

MANUAL for STATE OF WAR: WARMONGER

HARDWARE REQUIREMENTS:

minimum:

- Pentium 200 MHz
- 32 MB RAM
- CD-ROM drive
- Sound card - 100% Windows compatible
- Mouse

recommended:

- Pentium II 300 MHz
 - 64 MB RAM
 - CD-ROM drive
 - Sound card - 100% Windows compatible
 - Mouse
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SOFTWARE REQUIREMENTS:

Windows 95/98/ME/2000/XP

DirectX 6.1 or higher

DirectX Media 6.0 or higher

Intel Indeo - video codecs

INSTALLATION:

Insert CD with State Of War game in the CD-ROM drive. Double click on CD icon (or run setup.exe from CD) and Installer automatically runs. Make sure you have installed DirectX 6.1 or higher and DirectX Media 6.0 or higher on your computer. In case of problems with the FMV movies install the Intel Indeo video codecs, available on the CD.

SUPPORT:

In case of technical problems, please contact us at support@cypron-studios.com . Remember to include a full description of your problem and details of your computer setup (hardware and software). You can also visit our web-site at www.cypron-studios.com for the latest news and patches.

THE STORY:

UFSC forces under your command successfully defeated the rebels. All military bases were once again controlled by the OVERMIND computer and may again serve to protect peace and prosperity on Earth...

BUT NOT FOR LONG!

A New threat has arrived...

TERRORISM.

Beginning as small groups of devoted individuals, terrorist groups began to emerge. Their members did not want peace on Earth. Most influential among these groups was the Crystal Brotherhood. To make matter worse Mr Rahman, one of the creators of OVERMIND, has turned traitor. He has joined the Crystal Brotherhood and sold them vital information – OVERMIND activation codes, along with his own soul.

All bases stand ready to face the terrorists and your duty calls you again to command the united forces of UFSC. Mr. Rahman is to blame for the need to declare once again “State of War”!!!

MOUSE CONTROL:

Left mouse button:

- * *Selecting units:* - individual or multiple
- * *Movement:* - select unit(s) or advancer and click on the map to its destination
- * *Attack:* - click on enemy unit(s) to attack it.
- * *Force attack:* - hold CTRL, ALT then click on enemy unit(s)
- * *Add unit to group:* - hold SHIFT and click on individual unit
- * *Infobox:* - select a building or turret

Right mouse button:

- * *Cancel:* - cancels all selections, (including buildings, turrets and Info-box)
- * *Fast scrolling:* - hold and drag to quickly move over the map

INGAME KEYS:

In the following list a key prefaced by “Num” = the numeric keypad version of that key.

- Arrows -> scroll the map
- H or Num+ -> select advancer
- NumEnter -> jump to selected units
- Space or Num0 -> jump to last message

Backspace	-> jump to Headquarters
Tab	-> jump to unit under fire
Num*	-> select all visible units
Num/	-> select all visible anti-air units
Num-	-> select all visible tank units
Esc	-> additional options
Num1-9	-> jump to location on the map
Shift + Num1-9	-> save location
R	-> select rally point
X	-> scatter
Ctrl + Alt	-> unit forced attack
1 - 5	-> place a turret
Shift	-> add units to a group
F5	-> quick save
Shift + F5	-> quick load
P	-> pause
F1	-> show in-game keys
F2	-> show briefing
F10	-> switch to tactical mode
Enter	-> chat (multi-player)

MAIN MENU:

NEW GAME – Start a new single-player game. As commander in chief of the USFC forces you must succeed in 11 missions and finally destroy Mr. Rahman and the Crystal Brotherhood. Your units appear as blue and enemy units are green.

LOAD GAME - load a previously saved game (single-player only)

TUTORIAL - an easy way to learn the basics of State Of War. The game features some unique game play elements so we recommend that all players play through the tutorial.

MULTIPLAYER - runs network season for two players. First player is the server (blue) while the other (green) is client and can join the server game. When link is establish the server selects mission for the season in the left window. Check our web-site for possible new multi-player missions. Each multi-player mission can be adjusted to individual needs by adding credits, research points or adjusting amount of air force units.

OPTIONS – controls miscellaneous options, video and sound effects. If the game runs slowly disable cloud animation here.

EXIT - quits game

MAIN SCREEN:



1 – Credits: - shows the number of credits available. You can gain credits by capturing Gold Mine buildings. Credits are used to build turrets.

1 - Research points: - shows the number of research points produced by your Research lab. Research points are vital for improving the tech-level of ground units in your factories.

2 - Air forces icons: - shows the number of airforce units available (if applicable).

3 – Messages: - miscellaneous announcements appear here.

4 - Turret icon: - shows which turrets are currently available.

5 - Facilities icon: - shows icon for currently selected buildings. Remember! It is also the only place, where you can upgrade the **Tech-level** of your units (an orange arrow pointing up).

6 – Radar and Info-box: - This alternates between Radar (by default) and Info-box. If you select a building/unit the radar is replaced by the Info-box (gives details of the building/unit) until you right click on an empty area of the game screen.

Left click on the radar screen will center the game screen on the selected area. Right click on the radar will set the radar background color to black for easier navigation.

7 – Remaining Time: - shows remained time until a special event occurs (reinforces, mission's end, etc.). This only occurs in certain missions.

TIPS AND TRICKS:

Rally Point: - select factory and press "R" key to set a rally point (or you can use icon located over unit icons) Then left click on the map to set a gathering site for newly produced units. What a smart feature, isn't it?

Global Unit Selection: - learn them and they will help you play faster!

Num/ - selects all visible A.A. units
Num* - selects all visible tanks and A.A. units
Num- - selects all visible tanks
Num Enter - jump to selected units

Advancer hot keys: - advancer is the most important unit in the game and its effective navigation is your first priority:

Num+ - instant advancer selection
Num+ and LMB click - preemptive command for advancer.
Num+ and Num Enter - centers your view on Advancer.

Defining strategic locations: - using SHIFT + "Num1-9" you can set nine strategic point on the map and quickly switch among them by pressing respective numbers on the Numpad.

Last message jump: - Jumping to the last message event is very effective. Learn to use it! For example: When message is "Building lost", after the pressing "Space" or "Num0" key, it automatically center view on this event.

Long ranged firearms: - Some units such as Artillery and walker robot (Gatling) are effective at eliminating remote target. They are especially effective in destroying turrets and enemy facilities.

Fighter: - the only unit that cannot be destroyed by antiaircraft fire (A.A. units and A.A. turrets). Use them to eliminate enemy antiaircraft units so that your other airbourne units can safely attack.

Advancer disengaged: - this message means there is an idle advancer. Remember: Advancers can repair your turrets and destroy your enemy's turrets so keep it spinning!

Satellite protection: - some buildings or turrets can be protected from advancer attack by satellite protection. These buildings cannot be captured using the advancer.

Force attack: - all ground units destroy targets in the following order: units, turrets and buildings. Use force attack (hold CTRL or ALT while attacking) to order units to attack a particular target.

Tactical mode: - hold F10 and set commands to your units. You will save lot of time because units can't move in tactical mode. It will help you to beat computer because it saves lot of time. It is not usable in multiplayer mode.

HOW TO FORCE THE GAME TO RUN FASTER:

- Disable all programs and utilities before starting the State Of War.
- In case you have a slower processor or slower 2D graphic board disable cloud animation in the OPTIONS menu.
- If Windows accesses the drive (virtual memory) then switch to Low Graphic Details in the startup. It is recommended for users with less than 64 MB of RAM memory.

HOW TO RUN A MULTIPLAYER GAME:

Before playing please ensure that both players have the same version number. The version number is displayed in the bottom-right corner of the Main Menu screen.

Multi-player works perfectly via Network (IPX). The first player (server) creates a session and then waits for the second player (client) to join.

If you want to play game via Internet (TCP/IP) you have to know IP number of the first player (server) in order to join their game. The server player should run "winipcfg.exe" (in the Windows directory) to find out your actual IP number (for example: 192.168.1.1). The second player (client) must type this IP number after clicking on the "Show All Sessions" in multiplayer mode. You will need fast Internet connection and fast processor (Pentium II 300 or better) with at least 64 MB RAM for smooth Internet playing.

Load / Save option is not available for multiplayer game.

Multiplayer missions:

00 – The first step – bonus mission. If you have not played a multiplayer mission yet, try this one. It is suitable for beginners.

01 – Goldmine valley – The focus of this mission is gold mining. Your task is to capture as many goldmines as possible (located in the middle of the map). More goldmines mean a better chance of winning.

02 – Air attack – something for air raid lovers! This mission offers a host of air attacks.

03 – Winter war – unconventionally structured map. It takes place on a string of islands with each player's headquarters on a different island. Don't let your advancer rest or else your chance of survive will be slim.

04 – Burn them all – this mission is for advanced players. Large map with lots of goodies guarantees long hour of play. Only the best will prevail!

05 – Ground zero – this mission takes place on a huge map. With air forces sparse here this is almost exclusively ground-based combat. Test your strategic thinking with tank versus tank combat.

Have you enjoyed our missions and want some more? Check www.cypron-studios.com for more great games!

DESCRIPTION OF UNITS:

ADVANCER:



Advancer: - This is the most important unit in the game. The Advancer operates from the air therefore terrain obstacles do not limit it. The unit is capable of capturing and upgrading building. It can also repair or destroy turrets.

BUILDINGS:

Unlike most RTS games, Warmonger does not require the player to constantly “click” on a building to get it to operate. Capture a building and it will automatically produce for you at a rate governed by its upgrade status.



Headquarters: - This is your most important building. This is where the most vital unit, the Advancer, is produced. This building must be protected at all costs! Destroy your enemy’s Headquarters and you will cripple them and bring victory a large step closer.



Light Factory: -This factory produces very fast, but lightly armoured units. To speed up the unit production you will need energy, which is supplied by buildings called Wind Traps.



Medium Factory: - Medium units, made in this factory have better fire power and thicker armour, but to produce these you will need Research points for which you will require a Research Lab.



Heavy Factory: - The heavy units from this factory are very slow because of their strong armour. However their guns are equally strong. Heavy units are made to damage enemy's buildings.



Walker Factory: - This factory produces Walker type robots with very strong guns and massive armour. These robots are very powerful against heavy units and buildings. Walker robots are high-end war-machines.



Air Navigator: - This building provides military air support. Control this and you can summon Air Forces to attack any location on the map. Air units include Fighter-bombers,

heavy bombers and the massive Tripler.



Gold Mine: - Extracted gold is changed into Credits, which are used to construct turrets. Turrets are able to protect buildings against attacking enemy units.



Research Lab: - Research Points are produced in this building. They are necessary for Medium and Heavy Factories, because they improve the Tech-level of the buildings. No medium or even heavy units are possible without Research Points.



Wind Trap: - This building is an important strategic resource. Additional energy produced by Wind Traps speeds up the unit production in Factories.

GROUND UNITS:

Warmonger has numerous different ground units that are divided into 5 main types: Light, Medium, Heavy, Walkers and Rogon Bombs. Each type (except Rogon Bomb) is furthermore divided into 5 units with unique weaponry. In most RTS strategies action is focused chiefly on ground units. In our game this is not the case as we have other offensive machinery such as Turrets, Air Forces and the vital Advancer.



LIGHT, MEDIUM & HEAVY Anti-Air: -The main function of these units is to protect strategic buildings from the enemy's Advancer & air forces. Lighter units should be used in groups due to their weak armour.



LIGHT, MEDIUM & HEAVY Artillery: -These units most effective against targets at long range. They are very effective against static targets, like turrets, but unsuitable against fast units due to its slow rate of fire.



LIGHT, MEDIUM & HEAVY Panzer: - As they increase in size these units decrease in speed. However that is compensated by the vast increase in firepower.



LIGHT, MEDIUM & HEAVY Flamer: - Flamer units are not as useful as the Panzer as their limited range means that they must be close to their target. Despite this limitation their constant flame attack does considerable damage to enemy units and buildings.



LIGHT, MEDIUM & HEAVY Special: - The Light Special lives up to its name as it uses a light (in the form of a laser canon) to destroy enemy units and buildings. The Medium model has more robust armour and its cannon launches very destructive Fusion-Lambda particles, which cannot be obstructed by any obstacle. Finally the Heavy Special has a Graviton particle launcher, which is one of the most powerful known weapons.



Kodiak: - Kodiak walker is equipped with double plasma cannon. It is effective against ground units, turrets and buildings, because its plasma cannon are long range weapons.



Cougar: - This walker type robot is equipped with four rapid firing magma cannons. Their range is only medium but they compensate by being very powerful weapons.



Gatling: - This walker is effective at destroying distant targets due to the long range of its twin rotary machine guns. The high rate of fire and the metal shredding capability of the Teflon jacketed high calibre bullets makes this the best robot for shredding enemy turrets.



A.A. Avenger: - Useless against enemy ground units the Avenger is still an invaluable Walker due to its ability to engage enemy air units. It launches four ground-air rockets, which inflict heavy damage on enemy aircraft and Advancers.



Achilles: - The Achilles Walker has no ranged combat capability, but it is a very destructive close combat unit. It can destroy any ground unit it gets close too in a matter of moments.



Rogon Bomb: - This unit is quite simply a mobile nuke. Select a target and this remote controlled vehicle will drive to its designated target area before detonating. The resultant explosion will devastate a wide area, damaging or destroying enemy buildings and ground units.

TURRETS:

The production of turrets is dependent on credits. Turret can only be built close to allied facilities, where they will provide effective defence against enemy attacks.



Guard Cannon: - This is a cheap turret and its gun is constructed mainly for use against light units. Despite the short range of its canon, many of these turrets, operating together, can knockout even medium units.



Plasma Mob: - This turret is equipped with plasma cannon. Although only effective against Light Units the Plasma cannon's longer range makes it more useful than a Guard Cannon turret.



Ledstorm: - The rapid firing rate rotary machine gun is available with this turret and thanks to its massive armour it is excellent against medium units.



Defragmentator: -Thick armour and a whirlwind of explosive grenades makes the Defragmentator the perfect protection against medium and heavy units. However due to the highly explosive nature of its shells it can not engage targets at close range.



A.A. Defence: - This turret launches four ground-air rockets, which makes it an invaluable defence against Advancer and Air Forces. It is of course totally powerless when fighting against the Army, so it should be positioned where other turrets can protect it.

AIR FORCES:

These units open up new horizons within the game. They can attack deep into enemy territory and cause severe damage across wide areas.



Bomber: - This bomber carries a payload of high explosive bombs, which are able to cause damage across a large area. Unfortunately due to its slow air speed it is an easy target for enemy Anti-Air units.



Carryall: - Carryall is able to deliver ground units anywhere on the map, but because of a large storage space it is inept and easy to shoot down.



Fighter: - These fighters are made of ultra-light steel and so they are able to reach an unbelievable speed. They have less destructive capability than a bomber but their high speed

means they are impossible to shoot down.



Tripler: - The Tripler shoots powerful Fusion-Magnetic waves, which generate a huge destructive effect. Due to its large size it is very slow and vulnerable.



Meteor Storm: - Dangerous meteor particles can rain across a large area. They should not be used close to any of our ground units and facilities.