



USER'S GUIDE VERSION 2.01



Lore : Invasion

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Welcome to Lore : Invasion

On behalf of everyone here at Max Gaming Technologies LLC., we wish welcome you to Lore : Invasion and the many exciting new features that it brings to the Dark Horizons universe. As some of you might already know Lore : Invasion is an independently produced and developed product, the funding for this title came from the pockets of its developers and as such your support of this product means a lot to the development team.

Lore : Invasion is the continuation of a thread that began to unravel when we brought Dark Horizons - Lore onto the market over a year ago. It has everything that made Dark Horizons - Lore an incredibly popular and enjoyable game with its fan base but also provides a plethora of exciting new features that allows it to step outside of the box that its predecessor had defined.

As it was with Dark Horizons - Lore Max Gaming Technologies LLC. continues to plan on providing additional content and enhancements, free of charge to our community as Lore : Invasion continues to grow and evolve. As always, there are no gimmicks or strings attached here, we simply want to provide one of the best gaming experiences possible to our players and ensure that you get your value out of the purchase that you have made on Lore : Invasion.

Thank you once again for becoming a part of the Lore : Invasion community. We hope that we can count on your continued support and sincerely hope that you continue to enjoy the independent game that we have developed in the weeks and months to come.

The Lore : Invasion Team
Max Gaming Technologies LLC.



Windows System Requirements

Pentium II @ 733MHz (P3 @ 800MHz or greater recommended)
128 MB RAM (256MB or better recommended)
OpenGL 1.4 or DirectX 8 Compatible 3D Graphics Accelerator with 16 MB RAM (nVidia GeForce or ATI Radeon series graphics cards recommended)
DirectX compatible Sound card with OpenAL drivers installed
300MB of free Hard Drive Space (for installation)
56.6k Modem (Cable, xDSL or greater recommended)
Windows 98/ME/2000/XP (Windows 2000 or XP recommended)

Macintosh System Requirements

G4 CPU @ 1GHz (or better)
128 MB RAM (or better)
nVidia GeForce or ATI Radeon 3D Graphics Accelerator
OpenAL Compatible Audio device
300MB of free Hard Drive Space
56.6k Modem (Cable, xDSL or greater recommended)
Macintosh OSX 10.1 (or greater)

Linux System Requirements

Pentium 3 733MHz (or better)
256 MB RAM (or better)
nVIDIA TNT2 (or better) 3D Graphics Accelerator
Linux-supported sound card
XFree86 4.0 or newer with NVIDIA OpenGL drivers glibc 2.2 or newer (i.e.: Redhat 7.x+, Mandrake 8.x+, Debian 3.0+)
SDL version 1.2 or newer (1.2.3 or later is recommended)
56.6k Modem (Cable, xDSL or greater recommended)
OpenAL Runtime or SDK Installation Mesa3D version 3.4 or newer (3.4.2 or later recommended)

Installation of Lore : Invasion

1. Download the Lore : Invasion installation setup program to your local hard disk drive.
2. Close all other programs that you are currently running.
3. Browse to the location on your local hard disk driver where you saved the installation program for Lore : Invasion.
4. Execute/Open the Lore : Invasion installation setup program.
5. Follow the instructions as specified in the installation setup.



Game Registration

With Lore : Invasion you will encounter one of two types of registration systems depending on where you purchased the game from. You must successfully register your product in order to play it.

For games bough through the GarageGames (www.garagegames.com) portal, you must use the "Ignition key" activation method, which is described in more detail in the section below (see Ignition Key Verification for more detail).

Games that have been bought at locations such as Linspire's Click and Run (CNR) portal how ever use a different method for activation and authorization. In this case Lore : Invasion checks for authorization when you begin your installation of the game.

To properly authorise Lore : Invasion during an install, enter the activation information that was provided to you by the retailer that you purchased Lore : Invasion from. Once you have done so installation of the game will continue and you will be able to play your retail version of Lore : Invasion.

Ignition Key Verification

The Ignition Key system is only required for copies of Lore Invasion that have been purchased through GarageGames (www.garagegames.com). It does not apply to versions of Lore Invasion bought elsewhere.

Important Notice: Some Macintosh systems might have difficulties registering an Ignition Key for Lore : Invasion, if this is the case, please see the section entitled 'Off-Line Ignition' for help regarding how to authorize.

The first time that you start a retail copy of Lore : Invasion you will be prompted to authorize/register it.

If you choose "OK" you will be allowed to not only unlock the game so that you can play it, but will also create a user account that you can use to participate online.

If you choose "Quit" you will exit from the program.

If you chose "OK", Lore : Invasion may require you to enter the following data into the Ignition Key screen:





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Registering Lore : Invasion



If you continue to have difficulties registering Lore, we recommend that you try an 'Off-Line Ignition' (see Off-line Ignition for more information).

If you continue to have difficulties after trying both of these methods, we recommend that you contact Max Gaming LLC. or GarageGames immediately.

2. Machine GUID

This is used for Off-Line Registration only.

1. Registration Area

User Name

This is the Name that you will appear as while you play any online multi player games as well as chat with other users online (either in the game or on the web site). The Lore : Invasion database also uses this name to track your stats.

Note: It is required that your user name be at least six (6) characters in length.

Password

This is the password that you will use to gain access to your account that you have created. Remember to keep this password safe and secure, do not give out your password to anyone!

Note: The Lore : Invasion database requires that the password that you use be at least six (6) character in length.

E-Mail Address

Enter the E-mail address that you would like your registration confirmation to be sent to.

Ignition Key

Enter in a 19 character Ignition Key value as it was given to you in the purchase confirmation E-mail. You must enter in the Ignition Key exactly as it is given to you including the dashes (you can copy & paste the key from the E-mail).

Note: If the Ignition Key is invalid go back and make certain that you have not entered in any erroneous data that is not supposed to be there.

Off-Line Ignition

If you are having difficulties registering your copy of Lore : Invasion, or if the machine that you are installing onto does not have an active Internet connection, you can choose to do an 'off-line ignition' to authorize your copy of Lore.

Off-line Ignition requires you to have access to one machine (it does not need to be the installation machine, it could be a machine at work, school or a friend's place).

In order to perform an off-line registration you will need to open your web browser and load the page <http://www.garagegames.com/ignition/> and follow the instructions listed on the page.

Note: When you go to perform an off-line ignition you will be required to enter two forms of IDs:

Ignition Key: A 19 character, 4 blocks of 4 characters plus 3 dashes (found in your purchase confirmation E-mail).

Registration ID Number: A 11 character, 3 blocks of 3 characters plus 2 dashes, which you will find on the registration window when you tried to authorize Lore : Invasion.



Main Menu

1. Menu Options

Multiplayer Login

Connect to MaxGamings network to play Lore : Invasion online against other players and/or AI.

Instant Action

Allows you to play a local game of Lore : Invasion against various AI opponents.

Create New Account

Create a new pilot/player account that you can use to log into the game system.

Settings & Options

Change various settings and options to tweak

and optimize the game to what you want. Here you can access and change various Graphics, Audio, Keyboard and other settings that are related to Lore : Invasion.

Credits & Help

A mini documentation provided to give you quick access to various information and documents.

Exit Program

Leave Lore : Invasion

2. Version Number

Shows you the current version of Lore : Invasion that you are running

3. Update Available

This button only displays if the game has detected that there is a new version available for you to download. If you click on this button it will exit you from the program and attempt to use your default web browser to load out the Lore : Invasion web page (<http://www.darkhorizons-lore.com>).

4. News Feed

The RSS News feed provides you with an easy way to access and stay informed of the latest official Lore : Invasion related news and information from the Lore : Invasion web site (<http://www.darkhorizons-lore.com>).

"Dev News" informs you about the latest development news regarding the game while "Player News" informs you of all player related tournaments and events that are scheduled.

Use the scroll bars to navigate through the news items that are listed (items are listed from newest to oldest).

Creating New Account

If you are new to Lore : Invasion or if you wish to create a new player account, you can do so by pressing the "Create New Account" button found on the main menu.

When you do this a new window will appear on the screen, you may notice that this is fairly similar to the Ignition Registration window, the primary difference though is that this screen does not need an Ignition Key in order to create a new player account.

In order to successfully create a new player account for Lore : Invasion you will be asked to input the following information:



Name: The name of this player account. Please note that account names must be unique.

Email Address: The e-mail address that is tied to this account. This will allow you to retrieve information about your account should you lose it.

Password: The password that you will use for this account. Please note that all passwords must be at least six (6) characters in length.



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Page 8 Multiplayer Gaming

When you choose to play a multiplayer game of Lore : Invasion you will first be prompted to enter your unique user name and password for your player account.

If this login information is correct you will be brought into the game lobby, an online communication and match making tool that allows you to participate with or compete against other Lore : Invasion players from all over the world.

The lobby screen is the heart of Lore : Invasion's online match making, gaming and statistics tracking features. Here you can not only find games to play in or chat with other players, but also see how the persistent online conflict is progressing through our Comcent system.

Please Note: In order to access the multiplayer portion of Lore : Invasion you are required to have created a valid player account and access to the internet. You will not be allowed to access the features available in this section of the program otherwise.





1. Tabs

Tabs are used to change the information that is displayed in the Content Frame.

Comcent - This displays the persistent war map.

Server - This displays the current server list and allows you to join a server or host your own.

Profile - Here you can view information about yourself, other players, squadrons and the two factions that you can align your self with.

News - Displays the latest news.

Tech Room - Game item information.

2. Content Frame

This area displays the latest content that the user has selected from the tabs that are located at the top of the screen.

3. Chat Frame

This area displays the chat / communications window that all players use to communicate with one another when they are not playing in a game.

4. Navigation Buttons

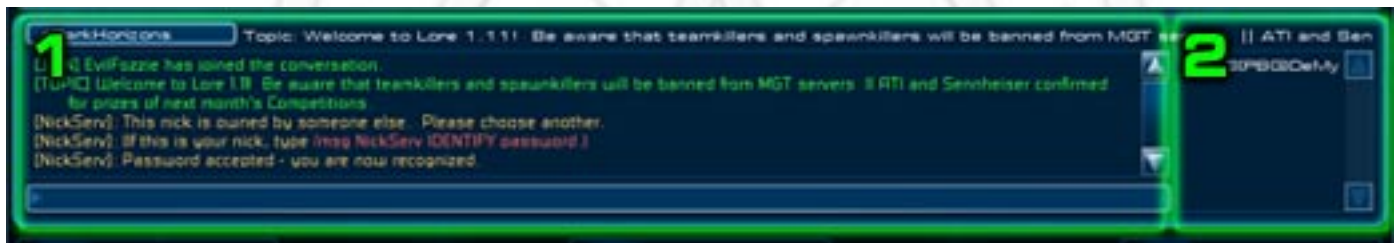
These buttons are provided to give you access to other important information that you might need.

Leave Multiplayer - This exits you from this screen and returns you to the Main Menu.

Options - Brings up the Options window so that you can edit settings.

Play Now - This button brings up the server list so that you can quickly find a game to play in.

Chat Functionality in the Lobby



1. Chat Area

This is where all lobby communication between users will be displayed.

Listed at the top of this window are the channel options. At the top left hand corner there is a pull-down menu that lists the available channels you can join. Beside that is the channel Topic.

In the middle of the chat area is the communications area. This is where all of the messages sent by users are displayed.

Lastly under neath that is the type in box, here you can type in messages that you want to send to the channel. **Note:** You can use IRC commands when communicating with the channel.

2. User List

Users currently connected on this channel are displayed on the right hand side. This list is scrollable.

If a user is playing in a game, their name will have a "-Game" name appended to it.

Comcent Tab



1. Comcent Map

The Comcent Map displays how the online war is progressing based on the results from in-game matches.

The map itself is broken down into seven (7) sectors each of which has its own set of missions that are associated to it. As the Eastern Confederation wins sectors or matches in game, the dedicated servers will open up more missions to participate on.

Each of the mission displayed on the map is a button that can be clicked on. If you choose to click on the button for that mission, its information will be displayed in the Information Area.

As missions change controllers, as designated by the team icon for that mission, the sector will change color to represent who controls it. Blue represents Federated States control, Yellow is contested, while Red is Eastern Confederation control.

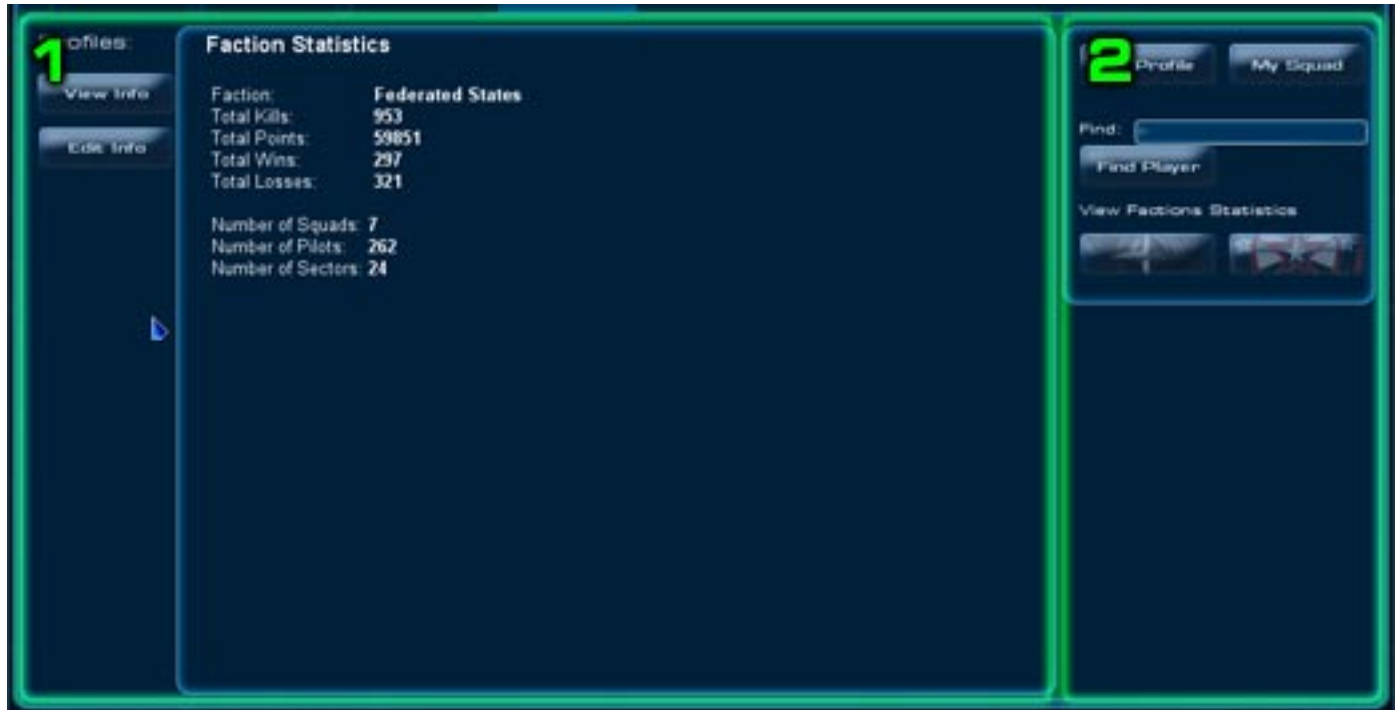
2. Information Area

This area displays information related to Comcent or the mission that you have selected.

To return to the Comcent information that is displayed when you first view this screen, click on the "Overall Stats" button.



Profile Tab



The profile tab lets you quickly view or modify Comcent settings for your player or squadron (if you are a squadron leader).

are affiliated with, your overall stats and what squadron you are with (or edit your squadron if you are squad leader).

1. Profile Information

This section lets you view and edit various information regarding your player account such as the faction you

2. Profile Search and Settings

Here you can load up various stats about yourself, other players, or general faction stats to view.

News Tab



The news tab displays to you the same news that shows on the main menu. It is simply provided here once again for your convenience.

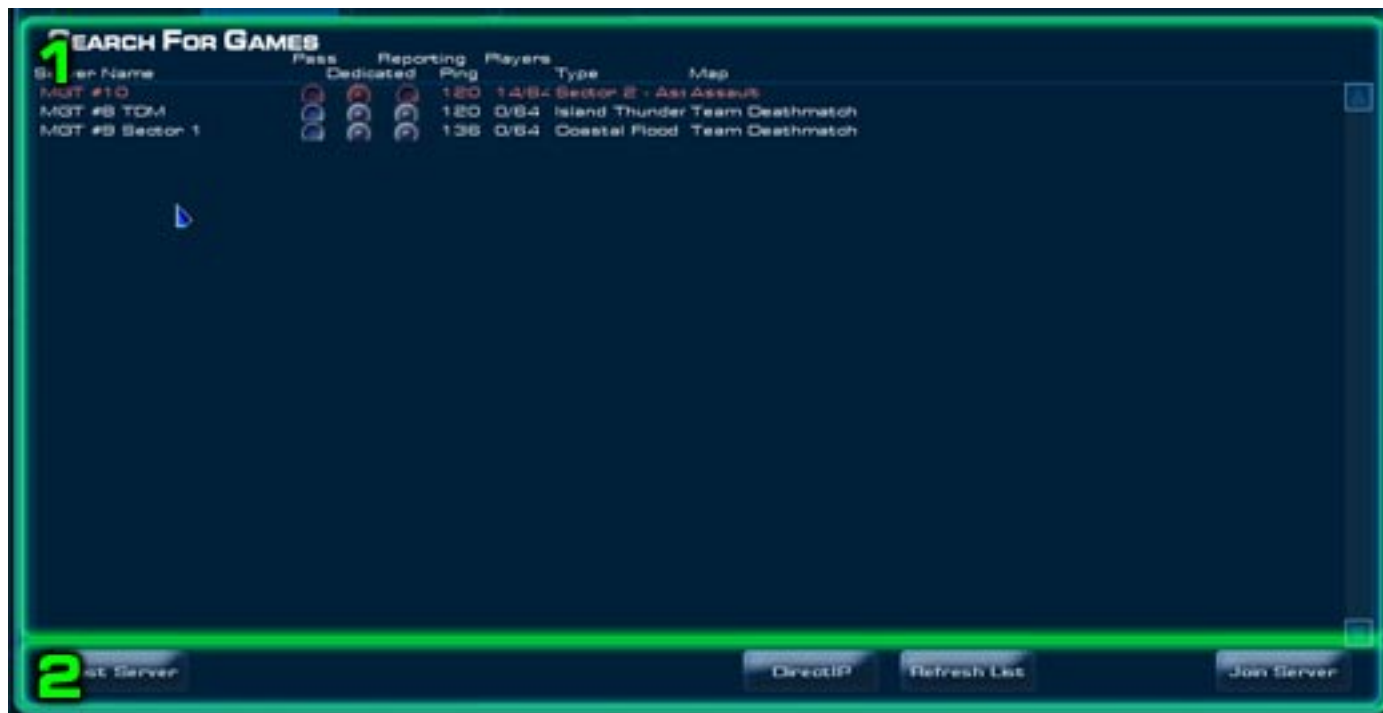
1. News Category Buttons

Choose the type of news that you wish to view. News categories are described in the Main Menu.

2. News Display

Displays all available news for that category from newest to oldest. This area is scrollable.

Server Tab



1. Available Servers

This area lists all of the available servers (dedicated and non-dedicated) that you can join. Use your mouse cursor to select a server from the list that you wish to join.

Note: Only dedicated servers report to Comcent.

2. Server Options

Host Server (button)

Host your own server.

Direct IP (button)

Connect directly to a server via its IP address.

Refresh List (button)

Refreshes the server list that is displayed.

Join Server (button)

Join the server that you have selected into the Server List area.

Note: If you cannot see any games listed here please ensure that you have necessary Ports open on your firewall (see FAQ for more information).

Joining A Game

As previously mentioned, in order to join a server that is currently running, you must select an available server that is displayed in the Server List. The game will immediately attempt to connect itself with the selected server.

If the game that you are attempting to join is password protected, you will be prompted to enter the password in order to join this server.

Hosting A Game

By pressing the "Host Server" button in the Servers Tab of the Lobby screen you can host a game server for other players to join.

When you do this a pop-up window appears with the following options:



1. Name

What you want to call the server that you are hosting.

2. Password

Allows you to password lock the game so that only specific users can gain access to your server by entering a password. If you want the game to be open to anyone who wants to play leave this area blank.

3. Players

The maximum number of players that you want to let into this game. It is not recommended that you go over 16 players as this can degrade the performance of the game due to the amount of network data that is transmitted.

After you press OK you are brought into the Staging Area, see "The Staging Area" for more information.

Note: Before hosting a server please ensure that the necessary ports are opened on your firewall. If they are not open other players will not be able to see your game on the server list (see FAQ for more information).

The Staging Area



If you have successfully joined a server, or if you are hosting your own game, you will be brought into the Staging Area. Here you can chat with your fellow players, join teams and configure your MAV.

1. Configuration

Setup your MAV, choose the team to play for (if you are not affiliated or if faction enforcing isn't turned on) and view (or setup if you are the server) information about the particular mission that is being played.

2. Chat

Chat with other players who are in this game. All of the players are listed on the right hand side with a faction symbol next to their name to denote which faction they are playing for.

3. Navigation

Leave Server - Exit from this server and rejoin the Lobby.



Settings & Options - Allows you to bring up the options screen to quickly change settings without exiting from this server.

Launch - Join the game.

Note: You can always return to the Staging Area at any time during the mission by pressing the 'ESC' key. This is most useful when you feel the need to configure your MAV more for the mission that you are in.

Mission Information



The Mission Information Tab displays to you information about the current mission that the server is running. It is recommended that you check this area each time that a new mission is loaded so that you can choose the proper MAV for the mission.

1. Mission Type

What category is this mission. Available categories include Arena (for dueling), Team Death Match, Capture the Core (CTC), Raid (a modified version of CTF) and Assault (objective based missions).

2. Mission Image

A sample image of the mission environment.

3. Mission Information

Mission Name

Mission Settings - What type of settings this server is using on this particular mission.

Status - Whether or not the mission is currently running and for how long it has been running.

Host Settings



(Available only for the Game Host)

This tab displays the mission configuration information and allows the server host to set mission options:

1. Game Type (pull-down menu)

Arena – A small group of players compete against one another in a small map. This game type is not reportable to Comcent.

Team Death Match – Players compete for points by killing members on the other team. Points are deducted for killing your own team mates. This game type is reportable.

Capture the Core – Players compete for points by capturing the power core located in the other teams base or by killing players on the other team for points, points are deducted for killing your own team mates. This game type is reportable.

Raid – This game type is similar to Capture the Core except one team defends while the other team tries to steal the core from them.

Assault – Capture all of the way points that are available on the map for your team to win the game. This game type is reportable.

2. Mission Image

A sample image of the mission that you have selected or that is currently loaded.

3. Mission Settings

Time limit amount (pull-down menu)

Mission time length. At the end of the time limit all players are returned to the staging area.

Kill limit (pull-down menu)

How many points are required to be scored in the game for a particular side to win.

Respawns (pull-down menu)

Allows you to set how many lives each player has.

Dont Enforce Factions (check box)

Does not enforce factions.

Use Settings (button)

Applies the changes that you have made to the game. You will need to press this button if you wish to change any mission or map settings after you have already run a game.

Note: You are not allowed to modify the mission settings unless the server is between missions (i.e.. No mission is currently running). You must choose to end the mission, this will force all players immediately back into the Staging Area.

Team Information



Allows you to choose which side you wish to fight for on this server as well as the current players who are playing for this side.

You cannot choose or configure a MAV unless you have chosen a team to play on.

Note: If you have already affiliated your character with a faction through Comcent and if the server is not running in 'Practice Mode' (see Mission Settings for more information regarding practice mode) you will not be allowed to switch sides on this server.

Configure MAV



This tab allows you to choose and customize the MAV that you wish to use for the faction that you are fighting for.

1. Choosing a MAV

Use the "left" and "right" arrow buttons to scroll through the MAVs that are available in this mission for your team. As you scroll through the available MAVs, the 3D model and stats associated with that MAV will be displayed on the screen.

Verify Config (button) - Apply your MAV customization to your player data on this game server.

2. Weapons Configuration

Use the primary and secondary weapon pull-down lists to choose which weapons your MAV will be equipped with during this mission.

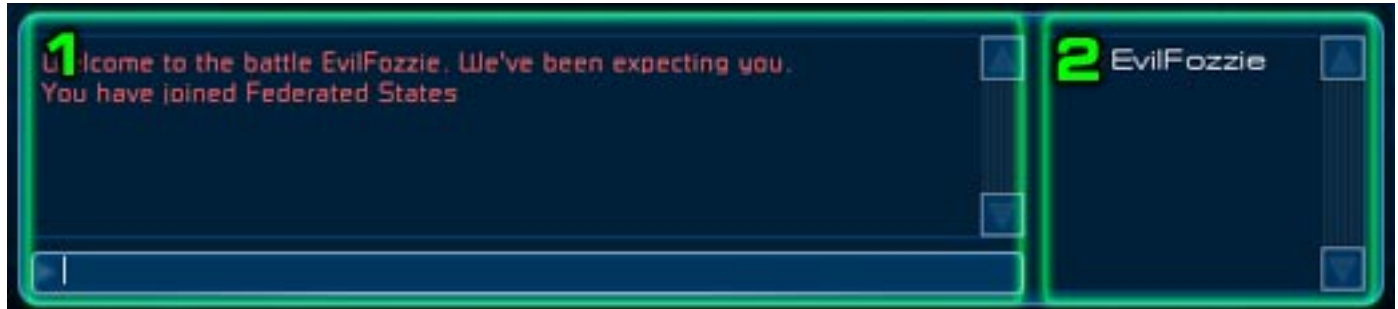
Information about the weapon that you have currently selected is displayed on the screen.

3. Speed/Armor Slider

Make your MAV faster (by sacrificing armor) or stronger (by sacrificing speed).

Note: In order for any changes that you do on this screen to take affect, you must click on the "Apply" button. If you fail to do so you will use the default MAV configuration for your team on this server.

Chat Area



1. Communication Window

This area functions almost exactly the same as the lobby chat windows (except there is no IRC style functionality). Here you are able to communicate with players who are not only in the Staging Area but also who are playing in the game as well.

Note: You cannot send messages specifically to your team in while in the Staging Area.

2. Players List

All players who are currently connected to this server and which faction they are fighting for. All players that are assigned to a team will have a team icon to the left of their name denoting which team they are playing on

The Instant Action Lobby

Instant action allows you to play the same missions that you would find in a multiplayer game of Lore : Invasion offline on your own against AI opponents.

Many of the controls and options that you will find here in the instant action menu are similar to what you would find in the multiplayer staging area with a game of Lore : Invasion.



1. Game Options

Configure various game settings such as mission type, mission, respawn, kill and time limit and the number of bots that you will play with.

Note: Bots are very CPU intensive as such you should you may encounter a performance hit if you try to play with too many bots. We recommend no more than 12 bots for a mid ranged to high end system.

2. Team/MAV Configuration

This option allows you to choose which particular faction that you will fight for in this mission.

3. Navigation

Return to the main menu, change your settings or options or launch into your instant action game once you have chosen a side and configured your MAV.

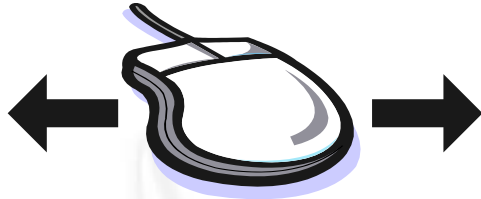
Configuring A MAV



Just as it is in the staging area for a multiplayer game of Lore : Invasion, the instant action MAV configuration allows you to choose which MAV you are using and its particular weapons load-out.

Note: Once you have picked a particular faction to fight for in this mission the MAV configuration menu will replace the faction menu. The Launch button will also activate itself.

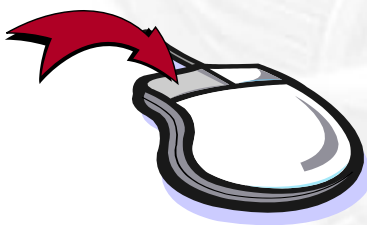
Mouse Controls



Rotate the player's MAV and view allowing them to look left or right.



Rotate the player's MAV and view allowing them to look up or down.



The left mouse button controls the weapon system for your MAV (Mechanized Assault Vehicle), simply click the left mouse button to fire your currently selected weapon.



The right mouse button controls the booster jets on MAVs that carry them. Note: for MAC users the jet function must be mapped to the keyboard since most MAC mice have only one button.



Keyboard Controls

Note: Listed below are the primary keyboard command functions that are bound by default in Dark Horizons-Lore. You can bind additional commands to keyboard keys as well as change key bindings to other commands to suite your play style and needs through the Options menu.

MAV Operation

	Move Forward		Deploy Counter Measure (Flare)
	Move Backward		Zoom In/Out Targeting Area (While Held)
	Strafe Left		Zoom In/Out Targeting Area (Toggle)
	Strafe Right		Use MAV Special Weapon
	Jump		Open/Close Satellite Map (Toggle)
	Select Weapon Group 1		Cloak MAV (Scout class only)
	Select Weapon Group 2		Activate Torso Twist (While Held)

In-Game Chat Options

	Create a Global Message (Send to Everyone)
	Create a Team Message (Sent to only your team)
	Send message that you have typed

Other In-Game Controls/Options

		Switch View (Toggle between 1 st and 3 rd person)		Access Music Play List	
		Take a Screen shot		Return to Staging Area	
		Start a Demo Recording			Show Frame Rate
		Stop a Demo Recording			Show Admin Options (Host Only)
		View the current scores (in-game)			Access Game Options



Federated States MAV Heads Up Display (HUD) - Brief Overview

1. Chat/Message Window

Displays messages from team mates and from the server.

2. Mission Time Chronometer

Current mission time (counting up)

3. Targeting Reticule

Where you are aiming. Icon changes when you are in a 'zoom' targeting mode.

4. Weapons Display

A list of the current weapons, special weapons and ammunition for each that are equipped on your MAV.

5. Health Status Bar

Displays your current MAV's health. As you take damage the health bar decreases.

6. Radar

7. Energy Status Bar

Displays how much energy that your MAV currently has stored up. As you use energy this bar will deplete itself and slowly recharge over time.

8. Mission Objectives Indicator

Lists the current objectives that you need to complete for this mission.

9. Compass

Displays the current cardinal direction that you are facing.

Note: For a more in-depth description of various UI aspects please see the appropriate areas listed below.



Eastern Confederation MAV Heads Up Display (HUD) - Brief Overview

1. Chat/Message Window

Displays messages from team mates and from the server.

2. Mission Time Chronometer

Current mission time (counting up)

3. Targeting Reticule

Where you are aiming. Icon changes when you are in a 'zoom' targeting mode.

4. Weapons Display

A list of the current weapons, special weapons and ammunition for each that are equipped on your MAV.

5. Health Status Bar

Displays your current MAV's health. As you take damage the health bar decreases.

6. Radar

7. Energy Status Bar

Displays how much energy that your MAV currently has stored up. As you use energy this bar will deplete itself and slowly recharge over time.

8. Mission Objectives Indicator

Lists the current objectives that you need to complete for this mission.

9. Compass

Displays the current cardinal direction that you are facing.

Note: For a more in-depth description of various UI aspects please see the appropriate areas listed below.



MAV Heads Up Display (HUD) Features

Chat/Message Window

Located at the very top of this screen. All chat messages and messages sent to you from the server or game will be display in this area.

Mission Time

Located at the top of the screen, just below the Chat/Message Box. This notes how long this current mission has been running on the server.

Targeting Reticule

Located in the very center of your screen is the targeting reticule. The reticule allows you to aim your weapons so that you can attack an enemy MAV that is located within the reticule.

Note: In 3rd person view the targeting reticule is turned off.

Weapon Systems

Located on the bottom left hand side of your HUD are the weapon systems that are located on your MAV. This area displays the following information:

- Weapon systems and special weapons available on the MAV.
- Current ammunition total of each weapon system.
- Current weapon system in use.
- Ammunition available for counter measures.

Radar

A MAVs Radar is located at the bottom center of the screen. The radar displays the following items:

- Your MAV: White circle with an arrow on it located in the center of the radar. The arrow points in the direction that your MAV is currently facing.
- Enemy MAVs: Red triangular shapes on the Radar.
- Friendly MAVs: Green circular shapes on the Radar.
- Objectives: Yellow diamond shaped icons on the radar.
- Way points: White circular shaped icons

on the radar.

- Buildings or Structures: Blue box shaped areas on the radar.

Health and Energy Status Bars

Health is the red colored bar that is found on the left hand side of the Radar. This bar denotes how damaged your MAV is. As you take damage the bar will reduce.

Energy is the yellow colored bar that is found on the right hand side of the Radar. This bar denotes how much available energy that your MAV has to use for Jump Jets as well as some weapon systems. Your energy bar will reduce as energy is consumed by systems, but it does regenerate over time.

Mission Objectives Indicator

A list of the objectives that your team needs to achieve in order to win this mission.

Compass

Located below the radar, this displays the current cardinal direction that your MAV is facing.

Special HUD Icons

Target Indicators

When you are within range of any MAVs the HUD will draw a targeting box around the MAV. This will help you distinguish between enemy and friendly MAVs that are currently within your sight.



Green boxes are friendly MAVs
Red boxes are enemy MAVs

Way point indicators mark areas that you should travel to.

White indicators denote a way point or an open way point.

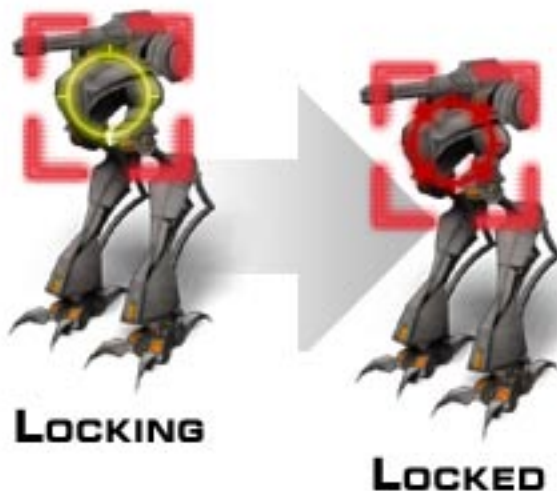
Green indicators denote a friendly way point that your team controls.

Red indicators denote an enemy way point that the other team controls.

Missile Lock Indicators

(Available only when Homing Missiles are selected)
When you have a homing missile weapon group active, yellow Missile Lock indicators will be displayed over top of the Target Indicators that are normally drawn on the screen.

If you center your targeting reticule over one of these yellow Missile Lock indicators for a short period of time the Missile Lock indicator will turn red to denote that you have an active missile lock on that target. Any missiles that you fire while the Missile Lock indicator remains red will seek out that target.



Objective Indicators

Any objective in the game will have its position marked on the screen by the Objective Indicator icon. This will help you easily find and track down your required mission objectives.



Satellite Map



The satellite map gives you a “birds eye view” of the mission environment. Here you can view what the terrain of the mission (including major structures and objects) as well as see where objectives and other MAVs that are within your radar ranged are placed.

To Navigate the Satellite Map

Navigation within the satellite map is fairly simple and straight forward.

Left Mouse - Moves the current viewing location left/right or up/down based on the users mouse movement.

Right Mouse - Zooms the view in/out when combined with the users mouse movement.

Icons Found On the Satellite Map

Player

This icon indicates where you are currently located on the map.

Friendly MAVs

Friendly MAVs (team mates) that are within your radar range.

Enemy MAVs

Opposing MAVs (enemies) that are within your radar range.

Objective Locations

Locations of objectives from within this mission. Depending if you are the attacker or the defender you will need to use the objectives to achieve victory.

Power Cores

If you are playing a “Capture the Core” or a “Raid” style mission the power cores that are owned by a particular team are designated on the map by their teams icons.

Federated States

A brief History



Origin: Nuclear Strike of 2010

Time Period: 2002-2163

Capital: New Paris

Countries: United States, Canada, England, Spain, Germany, France, Italy, Switzerland, Ireland, Belgium, Portugal, Norway, Sweden, Finland, Netherlands.

WORLD ALTERED

August 13th, 2010 had started like any other day; the eastern United States was just waking while Europe was already half way through the day. At 1:00 PM GMT simultaneous nuclear explosions would rip apart the American cities of New York, Washington D.C., Atlanta, Miami, Niagara Falls, Chicago, Boston, St. Louis, Houston, Baltimore, Pittsburgh and Orlando. While in Europe Rome, Brussels, Lisbon and Berlin suffered a similar fate. In the blink of an eye, these nuclear attacks instantly claimed the lives of over a billion people. Many more would die in the months following the attacks, some from the affects of radiation poisoning, others from a lack of food and medical aid or the pandemonium involved in the mass evacuations of fallout affected areas.

In the years following the attacks, paranoia would run rampant across the globe as countries began to worry about the possibility of a similar attack on their own soil. Military forces were activated and recalled home and humanitarian and international aid dried up almost over night creating even more pandemonium across the

globe as old hot spots re-ignited and fuel the already burning flames.

To make matters even worse, theres still the question of just who was responsible for the devastating nuclear attacks that started it all. This unanswered question has only helped to raise doubts and suspicions across the globe.

Formation of the Federated States

In the aftermath of the attacks, the NATO allies, many of whom were the victims of the nuclear attacks, saw that the world was being altered dramatically. The United Nations has been disbanded due to the sudden shift in the policies of nations across the globe and to make matters worse the old Soviet system is reborn again in Russia as the Eastern Confederation.

The NATO members know that something needs to be done in order to adapt to winds of change and ensure their survival and their way of life. Thus it's little surprise that after months of secret negotiation, an unprecedented agreement is signed on April 10th, 2013 between many of the nations who made up the NATO alliance to form a united government entitled the Federated States.

NO MAN'S LAND

In the aftermath of the destructive nuclear attack on the United States the entire east coast has been abandoned and left simmers as a radioactive wasteland. Areas that were not effected can not be reached without either passing through heavily irradiated areas or taking a long indirect route around the fall out zones.

In 2025 a law is passed making most of the area west of the Mississippi River off limits except to authorized personnel.

NEW AGE OF REMOTE CONTROL

When the Federated States begin to focus more attention towards the wastelands of the eastern United States it becomes apparent that the east coast could be a potential entry point for an attacking army to invade from.



The Court of States quickly calls for the invention of a method of protecting the eastern United States, and the resources held up in No Mans Land from any potential aggression.

In 2100, Armatron Robotics releases a system to control large machines called Mechanized Assault Vehicles (MAVs) from remote distances. These MAVs will soon become the protectors of the eastern United States and are able to be deployed in areas once thought impossible to protect.

In 2163 the first MAV engagement takes place with the Eastern Confederation launching attacks on mining operations throughout the eastern United States.

FEDERATED ARMED FORCES (FAF)

With the Federated States covering such a wide area of the planet an entirely new structure for its military was created. The FAF was created to serve just such a role, by breaking the FAF up into four branches, Army, Navy, Air Corp and Militia its main goal is to protect its people leaving smaller nations to their own devices.

FEDERATED ARMED FORCES - ARMY

The ground-pounders, the foot-soldier, the men and women on the front line, those that meet the enemy face to face, the Federated Army. Commissioned with the duty of protecting the land based borders of the Federated States, prepared to go at a moments notice to who knows where, ready to bring war on those who threaten the peace of the Federation. Each FAF Army base consists of an entire Corp of soldiers, or over 200,000 men and women, and is commanded by a Major General. It has been said that any Federated States Army Corp could overtake any small country in the matter of weeks.

FEDERATED ARMED FORCES - MECHANIZED ARMY

The equipment used to move the FAF Army is controlled by the Mechanized Army, a branch that falls under the control of the FAF Army command. With the introduction of the Mechanized Assault Vehicle (MAV) the importance of the Mechanized Army has grown greatly due to the need for protecting the eastern borders of the United States.

FEDERATED ARMED FORCES - AIR CORP

The second branch of the FAF, the Federated Air Corp is given the role of keeping the skies of the Federation clear and free of threats. Each Air Corp base is its own city, and capable of operating totally independent of the rest of the Federation. Each base is lead by a Major General and is given total authority in the event of a communications blackout. The full compliment of an Air Corp base is a Fighter Corp or around 1200 fighters.

FEDERATED ARMED FORCES - NAVY

The role of protecting the waters of the Federation falls solely on the Federated Naval Fleet. The FNF is broken up into smaller Carrier Battle Groups which consists of a carrier, missile boat, gun ship and support ships. Each Battle Group is capable of bringing war to anyone, anywhere in the world at a moments notice. The carrier of each Battle Group carries two fighter wings and two bomber groups as well as a ten support aircraft. Each group is commanded by an Admiral with a Commodore as his second in command.

Federated States MAVs

Mechanized Assault Vehicles Currently In Deployment



Shaddrack

Infantry Mechanized Assault Vehicle

The AR-85x Shaddrack by Armatron Robotics was first introduced to the Federated in 2111 to fill the role of a infantry MAV. Standing almost 5 meters tall, the Shaddrack is able to both deliver a striking blow and still be able to stick around and hold its own.

The right arm of the Shaddrack typically holds a 70 caliber auto cannon. The homing missiles of the Shaddrack are fired from the upper left torso and deliver a considerable punch for a guided missile.



Hunter

Scout/Recon Mechanized Assault Vehicle

The AR-16b Hunter by Armatron Robotics was first introduced to the Federated in 2109 to fill the role of a light and fast recon MAV. While not heavily armored, the Hunter is capable of making quick hit and run attacks on slower targets.

The right arm of the Hunter typically holds a X-27 Plasma Rifle which draws plasma from its Condor Helium 3 reactor and converts it into a projectile. The result is a low damage but high fire rate energy projectile. The homing missiles of the Hunter are fired from the right torso and deliver a considerable punch for a guided missile.



Liberator

Heavy Assault Mechanized Assault Vehicle

The Liberator was already in the design phases when the war for No Mans Land started. After the initial skirmishes has passed, Federated States command began to realize that they needed a heavy combat MAV that could hold its ground and defend against the fierce tactics that the Eastern Confederation employed.

The Liberator entered into the combat theatre near the end of 2160. Armed with a default configuration of flame throwers, auto cannons and homing missiles, the Liberator is a menacing presence in any combat zone.



Abolisher

Tank Mechanized Assault Vehicle

The MT-5t Abolisher by Mechanized Technologies was introduced to the Federation in 2151. The Abolisher is a very versatile vehicle capable of getting to areas never before thought possible in a tank and attacking from long ranges.

The weapon system of the Abolisher includes the Brimstone XL7 heavy laser on its right side, while the left side of the turret houses an artillery barrage missile system. Abolisher's are also able to deploy portable turrets for both defensive and offensive usage.

Eastern Confederation

A Brief History



Origin: Revolt of 2007

Time Period: 2002-2163

Capital: Moscow

Countries: Russia, Kazakhstan, Mongolia, Uzbekistan, Turkmenistan, Kyrgyzstan, Ukraine, Georgia, Afghanistan.

Death of Two Nations

With the collapse of the Soviet Union in 1991 the USSR, now known as Russia, had been plunged into a time of darkness and uncertainty. The second largest super power had suddenly become nothing more than a nation blindly guided without a purpose. In the aftermath of the collapse of the Soviet system that had prevailed for almost 80 years, this once proud and stable nation

had now become nothing more than a troubled nation that found itself mentioned more for its failures than its successes.

In less than 20 years after the end of the Soviet era, Russia's once great military was now barely operational and its what was left of its economy left now in ruin. The people were hungry for new leadership that would change the tide for Russia and make things right once again and improve their lives.

New Leadership

Sergei Zhdanov, the man who would eventually lead Russia out of this time of unrest and back into prominence once again as the Soviet inspired Eastern Confederation, was born in Moscow on June 24th, 1975.

Sergei grew up remembering the stories of the glory and power of the Soviet Union, how at one time the name of the nation made men and nations tremble. Those days were gone long before Sergei's time though and as the Soviet way of life passed onto a democratic/capitalist state it only helped to plunge the nation into a time of instability and poverty.

Following the path of his forefathers Sergei enlisted in the, Russian Military where the combination of his father's influence and his keen military mind and ambition quickly advanced rank. Before long Sergei was not only in command of a substantial amount of men and equipment, but he was also seen as one of the most loyal, trusted and well respected young officers in the military.



During this time Sergei found himself clinging more than ever to the ideals of the old ways, believing in his convictions that he knew what the nation needed to return to its former glory. All that he needed was a way to make it happen. Sergei knew that a military coup would not be successful without the support of the people, but he did not know how to get that support on his side.

During one of his many missions to Georgia, Sergei met Majdey Ahmed the leader of a radical Syrian political group known as New Dawn. During these meetings Sergei found a sympathetic friend in Majdey and soon after the two discussed Sergei's vision for a new Russia. Eventually with Majdey Ahmeds help, a plan was devised to incite civil unrest within Russia's people and introduce them to their new savior, Sergei Zhdanov. New Dawn helped to increase and incite conflict between the criminal syndicates as well as incite political, religious and food riots amongst the people. It took little time for the riots to turn into uprisings and civil unrest demanding for a change.

Fearing a revolution, the Russian government deploys the military in an attempt to keep order. The use of military force backfires, to make matters worse elements of the military are now sympathetic to the civil unrest that is occurring. Sergei Zhdanov seizes the moment to become the outspoken public voice of the unrest demanding a change in the government. Sergei's popularity sky rockets and in only a few short months, with both the backing of the military and the popular support of the population, Sergei marched through Moscow to the Kremlin and removes the Russian leadership from power. He then sets himself up as the new leader of Russia with nearly no shots being fired. It is the quickest and cleanest revolution in Russian history.

Finland

Ever since World War II, Finland had been under some form of control by the Soviet Union, acting as a buffer between the Soviets and rest of Europe. So it is no surprise that when Finland petitions the Federated States for membership, the Eastern Confederation quickly responds with threats and hostility, for they know that if Finland were allowed to join the Federated States, it would put the Federated States within striking distance of Moscow.

Finland refuses to concede to the demands of the Eastern Confederation and in response the Red Army is activated with orders to invade Finland. Their goal is to install a puppet government and leave the nation once again as a buffer between two super powers. The plan however backfires; Chancellor Astolpho Knight of the Federated States has promised protection to the small nation of Finland during an earlier negotiation. Knight follows up on his promises when members of the Red Army and Red Air Force crossed the borders into Finland and mobilizes the Armies of the Federated States to liberate Finland.

Mechanized Combat

During the war over Finland the Eastern Confederation decides to launch a pre-planned assault on the eastern half of the United States in the hope of disrupting the Federated States military, and possibly recover some much needed natural resources to help aid their war effort. On May 1st, 2160 Mechanized Assault Vehicles belonging to the Eastern Confederation fire on Federated States MAVs patrolling the coal fields of West Virginia. The war for the United States begins.

Eastern Confederation Military (ECM)

With the formation of the Eastern Confederation being conducted as a military operation it was required that the Confederation maintains a large military. In fact, the Red Army's goal is not only to instill fear in the minds of its enemies, but also in its own people. The open presence of Confederate military personnel is a constant reminder that loyalty and obedience are expected.

Eastern Confederation Military - Red Army

If you were to travel anywhere in the Confederation, there would not be one town or city that you would not see some form of Red Army presence. For some this gives a sense of protection, but for others a sense of control. The majority of the Eastern Confederation's borders are those of land, with such a large border the Red Army is the most important component of the Confederate Military.

Eastern Confederation Military - Red Air Force

One of the largest air powers in the world belongs to the Confederation. The typically smaller and faster Confederate jets tend to play havoc with slower

aircraft of other nations.

Eastern Confederation Military - Navy

Quite possibly the lowest threat to the Confederation is through its waters. The majority of the Confederation's coastal waters are that of the arctic, so attacking from the ocean would be difficult at best. With such a low threat the Confederate Naval Fleet has received less funding than any other branch.

Eastern Confederation MAVs

Mechanized Assault Vehicles Currently In Deployment



Mantis

Infantry Mechanized Assault Vehicle

The standard MAV for the Eastern Confederation is the Infantry class KW-27 Mantis by Kodiak Weapons. The Mantis was showcased to the Red Army in 2151 and incorporated into the Army in 2152.

The Mantis is one of the deadliest MAVs currently in the combat theatre and is able to bring its dual auto cannons and exploding rocket system down onto any unsuspecting target with speed and accuracy.



Locust

Scout/Recon Mechanized Assault Vehicle

The Red Army has adopted the blitzkrieg tactic of moving fast and hitting even faster. So when the Confederation requested a quick scout MAV that could still carry powerful weapons, Rogatina Arms answered the request with the Locust, a small, light scout MAV that would move fast but still carry weapons that could hold its own against larger enemies.

The standard gatling gun and unguided rockets make the Locust a tough contender up close, it can get in and out quick, but if it gets caught in a bar fight it can come out swinging.



Predator

Heavy Assault Mechanized Assault Vehicle

Built in preparation of the North America invasion, the Predator was designed to counter the advanced technology used by the Federated States with brute force and strength. Since its deployment in 2159 the Predator has proved better than Eastern Confederation command had hoped.

Predators are typically equipped with a new Plasma Thrower weapon for close ranged combat and uses the typical auto cannon and exploding rocket weapon combination that is typical with other Eastern Confederation MAVs.



Juggernaut

Tank Mechanized Assault Vehicle

When the Red Army placed its orders for a new remote controlled tracked tank, Rogatina Arms answered the call with the KA-74 Juggernaut. Rogatina won over the Red Army with the Juggernaut with its low profile and open sides making it harder to hit than most tanks. The newly renamed ECM-74 Juggernaut rolled into service on August 16th, 2150 as the Eastern Confederations newest assault tank.

Juggernaut's are typically equipped with a Kopyo Gattling Gun and Long Range Rocket Bombardment system. They can also deploy turrets for both defense and assault with amazing speed.



Weapons & Deployable Items

Cannon Weapons

Auto cannon

Auto cannons are the most common weapon system currently in use in today's modern military due to their high damage, good accuracy and overall reliability in any combat situation.

Used By: Federated States, Eastern Confederation
Damage Capability: High
Accuracy: High
Fire Rate: Low
Ammunition: Finite

Gatling Cannons

Firing explosive tipped projectiles at an incredible rate per second enables the Gatling Cannon to spray a small area with massive damage in a short period of time. Gatling Cannons are used typically in close ranged combat situations.

Used By: Eastern Confederation
Damage Capability: Low
Accuracy: Low
Fire Rate: High
Ammunition: Finite

Laser Cannons

The laser cannon is one of the perfect sniper weapons, it has an incredible travel velocity and can deal damage, though at the cost of a MAVs energy reserves.

Used By: Federated States
Damage Capability: Medium
Accuracy: High
Fire Rate: Very Low
Ammunition: Energy Based

Plasma Cannons

Projectiles from Plasma Cannons are generated by a separate power source that is carried by a MAV. Although Plasma based weapons don't do much damage, they have a suitable fire rate which makes them suitable for close ranged combat.

Used By: Federated States
Damage Capability: Low
Accuracy: Low
Fire Rate: High
Ammunition: Finite

Rockets & Missiles

Exploding Rockets

This weapon is a simple dumb-fire, point and click, weapon system that can deliver an amazing amount of firepower down onto a target in a short period of time.

Used By: Eastern Confederation
Damage Capability: Moderate
Accuracy: Low
Fire Rate: High
Ammunition: Finite

Homing Missiles

These guided rockets will seek out any heat source that they have locked onto.

Used By: Federated States
Damage Capability: Moderate
Accuracy: High
Fire Rate: Very Low
Ammunition: Finite

Artillery Rockets

Artillery attacks allow you to deliver a massive blow from a safe distance while also affecting a massive area around your strike zone.

Used By: Federated States, Eastern Confederation
Damage Capability: Very High
Accuracy: Low
Fire Rate: Very Low
Ammunition: Finite

Spider Missiles

A specialized multi-shot homing missile utilized by the Eastern Confederation scout MAVs.



Special Weapons

Flame/Plasma Throwers

Throwers can emit a stream of super heated particles into a very close/confined area. They are perfect for doing maximum damage to multiple targets.

Deployable By: Heavy MAVs
Damage Capability: Very High
Accuracy: Low
Fire Rate: High
Ammunition: Energy Based

Land Mines

Mines deal an amazing amount of damage to a small confined space.

Deployable By: Scout MAVs
Damage Capability: Very High
Accuracy: Low
Fire Rate: Low
Ammunition: Finite

Portable Turrets

Equipped with a auto cannon and the ability to track and target enemy MAVs, turrets are the perfect choice when you need to setup a base of operation to work from or defend.

Deployable By: Tank MAVs
Damage Capability: Moderate
Accuracy: High
Fire Rate: Low
Ammunition: Finite

Air Strike

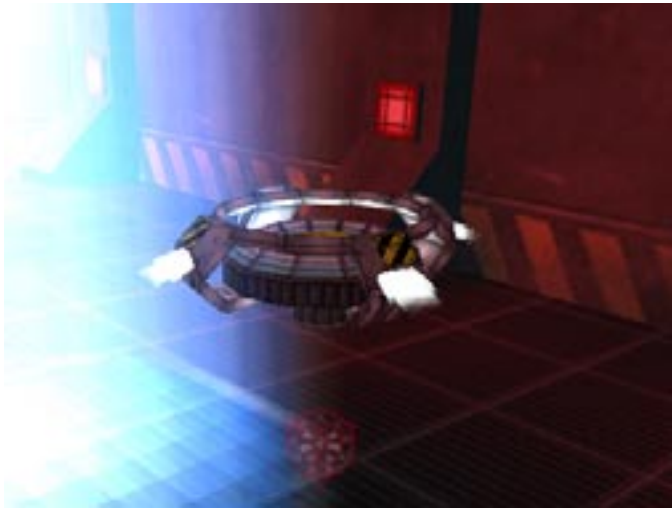
A special targeting laser signals a location for a potential air strike to be called in. If it is successful, a high altitude bomber will unleash a cluster of bombs onto that location.

Deployable By: Infantry MAVs
Damage Capability: High
Accuracy: Low
Fire Rate: Low
Ammunition: Finite

Items / Mission Important Objects

Power Cores

Power Cores are found in either Single Player missions or in Capture the Core (CTC) style Multi Player games. These are capturable objectives that can be picked up by your MAV and are displayed on your HUD.



MAV Repair Stations

Repair stations will help and slowly restore your MAVs health over time. In order to use a Repair Station you are required to stand within the radius of the Repair station for your team. You will slowly see your Health Status Bar restore over time.

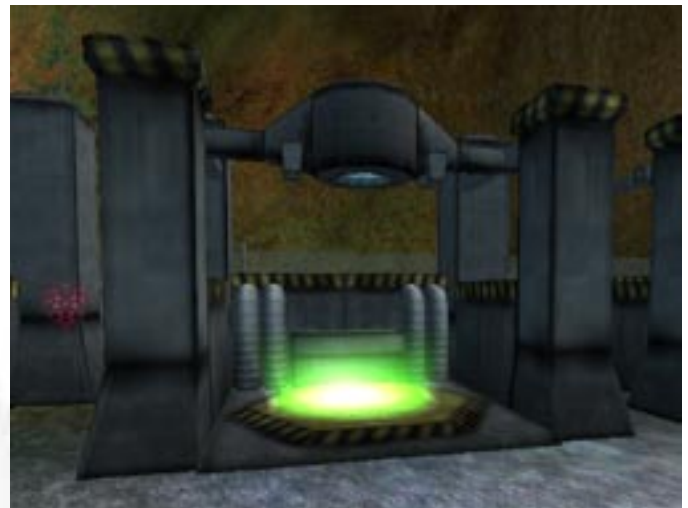
Note: Some repair stations on certain maps are capturable!



MAV Ammo Reload Stations

Ammo Reload Stations will enable your MAV to be reloaded during the mission. To use a Ammo Reload station simply walk within the radius of the station for your team.

Note: Some ammo reload stations are capturable!



Team Base Marker

A team base marker denotes where a particular teams starting point is. In Capture the Core you will typically find the enemies Power Core at the enemy Base Marker. To score a "capture" you must return the stolen Power Core to your team's Base Marker.



Refit Stations

These locations allow you to return to the Staging Area to reconfigure your MAV without having to press the "ESC" key and commit suicide.





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Problems, Issues and Other Items

I am unable to get Ignition to properly register in-game on my Macintosh:

Some Macintosh computers may experience problems with Ignition, this is unfortunately a known issue with Macintosh OSX and the Ignition security method at this time. A solution to the problem is being worked on, but for the time being we ask that you please register by trying an Off-Line Ignition (see the section entitled 'Off-Line Ignition' for more details).

When trying to join a game of Lore : Invasion the program suddenly exits to the desktop:

This is typically caused by a faulty Ignition registration. Check in the directory that your lore.exe resides in, if you do not have a file named "Ignition" then the program was not authorized correctly and you will need to reauthorize Lore : Invasion. If the problem persists please contact us.

Each time that I run Lore : Invasion I am asked to re-enter my Ignition Key!

This problem is happening due to the fact that Ignition is not registering you properly. This is usually due to the fact that your key has become invalid. You will need to contact Max Gaming Technologies LLC. in order to get a new key.

I am experience a very poor performance with my nVidia based graphics card, why is this?

The problem has to relate to a set of drivers that nVidia released (release versions 52.16 thru 53.04). These drivers have a negative affect on most applications running in OpenGL including Lore : Invasion.

We recommend that you update to video drivers to release version 56. 64 (or newer) or roll back to an older version that does not have this problem (such as release version 45.23). You can download new drivers at www.nvidia.com.

What Ports do I need to open on my fire wall in order to Host a Multi Player game of Lore : Invasion?

You will need to open the following ports:

- 28000 to 28002 - Master Server Ports; this allows the Master Server to find your game.
- 1031 - Join Request Port
- 1048 - Join Port

I am unable to hear any audio or the audio seems to

be very low (Windows):

This is primarily caused by the Hardware Acceleration option that is set in your Audio Preferences of your OS. To correct this go click on your "Start" button, choose "Settings" and then choose "Control Panel". Once the Control Panel for your Windows OS has opened choose "Sounds and Multimedia". This will bring up the "Sounds and Multimedia Properties" window. Click on the "Audio" tab, and then click on the "Advanced" button under the "Sound Playback" group. This will bring up an "Advanced Audio Properties" window. Choose the "Performance" tab. Here you will see a slider entitled "Hardware Acceleration", slide this setting all the way to the left (None).

I cannot see any servers listed when I click on the 'Servers' Tab on the Lobby screen.

Ensure that you have ports 28000 to 28002 open on your fire wall. If these ports are not open you will not be able to communicate with the Master Server and pull down the server list.

I have hosted a game, but it does not show up on the server list.

Ensure that you have ports 1031 and 1048 open, these ports are required for you server to talk to the Master Server list and for players to be able to join.

The game seems to run poorly on my system is there anything that I can do to help improve the performance?

Lore : Invasion has an profiling system that tries to match your system up to the most appropriate performance profile. Sometimes though the algorithm can choose a setting that isn't necessarily right for your system. You can change the profile by click on the "Options" button, choose "Advanced" then pick and apply a different profile from the profiles list on the right.

How do I setup a dedicated server for this game?

A dedicated server can be setup by creating a shortcut to your lore.exe and then modifying the shortcuts target path by adding -dedicated. This will tell Lore : Invasion to start in a dedicated server mode.

For the latest support issues, items and questions please visit www.darkhorizons-lore.com



Additional Technical Support

Max Gaming Technologies LLC. is committed to fully supporting the players of Lore : Invasion. If you require additional help or support with this product please refer to the information listed below:

To get the latest updates:

Max Gaming Technologies LLC. provides the latest updates (patches) and bonus material free of charge from their web site at <http://www.darkhorizons-lore.com>

For sales issues or problems, or issues or problems regarding Ignition:

We please ask that you contact GarageGames through their web site at <http://www.garagegames.com> or via E-mail:

For all game issues or problems as well as all other problems:

If you have problems regarding game play issues or problems that you may have encountered in Lore : Invasion we please ask that you visit <http://www.darkhorizons-lore.com> and contact us via our support forums that we have provided.

You may also contact us via E-mail at contact@maxgaming.net



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Credits

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Ed Gardner
Brian Hammack

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contributions to our online com-
munity.



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