 4: GAME OBJECTIVES

In Jeff Wayne's 'The War Of The Worlds' you play either one of two sides depending on **which CD** you have placed in the CD-ROM drive. Set in a Victorian Britain, a Martian Pod landed on Horsell Common, in Surrey, England, containing a hostile Martian invasion force. The game takes place shortly after this incident occurred. The Humans primary objective is to repel the Martian invasion by destroying the Martian's centre of operations in the Grampian Mountains, Scotland, while the Martian's primary objective is to wipe out the Human resistance by destroying the Human's centre of operations, the Houses of Parliament in London. The two sides are very different sides and offer different gaming experiences.

To achieve these objectives you must move your forces strategically across mainland Britain, making use of natural resources, battle tactics and advancements in technology through research, to outwit and ultimately destroy the enemy. There are no set "missions" in this game - you control all research, construction, manufacturing, and resource management and troop deployment.

CHAPTER 5: WAR ROOM & ELDER CHAMBERS

The Human War Room and the Martian Elder Chamber contain a specially prepared map of the British Isles divided into 30 sectors, referred to as the **WarMap** within this manual. It enables you to manipulate the positions of your units, control resource management and manufacturing and construction tasks. You can also access the research from here.

WarMap
Shows the overall state of the War in terms of sectors, machines and resources you currently have.

Calendar
The calendars denote the current date for the Human's or time-cycles for Martian's.

 For the humans a clockwise timepiece represents the time of day.

 For the Martians, shading around a small Earth indicates the time of day.

The two calendars also include a slide-bar, which allows you to control the speed at which time progresses. The further you <u>click</u> and <u>drag</u> the slide bar to the right, the faster time will pass. You can also use the number keys 1-0 to speed up the calendar, 0 being the fastest. Pressing BackSpace will stop the clock.

MiniMap

The white outline box on the <u>MiniMap</u> shows the currently visible area of the WarMap. You can use the MiniMap to move quickly to view different areas of the Map by <u>clicking</u> and <u>dragging</u> the small, rectangular box to the area you wish to view. Press TAB to toggle the MiniMap on or off.

Above the MiniMap are four icons, click on the appropriate icon to show the following display:

Unit view (F1 key)
Displays all units residing in a sector and their current tasks.

Construction View (F2 key)
Shows working facilities and those under construction as well as their current manufacturing task. See section *Manufacturing Units* for more details.

Resource View (F3,F4 & F5 keys for each resource)
Details the current level of resources for each sector, your resources plants and their current output. Please see *Resource View* for more details.

Research Screen ('R' key)
Show current and available inventions to search.

SECTORS

The WarMap is divided into 30 sectors. There are three states for the sectors:

Neutral
No forces from either side in the sector.

Occupied
Forces present in the sector.

Controlled
A completed Command Post or Comms Centre is present in the sector.

Sector Limits

Each sector can accommodate a maximum of 16 units. When a sector has reached its maximum limit you will be unable to move anymore units into the sector and all manufacturing tasks will be suspended. See Section *'Construction View: Suspending and Resuming Build Tasks'* for more details. You will need to relocate units to other sectors before you can move more units into that sector or manufacturing tasks can be resumed.

Viewing a Sector

Select the sector you wish to view and select the 'View Sector' icon from the Actions Menu.

Note: *you cannot view neutral sectors or those controlled by the opposition.*

Sector Colours
The sectors state is depicted by varying colour strengths.

In *Unit View:* The colours green for Human and red for the Martians indicate who currently occupies that sector. The stronger the colour strength of a sector, the more of your units resides there. The border colouring around each sector shows the overall outline of front lines, friendly and enemy territories.

In *Manufacture View:* The darker the purple, the higher the current resource deficit for that sector. See *Manufacture View* for more details.

In *Resources View:* The stronger the blue, the more of the currently selected resource is available to you in that sector. See *Resource View* for more details.

UNIT VIEW (F1)

Moving and positioning units on the WarMap

Occupied sectors contain unit icons detailing the amount of units currently in those sectors. Each unit requires a small amount of resources to operate. This is added to your current sector resource usage. See *Resource View* for more details. ToolTips detail individual units' resource usage.

Land based units can be moved around the WarMap by selecting the unit(s) that you wish to relocate, then moving the cursor to another sector on the WarMap. Click the destination sector and the unit(s) will start to move to that sector when time is advanced on the calendar. You can only pass through sectors you control. If you are attacking a sector the arrow will turn red to indicate an attacking move with the Estimated Time of Arrival (ETA) displayed at the tip. Although you can move your units to any sector, you cannot pass through a sector in a neutral state or controlled by the opposition.

Note: *You cannot move a construction vehicle until it has completed or you've cancelled its current construction task*

Cancelling a Move

 To cancel a move, <u>select</u> the units(s) and <u>select</u> 'cancel' from <u>Actions Menu</u> .The units(s) will then stop at the nearest controlled sector (though the movement arrow will not have changed).

Sea faring units can only travel to and from sectors by navigating around the coastline from sector to sector and cannot travel inland. You cannot leave units at sea - they must always be travelling to or from a sector or be moored in a sector.

Damage Indication

Each unit icon on the WarMap has a damage indicator that shows the current status of each vehicle within that unit. These are indicated by the colours of the bar - Green: full health; Yellow: Moderate and Red: Severe damage.

CONSTRUCTION VIEW (F2)

In *Construction View* the WarMap will display all the manufacture facilities you currently have in each sector and the units they are manufacturing (if any). *Construction View* also shows with a purple sector colouring, the resource deficiency in that sector - the darker the colour the larger the current deficit for that sector.

Efficiency of Manufacturing Facilities

The <u>ToolTip</u> for a manufacturing facility shows an efficiency value, which proportionately increases manufacture times - 100% means the factory is

running at maximum output efficiency. This is caused by a deficit in resources. See **Resource View** for details on resource deficit. How damaged a building becomes will affect the efficiency of that unit to manufacture.

Unit Manufacture List

To manufacture a unit, bring up the <u>Actions Unit</u> and select 'build'. This will display the **Unit Manufacture List** (see diagram below):

From the **Unit Manufacture List,** <u>click</u> on the unit you wish to construct and it will appear as a Manufacture task on the **Manufacture Orders List** (next to the construction list), including an estimated manufacture time. If you continue to <u>click</u> on the unit (for the current order), then a small 'x' followed by **1, 2, 3** or *(infinite)* will appear on the order (see Human diagram). This indicated how many of those particular constructions you wish to build - as each task is completed, it is moved to the bottom of the list. You can scroll through this list using the scroll arrows above and below the bar.

A the top left of each task icon is a small 'promote' arrow, which will place that task at the top of the queue when <u>clicked</u> on (see Martian diagram).

To cancel an order, just <u>click</u> on the unit you wish to discard and it will be removed from the Manufacture Order List.

Please note that certain vehicles can only be manufactured if support facilities are also present in the sector. Transparent icons indicate that you are missing a particular support facility to begin manufacture of this task. See Appendix 1: Build Lists for more details.

Construction

You can pull up the *Construction Build List* to view, promote and delete construction tasks. You cannot build constructions from the WarMap, you must first enter the BattleMap. Please see section *Chapter 6: BattleMap* for details on constructing buildings and the *Construction Build List*.

Suspending and Resuming Build Tasks


SUSPEND   RESUME

SUSPEND   RESUME

If you wish to temporarily cease all manufacture output of a facility, for example to concentrate resources on other tasks, you can suspend the current manufacture output of a facility.

To suspend a facilities current manufacture tasks, bring up the <u>Actions Menu</u> and <u>select</u> the 'Suspend' icon next to the 'Build icon'.

Facilities can automatically become suspended if the sector limit of 15 units is reached. If a facility becomes automatically suspended, you will need to relocate units to other sectors so you can free-up space and resume your manufacturing tasks . You can resume manufacturing in a facility, by bringing up the <u>Actions Menu</u> and <u>selecting</u> the 'Suspend' icon next to the 'Build icon'.

RESOURCE VIEW (F3, F4 & F5)

Construction of resource facilities takes place on the BattleMap but the resources produced are managed solely from the WarMap in *Resource View*.
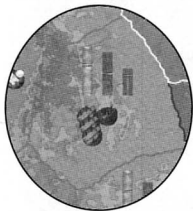
Each sector contains three resource bars, which detail the amount of the resources being produced by your facilities in that sector, incorporating resources from any surrounding sectors that you control. Each resource bar has a 'resource-requirement' indicator, which shows the amount of that resource you currently require to complete your construction tasks in that sector. To increase the resource output of a sector, another facility must be constructed.
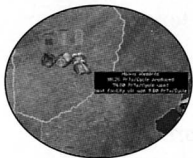
To view the abundance of a particular resource, <u>click</u> on the appropriate resource bar and the colour strength of the sectors will change - the stronger the colour the more abundant the resource is in that sector. Pressing the F3, F4, or F5 key will also display the appropriate resource and it's abundance in a sector.

The <u>ToolTip</u> for each of your resource producing facilities will display the current output of that building.

If you use more resources than you are currently producing, then your factories will be running with a resource deficit. See *Construction View* for more details.

The Human Resources

Steel (F3): A strong alloy smelted from iron ore, steel is used predominately for construction of vehicles and buildings.

Coal (F4): A fossil fuel that produces thermal energy when burnt. Delivered automatically to power stations after being mined, Coal produces the power for your sectors. Failure to keep a constant flow to power stations may cause other factories to slow down production or become temporarily redundant.

Oil (F5): A fossil fuel that, when refined, is the driving force behind Human vehicles.

The Martian Resources

Blood (F3): Human blood to be precise. Without this form of food, the Martians cannot survive. Martians obtain this valuable commodity by farming captured humans with the Handling Machine.

Copper (F4): A soft, malleable metal and a strong conductor of electricity and is the key behind Martian manufacturing facilities.

Heavy Elements (F5): The driving force behind Martian Units.

RESEARCH

Clicking on the research icon above the MiniMap in the War Room & Elder Chamber or by pressing the 'R' key, activates the research screen. When opening the research screen, you will be presented with a filing cabinet for the Humans or an organic metal display for the Martians, displaying several different fields of research. Clicking on each field-tab reveals further research options that are available to you (at your current technological level). Clicking on each of the available items will display an information panel on the right-hand side of the screen, the top describing the invention while the bottom shows the research options currently available for that unit. If there are no options available for advancement then your scientists may have researched that item as far as it can go at that time. New research items are displayed in a different colour, while the current research that is going on is shown in brackets. Newly researched inventions automatically appear in build lists, ready for construction by the appropriate units or facility.

The ToolTip for the research button in the War Room & Elders Chamber will detail the amount of time left to complete the research for the current task. ToolTips also offer details on an item after it has been researched.

MESSAGES

The War Room and Elders Chamber has an announcement system in the form of audio and text messages whenever events happen. For example whenever an item of research is completed you will receive a text message and audio announcement detailing the invention and the new research items that have now consequently appeared in research. Clicking on the message icon or pressing the 'M' key will display the last five text messages.

CHAPTER 6: BATTLE MAP

The BattleMap is as a close-up view of a sector. It's here that you control units in battle and place constructions.

RED WEED

Red Weed is weird and lurid vegetation of death brought by the Martians to Earth. Occupied sectors soon succumb to its scarlet feelers as the indigenous plants and wildlife are choked and destroyed.

MOVEMENT ON THE BATTLEMAP

When in BattleMap mode, your cursor is used to give orders to your units and control movement around the map. The cursor will change shape (context sensitive) depending on the action you can or want to perform:
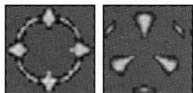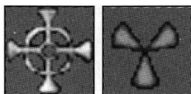
When a unit has been selected, the cursor will become the movement cursor.
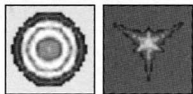
Clicking anywhere on the BattleMap will send the unit to that point. A small movement indicator within the vicinity of your cursor is confirmation that a suitable route has been found and the unit(s) are on their way.

Attacking

If the cursor is over a potential target it will change shape to an attack cursor. <u>Clicking</u> at this point will cause the unit to attack the target if it is in range or move towards the target and attack it when it comes into range.

Force Fire

You can force an attack on an object that isn't automatically deemed a target by holding down the CTRL key <u>clicking</u> the target or by <u>selecting</u> 'Force Fire' from the <u>Actions Menu</u>. Note: The units will continue to attack the target point until new orders are received.

Group Activities

To select several units simultaneously, <u>drag-select</u> the units you wish to group and all the units within the drag-selection box will become selected. You can give that group an order the same way you would a single unit, though some units in groups will not respond to certain commands, or there maybe certain commands that you cannot issue to that group. For example, you maybe unable to use the ***Special Abilities*** of some units within the group contains units that do not have these special abilities.

Unit Icons

Each small thumbnail icon located at the top left of the screen, represent a unit on the BattleMap and the a damage indicator of all vehicles within that unit. Clicking on one of these thumbnail icons will select the corresponding unit, for example any events during the game if the unit informs you that it is under attack, the corresponding unit icon will flash. Double-clicking the left-mouse button on one of these icons will automatically centre your view on that unit or pressing the HOME key when one of the thumbnails is selected.

Unit Damage Indicators

When a vehicle is selected a box will surround it with a small damage indicator at the bottom. The colour of the damage indicator represents how damaged the vehicle is; for example fully green means the vehicle is at full health, whilst at red it is almost destroyed.

Visible Radius

The visible radius is the area that a unit or building can see around. The visible radius varies between vehicles, buildings and current technological level with airborne units naturally able to see the farthest.

Retreating
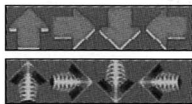
When units are ordered to retreat from the sector, they will head towards the nearest 'retreat point' on the BattleMap. These arrows indicate surrounding sectors that are safe for your units to retreat too. Once units have retreated they cannot be brought back into the battle unless you issue new movement commands on the WarMap after the battle.

In addition to using the 'retreat' command from the units *Vehicle Behaviours List* (see following section). <u>Selecting</u> the unit(s) and then <u>clicking</u> on the retreat point will order those units to retreat to that sector. **Note:** *If you have units blocking the retreat points, your retreating units may not be able to exit the sector, make sure your retreat points are always clear.*

UNIT ORDERS ACTIONS MENU

Bringing up the context sensitive Actions Menu for units will display the following options:

Note: *situation specific indicates that these commands will only work under certain situations, whilst unit specific indicates that these will only work with certain types of units.*

Cancel:

Deselects a unit.

Return to WarMap; (situation specific)

Returns you to the WarMap. This option is not available if units from both forces are present.

Vehicle Behaviours; (unit specific)

A vehicle's behaviour can be changed via the *Vehicle Behaviour List* that varies between vehicles. **Note:** *it may take a few seconds for the idle unit(s) to initiate the new behaviour.* From the <u>Actions Menu</u> for the unit highlight the *Vehicle Behaviour List/Roam and Attack* icon and then <u>select</u> the behaviour:

Roam and Attack

Orders the unit(s) to wander around the BattleMap seeking to destroy enemy targets.

Attack

Orders the unit(s) to attack any target without provocation and destroy anything that they consider poses a threat within their visible radius.

Retaliate

Unit(s) will only engage the enemy if attacked first.

Avoid

Unit(s) will avoid all enemy contact whenever they come under fire from the opposition.

Retreat

Unit(s) will advance to the nearest retreat point.

Abandon

Unit(s) will be abandoned and self-destruct.

Special Abilities List (Unit specific);

Some vehicles have specific special abilities available from the *Special Abilities List,* denoted as blue/purple icons. From the <u>Actions Menu</u> for the unit and highlight the *Special Abilities List/Force Fire* icon and then <u>select</u> the Special Ability.

Note: *Some of these 'extra-abilities' need to be researched first before they become available to your units. Please see research under Chapter 5: War Room & Elder Chamber for more details.*

Human Special Abilities:

Submerging/Tunnelling

Submerging & Tunnelling will cause the unit to move below the surface of the ground or water. The vehicle must resurface before being able to attack the enemy. A marker and information bar on the surface, visible only to friendly eyes, will indicate the vehicles' position when submersed. Only scanning the area will pick up enemy vehicles' beneath the surface.

Explosives

A highly powered charge with devastating effects. Explosives are technically known as an Area Effect Weapon (EFA) and will damage, or destroy anything within a certain radius of detonation.

Martian Special Abilities:

Black Dust

Black Dust is a poisonous substance that, when airborne, chokes any living organism that breathes it. Black Dust is released from flying canisters from the Fighting and Bombarding machines and the Tempest's

Awe

Awe is a telepathic ability that freezes any enemy unit causing them to remain inactive for a small length of time.

Scare

Scare enables a unit to telepathically scare enemy units so they temporarily disperse and retreat away from the immediate area until the effects wear off.

Control Brain

Control Brain is telepathic ability that when cast onto another unit, will cause that unit to open fire on his own forces for a short period of time.

Scan

Scanning an area will detect any hidden objects, such as mines, appearing as red dots on the MiniMap. Please note that a unit that is scanning cannot attack at the same time.

Shock Bombs

Shock Bombs emit powerful underground sound waves that damage sub terrain or submerged vehicles. Units on the surface of the land or water will be unaffected.

Energy Pulse

Emits pulses of hi-energy shock waves that damage underground objects.

Infiltrate

Infiltration allows the unit to infiltrate an enemy Command Post. Upon returning to the WarMap, a number of immediately adjacent enemy sectors display their contents-relating to the level of the infiltrator and the degree of research into the enemy.

BATTLEMAP MINIMAP

In the bottom right of the screen is BattleMap MiniMap. You can use the MiniMap to move quickly to view different areas of the Map by clicking and dragging the small, rectangular box to the area you wish to view.

The colours indicate the following:

Human (Green)
Light Green are Human Defences and Dark Green are Human Units.

Martian (Red)
Light Red are Martian Defences and Dark Red are Martian Units.

REPAIRING VEHICLES AND CONSTRUCTIONS

Repairs are carried out automatically by the repair facility and repair vehicle. The repair facility will repair any vehicles that are present in that sector. A repair vehicle present in a sector with damaged buildings will automatically repair those constructions.

Repairing units and constructions also has an effect on your resources. If there is a resource deficit in a sector then all the units and constructions in that sector may take longer to repair, or may not repair at all until the resource deficit is reduced.

TERRAIN

Terrain has a strategic use. The movement cursor will change to red if the terrain is impassable to that particular vehicle.

Water
Water is impassable by most Human units except for naval and airborne vehicles. Martians can wade through the shallows of sea and rivers.

Forest
The forest can offer excellent camouflage for small vehicles.

Cliffs
Impassable by any ground-based unit.

Mountains
Few ground based units can travel across mountains.

CONSTRUCTION ON THE BATTLEMAP

Before you can start constructing buildings and defences on the BattleMap, you must have the appropriate construction unit in the sector. Construction can begin on the BattleMap, but you will initially only be able to place down the foundations of your constructions until you have advanced the Calendar via the WarMap
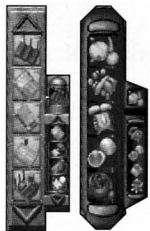
Constructing Buildings

To start constructing buildings, there must be either a Human Construction vehicle or a Martian Handling Machine present in the sector.

Select 'build' from the units Actions Menu and the *Construction Build List* will appear with all currently available constructions, appropriate to the level of the unit. For example a level one unit cannot build a level two construction. You can scroll through the available buildings using the small scroll tabs at the top and bottom of the construction list.

Laying Foundations

Select the building you wish to construct from the *Construction Build List* and move your cursor across to the BattleMap, a green square will appear indicating the size of the selected building and mimicking the contours of the landscape. If the green square changes to red, it indicates that this is an unsuitable site and will not allow you to place a building there. Clicking again will place the foundations for your building on the terrain ready to start construction when you return to the WarMap and advance the calendar.

After you've laid down the foundations for your building, it will appear in the **Build Order List** next to the **Construction Build List,** including an estimated construction time.

Construction orders placed in the **Build Order List** will appear is order of construction from top to bottom.

You can scroll through this list by <u>clicking</u> the scroll arrows above and below the list. There is also a promote arrow on each task, which when <u>clicked</u>, places the task at the top of the **Build Order List**.

To cancel an order, simply <u>select</u> the building you wish to discard and it will remove it from the **Build Order List**.

Constructing Defences

Defences

In addition to constructing buildings, the Human Sapper vehicle and Martian Digging Mechanism can construct defences for your base. These defences can be laid anywhere there is suitable ground.

Fences can be built as an excellent way to slow down advancing enemy Human or Martian units. Whenever an enemy unit passes through a fence they will take a certain amount of damage depending on their armour strength. The consequence is that the fence will also take damage, eventually destroying it.

Gun Emplacements and Mines

Mines, like bridges, can only be laid from a Human Sapper Vehicle. When any unit passes over a mine, the mine will explode damaging all units within the vicinity of the blast and then eventually disappear.

Gun Emplacements should be at the forefront of all defences. Gun emplacements will attack any target without provocation and destroy anything that they consider poses a threat within their visible radius.

Laying mines or gun emplacements is the same as laying the foundations of a building - <u>select</u> the 'build' icon from the <u>Actions Menu</u> to bring up *Construction Build List,* select either mine or gun emplacements and then <u>click</u> the area on the BattleMap where you wish to lay them. Small markers will appear indicating the position of the mines or the gun emplacements to build.

MANUFACTURING UNITS

Manufacturing units on the BattleMap works in exactly the same way as manufacturing on the WarMap. From an appropriate facility select 'build' from the facilities <u>Actions Menu</u>. See *Chapter 5: War Room & Elders Chamber* under the section *Construction view: Manufacture List* for details on manufacturing units.

Please note that some vehicles can only be manufactured by certain facilities. Some units icons may be transparent, indicating that a support facility is needed in the sector. See *Chapter 8: Appendix 1 - Build Lists* for more details.

CHAPTER 7: KEYBOARD SHORTCUTS

BattleMap:

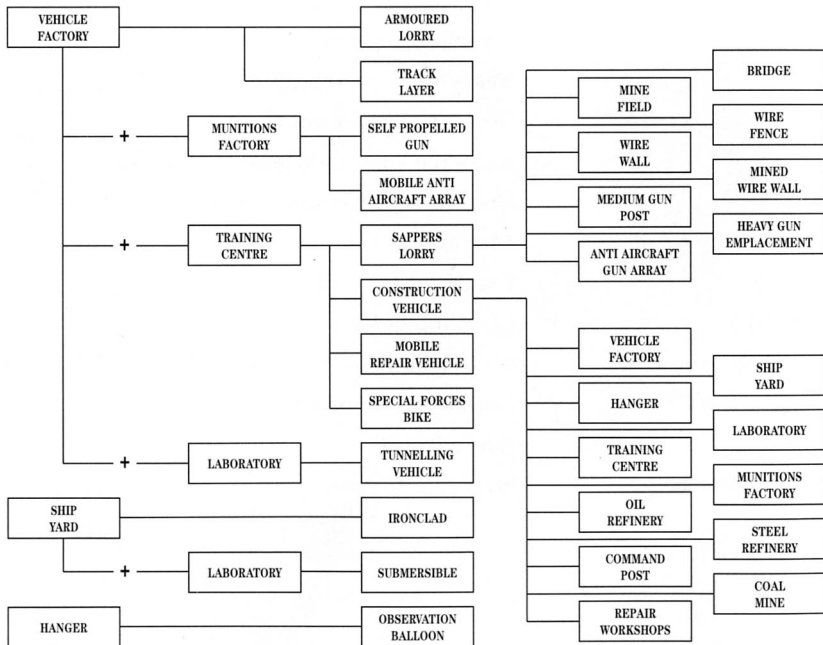|		
ESC	-	In-game Menu
TAB	-	Toggles MiniMap and unit lists on/off
Hold CRTL + action	-	Force Fire
HOME	-	Centers on selection
PAGEUP	-	Fast scroll up
PAGEDN	-	Fast scroll down
CURSOR KEYS	-	Normal scroll around
< or >	-	Go to previous/next unit

WarMap:

ESC	-	In-game Menu
TAB	-	Toggles MiniMap on/off
F1	-	Unit View
F2	-	Manufacture View
F3	-	Resource View: **Iron/Blood**
F4	-	Resource View: **Coal/Copper**
F5	-	Resource View: **Oil/Heavy Elements**
M	-	Displays last five messages
R	-	Displays Research screen
HOME	-	Center on selection
PAGEUP	-	Go to top of WarMap
PAGEDOWN	-	Go to bottom of WarMap
CURSOR KEYS	-	Normal scroll around
0..9	-	time advance
BACKSPACE	-	Stop time

APPENDIX 1: BUILD LISTS

Human Build List

Martian Build List

A flowchart titled "Martian Build List" showing the following hierarchy:

CONSTRUCTOR branches to:
- SCOUT MACHINE
- FIGHTING MACHINE
- DIGGING MECHANISM → LASER FENCING → PLASMA FENCING, ELECTRIC FENCING
  - RAPID HEAT RAY
  - PROJECTILE LAUNCHER → AUTO MOUNTED HEAT RAY

+ EXPLOSIVES PLANT branches to:
- TEMPEST
- BOMBARDING MACHINE
- DRONE

+ ENERGY WEAPONS PLANT branches to:
- ELECTRIC MACHINE
- SCANNING MACHINE

+ BIO-CHEMICAL PLANT branches to:
- CONSTRICTOR
- HANDLING MACHINE → CONSTRUCTOR → SUSPENSION FIELD SITE
  - TELEPATH TRAINING CENTRE → BIO-CHEMICAL PLANT
  - EXPLOSIVES PLANT → ENERGY WEAPONS PLANT
  - FARM → HEAVY ELEMENT PLANT
  - COPPER FORGE → POWER PLANT
  - COMMS. CENTRE → REPAIR FACILITY

TELEPATH TRAINING CENTER → XENO-TELEPATH

SUSPENSION FIELD SITE → FLYING MACHINE

APPENDIX 2: TROUBLE-SHOOTING

The game seems to run very slowly.

Windows can use up a lot of your system resources before you have even loaded the game. To speed up the game, try decreasing the colour depth of the game from 16bit to 8bit in the Display Options Menu and try running the game in a lower resolution. Try using the switches option to turn certain game features on and off. Alternatively try increasing you Virtual Memory settings and closing down any programs you may have running in Windows. Please see your Windows 95 or 98 user guide for more information on Virtual Memory.

The Full Motion Video is jerky

Try increasing the cache size of your CD-ROM drive from the CD-ROM settings in the Device Manager. alternatively try updating your CD-ROM and Video Card drivers. Please contact the appropriate manufacturer of your hardware for updates on visit them on the WWW.

Units and icons keep disappearing/display has gone black

Make sure you have installed DirectX 6 and your display drivers are certified by DirectX/Microsoft. If problems still persist try contacting your video card manufacturer and obtaining the latest version of your drivers.

Small sections of the screen seem to move underneath the cursor (and other related graphics problems)

This is predominately a Windows98 problem, though it works for Windows95 as well. Run DirectX Set-up, and uncheck 'Enable Hardware Acceleration'. Dxsetup.exe is normally located in Program Files/DirectX on your hard drive. Alternatively, in the Control Panel, double-click 'System' and then click on

the 'Performance' tab and then click 'Graphics'. Drag the slide-bar as far as possible to the left and click on 'Apply'. You may be asked to restart Windows. If so click 'Yes'. After you system has rebooted, run the game and the problem should be resolved.

APPENDIX 3: CUSTOMER SERVICE

Prior to calling us, visit the Technical Support section of GT Interactive's website for up-to-date information at http://www.gtgames.com

If you require verbal assistance then please contact our Technical Helpline which operates between the hours of 9am and 6pm (Central European Time), Monday to Friday. Please ensure that you are sitting in front of your computer and have full details of your computer configuration; a description of the problem, the name of the computer manufacturer, speed of the CPU, how much RAM is in the computer, type of sound card and video card when you call.

English speaking customers call 01923 209145

No gameplay hints will be given from the Technical Support number.

In the case of faulty discs, you should return the discs ONLY, not the packaging. Return the discs with a covering letter containing details of the fault, your name and address to: GT Interactive Software (Europe) Ltd., Willow Grange, Church Road, Watford, Herts. WD1 3OA. United Kingdom.

We will attempt to replace the discs within 28 days of receipt.

APPENDIX 4: CREDITS

JEFF WAYNE'S 'THE WAR OF THE WORLDS' DEVELOPED BY RAGE SOFTWARE:

Programming by:	Mat Draper
	Charlie Robson
Graphics by:	Peter Dobbin
	James Green
	Craig Howard
	Rob Lever
	Anna Tarrant
Video sequences by:	James Green
	Paul McHugh
	Alan Moult
Project management by:	James Green
	Andy Williams
In-game Sound Effects by:	Gordon Hall

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Assistant Producer:	Nick Bridger
Executive Producer:	Graeme Boxall
Manual Written by:	Nick Bridger

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Lead Tester:	Ben Browning
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	Michael Richards
	Tim Wileman
	Andrew Azorbo
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…and everyone else in the GT Testing Departments here in the UK and SingleTrac and GTPD in America.

MUSIC AND AUDIO PRODUCTION BY JEFF WAYNE MUSIC GROUP LTD.

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The General:	Nigel Hawthorne
The Martian General & Martian Elders:	Lewis Macleod
The Human Soldiers:	Charles Armstrong
	Robert Harper
	Lewis Macleod
Nasa & Bermuda Control Voices:	Jerry Wayne

TITLE SEQUENCE, HUMAN INTRODUCTION SEQUENCE, HUMAN VICTORY SEQUENCE, MARTIAN VICTORY SEQUENCE, HUMAN DEFEAT SEQUENCE, MARTIAN BATTLE VICTORY SEQUENCE, HUMAN BATTLE VICTORY SEQUENCE, HUMAN BATTLE DEFEAT SEQUENCE, HUMAN RESEARCH COMPLETE:

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Engineered and Mixed by:	Pete Smith
Sound Engineer:	Paul Chivers

MARTIAN INTRODUCTION SEQUENCE:

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Engineered and Mixed by:	Pete Smith
Sound Engineer:	Paul Chivers

MARTIAN DEFEAT SEQUENCE, MARTIAN BATTLE DEFEAT SEQUENCE, MARTIAN RESEARCH COMPLETE:

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Engineered and Mixed by:	Pete Smith
Sound Engineer:	Paul Chivers

HUMAN EPILOGUE (Licensed from the Original Album), MARTIAN EPILOGUE, OPTION SCREEN, ULLAdubULLA LOOP:

Arranged and Produced by:	Jeff Wayne
Programmed and Mixed by:	Pete Smith
Sound Engineer:	Paul Chivers

**BRAVE NEW WORLD, THE FIGHTING MACHINE,
THE EVE OF THE WAR (Human and Martian):**

Arranged and Programmed by:	Max Mondo
Engineered by:	Pete Smith
Sound Engineer:	Paul Chivers
Additional Programming by:	Gaëtan Schurrer
Mixed by:	James Cassidy

THE RED WEED, DEAD LONDON:

Arranged and Programmed by:	Stephen Murphy
Engineered by:	Pete Smith
Sound Engineer:	Paul Chivers
Additional Programming by:	Gaëtan Schurrer
Mixed by:	James Cassidy

HORSELL COMMON AND THE HEAT RAY, THE SPIRIT OF MAN:

Arranged and programmed by:	Max Mondo
Engineered and Mixed by:	Pete Smith
Sound Engineer:	Paul Chivers

APPENDIX 5: LEGALITIES

MARS, NEBULA AND EARTH FROM SPACE IMAGES SUPPLIED BY NASA.
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JEFF WAYNE'S WAR OF THE WORLDS

JEFF WAYNE'S THE WAR OF THE WORLDS

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