

DOMINION

STORM OVER GIFT 3

TM



DOMINION: STORM OVER GIFT 3 manual and software Copyright © 1996 - 1998 Ion Storm, L.P. All rights reserved. ION STORM, DOMINION: STORM OVER GIFT 3, DARKENS, MERCS, SCORPS and other names and logos contained herein are trademarks of Ion Storm, L.P.

This copy of the manual and software may be used by the possessor solely for his or her own personal use. No part of this manual or software may be used, reproduced, rented, translated, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, in whole or part, without prior written permission from Ion Storm, L.P. Making copies of, or otherwise using, any part of this manual or software for any purpose not authorized by Ion storm, L.P. may be a violation of United States and foreign copyright and other laws.

This manual and software is sold as is, without warranty of any kind, either express or implied, respecting the contents of the manual and software, including but not limited to implied warranties for the manual or software's quality, performance, merchantability, or fitness for any particular purpose. Neither Ion Storm, L.P. or its distributors shall be liable to the purchaser or any other person or entity with respect to liability, loss, or damage caused or alleged to have been caused directly or indirectly by the manual or software.

Ion Storm
2200 Ross Avenue, Suite 5400
Dallas, Tx 75201
(214) 953-0101 Phone
(214) 953-0202 Fax
World Wide Web <http://www.ionstorm.com>



TABLE OF CONTENTS



Background	4	Level 2 Soldier	34
System Requirements	5	Powered Hunting Vehicle or PHV . . .	35
Setup & Installation	5	Vehicles	36
Navigating the Game	6	Preface	36
Single Player	7	Teleporter Vehicle	37
Multiplayer	7	Recon Vehicle	38
Load Saved Game	10	Level 1 Tank	39
Cinematics	10	Level 2 Tank	40
Options	10	Level 1 Hover	41
Interface	11	Level 2 Hover	42
Mouse/Keyboard Shortcuts	22	Level 1 Biped	43
Tutorial	23	Level 2 Biped	44
The Races	29	Special Attack Unit (X-Tech)	45
Personnel	29	Level 2 Multiped	46
Preface	29	Structures	47
Mechanical Engineer	30	Preface	47
Commander	32	Main Plant/Advanced Main Plant . . .	48
Level 1 Soldier	33	Headquarters/Advanced Headquarters	50

Refinery52

Chassis Plant/Advanced Chassis Plant54

Semi-Conductor Plant/Advanced Semi-
Conductor Plant56

Propulsion Plant/Advanced Propulsion
Plant58

Weapons Plant/Advanced Weapons Plant
.....60

Armor Plant/Advanced Armor Plant .62

Colony64

Power Plant/Advanced Power Plant .66

InfraStructures68

Umbilicals68

Energy Beacons70

Auto-Cannon Tower71

Rocket Tower72

Meson Pulse Tower73

Bridge74

Telepad75

Hover Pad/Advanced Hover Pad77

Credits78

Special Thanks83



GETTING STARTED



Background

Story

It was just a little over a month ago that an Earth deep space probe encountered a transmission from an orbiting beacon near the third planet of what has come to be called the "Gift system".

The transmitted message warned of a mysterious Messiah capable of wielding vast amount of power. Though little is known of its origin, many believe such a device could very well bring peace to whichever race manages to find it and harness its power.

The stakes couldn't be higher, and diplomats from four races have been in constant communications since word of the discovery of the beacon spread through the galaxy. The Scorp™. The Mercs™. The Darken™. All are vying for control with the Humans on Earth over this Messiah.

Human ambassadors offered to create a coalition to oversee whatever new technology was discovered on the planet, but the plan was rejected. The talks degenerated from there. And even though there is still a glimmer of hope that an armed conflict may be averted if negotiations can be resumed, troops on all fronts are poised for battle.

Military officials fear that the struggle for control of the device could ignite an intergalactic conflict of catastrophic proportions. Tensions are running high and details are sketchy at this point, but sources confirm that hostilities have broken out on the planet's surface. Any hopes for a peaceful solution have just been dashed. The war has begun.

Breakdown

In each mission, you play a commander that has managed to sneak through the battle being waged just outside of the planet. In order to be covert and pass through the battle lines unnoticed, however, you were forced to travel in a dropship. Because of the small size of the vessel, you must build your strike base from scratch, using whatever materials you find on the planet. You must at build at least the basic structures that are necessary for your survival, but domination requires bigger and better structures that can provide larger and more complex vehicles. Remember, there are three other races who are vying for the same secret that you are, and will stop at nothing to achieve their goals...

System Requirements

Required Computer

IBM Pentium 166 (or 100% Compatible) computer with 32 MB of RAM.

Recommended Computer

IBM Pentium 200 (or 100% Compatible) computer with 64 MB of RAM.

Required Operating System

Windows 95

Required Controls

Any mouse supported by Windows 95

Required Display

2 MB Video Card for lower resolutions; 4 MB for higher resolutions.

Required Sound

Any Sound Card supported by Windows 95 Direct Sound.

Required Hard Disk Space

190MB of free space

Required CD-Rom Drive

8 speed or better

Network - Modem - Null Modem - TCP/IP

Any network supported by Windows 95 Direct Play.

DirectX 5.0 (or later)

DirectX 5.0a patch

Setup & Installation

Autorun

Place Dominion CD in drive and close the door.

If after a minute you do not see the installation screen, double click on your "My Computer" icon on your Windows desktop and then double click on the icon that represents your CD ROM drive (Usually drive D or E). Once you see the list of files on the CD, click on the 'Setup.Now.exe' file. You will then see the Autorun screen.

Full Installation

Allows maximum space to be used on your harddisk. All of the game files will be installed to the hard-disk; the cinematics must be run from the CD.



GAME INTERFACE



Navigating the Game



Main Menu

Single Player

Allows you to play a game against the computer.

Multi Player

Allows you to play a game against a human opponent or opponents.

Load Saved Game

Allows you to load a previously Saved Game.

Cinematics

Play any cinematic of a mission you have completed.

Options

Customize Dominion to your tastes.

Exit

Returns you to Windows 95/NT 4.0.

Single Player

Single Player Menu

Campaign

Allows you to play a campaign.

Mission

Play a previously played specific mission.

Back

Return to Main Menu.



Campaign Menu

Select Race

Allows you to determine the race for the Campaign.

Start Game

Begins a Campaign for the selected race.

Back

Return to Single Player Menu.



Mission Menu

Scenario Data

Lists the name of the presently selected mission, the size of the map, and the type of terrain.

Scenario Files

A list of all available missions.

Start Game

Begins the mission.

Back

Return to Single Player Menu.



MultiPlayer

MultiPlayer Notes:

In a network game, the host machine will automatically assign a color to each player. This default color mode is called Player Colors. The first two Human players (if any) will be red and black, the first two Darken (if any) will be orange and yellow. Mercs will be blue and turquoise, and the Scops green and purple. Remaining colors will be passed out among remaining players. During Game Play, you can toggle back and forth between Player colors and a simpler mode, called Alignment Colors, by pressing F2. In Alignment Color mode, you are green, your enemies are red, and your allies are blue.

Connection Type Menu

IPX Connection for DirectPlay

For 2-8 player games over a network.

Internet TCP/IP Connection for DirectPlay

For 2-8 player games over a network or the internet.

Modem Connection for DirectPlay

For two player head to head games.

Serial Connection for DirectPlay

For two player head to head games.

*Note: If you do not have a modem or a serial connection, and you click on one of those options, you will be prompted to check your hardware installation and network settings. If you have further questions, contact your modem manufacturer or look on Microsoft's web page for DirectPlay information.

Back

Return to Main Menu.

Callsign Menu

Enter Callsign

Your name.

Back

Return to Connection Type Menu.

Session Menu

Sessions Display

Lists all MultiPlayer games presently in progress. Those games you cannot join are shown in white.

Create

Allows you to create a new MultiPlayer game.

Join

Lists all multiplayer games presently in progress. Those games you cannot join are shown in white.

Search

In a TCP/IP game, you are given the option to search for your host's IP address. You can use the CTRL-C function to copy the host's address from a file, and can paste the information into the search bar using CTRL-V.

Back

Return to Callsign Menu.



Create Game Name Menu

Enter game name

Type in the name of your new game.

Back

Return to Session Menu.



Staging Menu

Host Options

Shows options you can choose for your multiplayer game. Only the Host can set these options.

Participant Data Display

Allows players to indicate when they are ready, select a race, ally with another player, and send messages while everyone is waiting to start. This allows you to ally before the game has begun. To request an alliance with a player while a game is in progress, select a player's unit and type 'A'. If they agree to ally, they will type 'Y', at which point you will be allied. This will last until someone breaks the ally, by again typing 'A' after selecting the allied player's unit.



Scenario Data

Lists the name of the presently selected MultiPlayer mission, the size of the map, the type of terrain, the number of players for this map, and the starting Men and Material. Using the arrows, you can adjust the starting amount for Men and Material.

Scenario Files

A list of all available MultiPlayer missions.

Abort

Return to Session Menu.

Options Menu

Max Players

Allows you to select the maximum number of players for this MultiPlayer game. Note that the maximum number of players depends on the MultiPlayer map chosen.

Soldier Squish

Specifies whether Vehicles can squish soldiers or not. Soldiers will only be squished if they are not moving.

Allying

Allows players to Ally with one another.

Fog Sharing

Specifies whether allied players can share their uncovered fog with other allied players.

Back

Return to Staging Menu.



Load Saved Game

Main Menu

Saved Scenario

A list of all saved missions.

Start Game

Begins the mission.

Back

Return to Main Menu.



Cinematics

Main Menu

Cinematic Files

Lists all the Cinematics available for viewing.

Play Cinematic

Plays the selected Cinematic.

Back

Returns to Main Menu.



Options

Main Menu

Sound Setup

Turn Sound FX and Music on and off.

Difficulty

Set the Difficulty to Introductory, Experienced, or Advanced.

Introductory

With AI that is simpler than at higher levels, and a greater number of initial resources, the Introductory level of difficulty is suitable for novice Realtime Strategy players.

Experienced:

With more advanced AI and fewer resources than at the Introductory level, the Experienced level of difficulty is a challenge for adept Realtime Strategy players.



Advanced:

Because it offers the most advanced AI and the least amount of resources, the Advanced level of difficulty promises to be a serious challenge for even the most experienced Realtime strategy players.

Screen Size

Selects the screen resolution.

Graphics Quality

Allows you to choose the quality you prefer.

Highest Quality (real shadows, real fog)

Average Quality (real shadows, dithered fog)

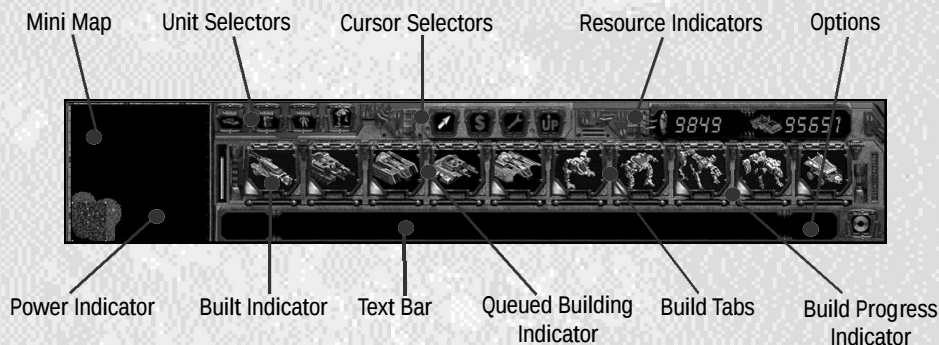
Lower Quality (dithered shadows, dithered fog)

Back

Return to Main Menu.

Interface

The interface bar at the bottom of the screen is broken into several sections, each with their own function.



MiniMap

The MiniMap gives a satellite view of the battlefield, and activates after you build your Headquarters. You can send units to any location by simply selecting the unit or units in question and left-clicking on the MiniMap. Right Clicking on the MiniMap centers the View Window on that area.

Unit Selectors

Unit Selectors allow you to toggle between Structures, Infrastructure, Personnel and Vehicles. As units build, their progress is indicated by a green bar encircling the unit selector.

Cursor Selectors

Cursor Selectors allow you to change the default Selection Cursor from an arrow to a Dollar Sign (Selling), a Wrench (Repairing) or an Up Cursor (Upgrading). To return the cursor to the Selection Cursor, simply right click on the map.

Resource Indicators

The Resource Indicator shows the amount of Men and Materials currently available.

Options Button

The Options Button pauses the game and displays the Briefing Screen.

Note: The game does not pause in a MultiPlayer game.

Power Indicator

The Power Indicator shows the overall efficiency of your base. Whenever power drops below 100%, your Refinery and Colony output is affected. Constructing towers has a significant impact on the available power so be sure to build plenty of upgraded Power Plants.

Built Indicator

The Built Indicator will light up to show that you have built at least one unit of that type.

Text Bar

The Text Bar displays information about the cost of building a unit, what units a given structure yields, and messages, such as whether a build location is obstructed or out of the power range.

MultiPlayer Note: In MultiPlayer games, the Text Bar displays text you are typing to an ally or enemy.

Build Tabs

Click on a Build Tab to construct the indicated unit. If a tab is not shown, you cannot build that unit type.

Build Progress Indicator

The Build Progress Indicator shows the progress towards completion of a unit being built.

Queued Building Indicator

Clicking more than once on any personnel or vehicle tab will allow you to "queue" up that number of units to be built in the future. You can cancel at any time by right clicking. Once your Queued Building Indicator goes past "+9", an infinity symbol appears. Units will then continue to generate as long as you have enough Men and Material to do so. SHIFT-clicking on any personnel or vehicle tab instantly sets the infinite build queue.

MiniMap

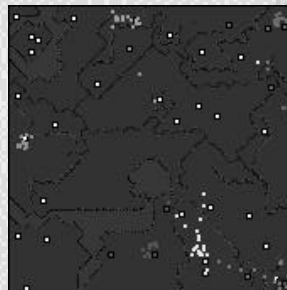
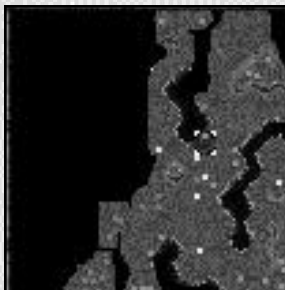
The MiniMap gives you information about the battlefield you are playing on and the position of friendly and enemy units.

Green: Your units and structures are shown on the minimap as green dots, and will move as your units move.

Red: Red dots indicate visible enemy units and structures, and will track with them as long as they are unforged.

Blue: Blue dots show allied units and structures.

Black (Fogged): Areas of black represent unexplored (fogged) terrain.



White: White dots indicate troops taking damage.

Black Boxes, filled with colors: Matter Wells are denoted by color-filled, black boxes. The color they are filled with displays the state of the well. White-filled boxes represent active and available Matter Wells. In Single Player or in MultiPlayer Alignment Color mode, a Matter Well being used by your Refinery is filled with Green, by an ally's Refinery is filled with blue (only in MultiPlayer), and a Well being used by an enemy's Refinery is filled with red. Black Wells are inactive and/or unavailable. Note: In the case of a MultiPlayer game in Player Color mode, the Matter Wells are filled with colors that correspond to the color of each player.

Section Tabs

The section tabs allow you to switch between the classes of units and structures you can build.

Note: These tabs will only reveal available units and structures on the Build Tabs.

Buildings Tab: The Building Tab shows the available structures.

Infrastructure Tab: The Infrastructure Tab shows available structures from the infrastructure list, like umbilicals, bridges, and towers.

Personnel Tab: The Personnel Tab shows available infantry units.

Vehicle Tab: The Vehicle Tab shows available vehicle units.



The Section Tabs have a small ring encircling them that acts as a progress indicator when building. Even when another tab is selected, the progress indicator will continue to move clockwise around the tab, indicating to showing how close the item being built on that tab is to completion. The progress indicator will flash when the unit being built on that tab is complete.

Cursor Selector

The Cursor Selector allows you to switch between the major cursors, so that you can perform different actions with a single mouse click.

Note: You can switch back to the Selection Cursor at any time by right clicking on any open location on the map (one that is not occupied by a unit or structure).

Selection: This Selection Cursor handles most of the standard actions in the game.



Sell: Used to sell structures.

Repair: Used to repair structures. Holding the CTRL key down while clicking on a structure toggles Auto-Repair.

Upgrade: Used to upgrade a structure (if it can be upgraded).

Resource Indicator

The Resource Indicator tracks how many Men and how much Material you have at any time. These resources are necessary to build any units or structures.

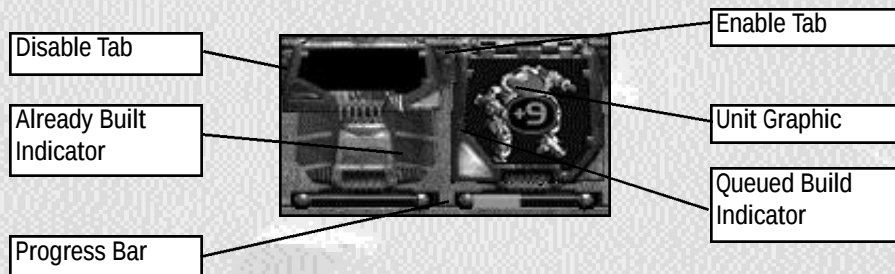
Man: This readout tracks how many Men are available from the Colonies you have built.



Materials: This readout tracks how much Material has been produced by your Refineries.

Build Tabs

The Build Tabs show all available units and structures for the active Section Tab. Units and structures may be built by clicking on their build Tab. If enough men and materials are available the status bar beneath the item will fill in, indicating progress towards building completion. Once building is complete, the status bar will flash.



Text Bar

The Text Bar is the typing area for Multiplayer messages during game play, and will also display informational messages. When you hold the cursor over, or "browse", an available Build Tab, that unit/structure's name and cost in Men and Materials will be listed in the Text Bar. If you continue to browse a structure on the structure tab for a second, it will then show you what units you will be able to build once this building is constructed (units in parentheses indicate that the unit is available only after upgrading the structure).



In a MultiPlayer game, to send messages to your allies, press ENTER or "T". To send messages to everyone in the game, press ENTER twice (or 'T' twice).



Options Button



The Options Button, when clicked, will pause the game and take you to the In-Game Menu. There you can view mission objectives, load a saved scenario, save the mission in progress, or adjust scrolling, speed and volume options. It has the same functionality as pressing the ESC key.

Note: Game does not pause during a MultiPlayer Game.

In-Game Menu

Mission Objectives

Key objectives that must be met in order to win the current Mission (Single Player only).

Load/Save

Display Load/Save Menu (Single Player only).

Options

Display Game Options Menu.

Abort

Abort mission in progress and return to Main Menu.

Restart

Restart the current mission from its beginning (Single Player only).

Resume

Resume mission in progress.

Load/Save Menu

Saved Scenarios

A list of all saved missions.

Load

Load the selected Saved Scenario.

Save

To save the mission in progress over an existing Saved Scenario, click on its name in the Saved Scenarios, then click Save and press the Enter key.

To save the mission in progress as a new Saved Game, click on Save, type the new Saved Scenario name and press the Enter key. After saving, you will then resume the mission in progress.

Back

Return to In-Game Menu without loading or saving.

Game Options Menu

Game Speed

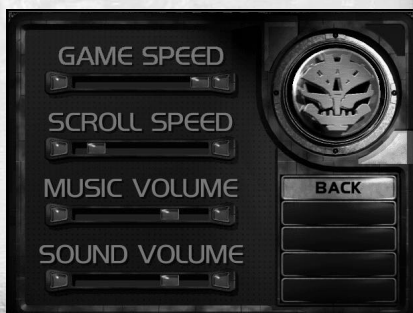
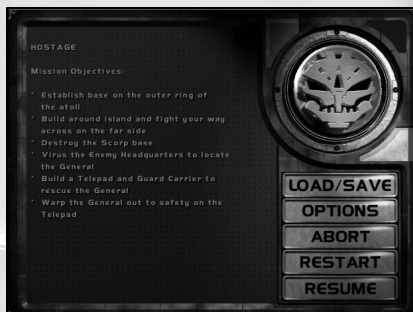
Increase/decrease game speed.

Scroll Speed

Increase/decrease scroll speed.

Music Volume

Increase/decrease music volume.



Sound Volume

Increase/decrease ambient sound volume.

Back

Return to In-Game Menu.

Cursors

The Game Cursor takes on different looks depending on the units selected and their possible actions. Right clicking on the map at any time cancels any prior selections and activates the Select Cursor.



Select Cursor: The Select Cursor is used to choose units and structures. This cursor is active when browsing friendly units or structures and when browsing enemy units.



Attack Cursor: The Attack Cursor becomes active when you have selected units and you browse an enemy unit or structure. If you click on the enemy unit or structure, the selected units will move to, and attack, the enemy unit. By holding down the CTRL key, you can force an attack on a friendly unit or structure.



Move Cursor: Once you have selected units, clicking on an open map location with the Move Cursor will cause the units to move to the map position clicked, ignoring enemies encountered along the way. This cursor shows white when the selected units may not move to the browsed map position. If you hold down the CTRL key while clicking, the selected units will stop and counter-attack if attacked along the way. Note: The Scorp Digger Vehicle and all Hover Vehicles cannot move to fogged locations.



Waypoint Cursor: The Waypoint Cursor becomes active when you have selected units and hold down the SHIFT key. If you click while this cursor is active, it sets the clicked map position as a waypoint for the units to move to. Clicking multiple times with this cursor will make the selected units follow a path through the points clicked. If you hold down the SHIFT key and the CTRL key while clicking, units will stop and counter attack if they are attacked while moving through the waypoints. This cursor shows white when the browsed map location is not a valid waypoint.



Patrol Cursor: To set up a patrol path for your selected units, press CTRL-P (or hold down the ALT key while clicking on an open map location) and then click on as many as six open map positions. Numbered markers 1-6 will appear. Click on the final patrol point marker a second time to make the selected units walk back and forth along the path, or click on control point marker 1 a second time to make the selected unit patrol in a circuit. Right click on the map to cancel the patrol order and activate the Select Cursor. This cursor shows white when the browsed map location is not a valid patrol point.



Guard Cursor: To get your selected units to guard an open map location or friendly unit, select Guard from their PopUp Menu, press CTRL-G, or hold down the ALT key while clicking on a Friendly unit. The Guard Cursor will animate when you browse a friendly unit or open map location. Clicking while the cursor animates will instruct the units in the selection to follow (or move to) the specified units (or location) and attack enemy units it encounters. The Guard Cursor shows white when browsing an invalid unit or map location. Right click on the map to cancel the guard order and activate the Select Cursor. If you would like your units to hold their position, regardless of enemy attack, either choose Hold Position from the PopUp Menu, or press CTRL-H and click on an open map location.



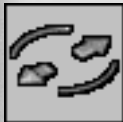
Virus Cursor: The Virus Cursor is displayed when an engineer is selected and you browse over an enemy structure that is not already virused and is connected to a power source. Clicking on that structure will cause the selected engineer to move to and virus the structure.



Capture Cursor: The Capture Cursor is displayed when an engineer is selected and you browse an enemy structure that has a virus or is not connected to a power source. Clicking on that structure will cause the selected engineer to move to and take over that structure.



Load Cursor: When infantry or engineers are selected and you browse over one of your APC's (Armored Personnel Carriers), you will see the Load Cursor. Clicking on the APC will cause any selected infantry or engineers to load into the APC, if there is room. This cursor shows white when the APC is full.



Unload Cursor: The Unload Cursor will appear when you browse over a selected loaded APC, and clicking on the APC will cause the troops inside to exit.



Repair Pad Cursor: The Repair Pad Cursor becomes active when you have ground vehicles, PHVs or engineers selected and browse over a Telepad that has been designated as a Repair Pad. (To do this, right click on the Telepad, then choose Repair Pad from the Telepad's PopUp Menu after right clicking on the Telepad.) Clicking will cause any repairable units to move to the Telepad, where they will be beamed away for repair and return completely healed. (The duration of the repair depends on the extent of the unit's damage.) If no selected unit can be repaired, this cursor shows white.



Evacuation Cursor: The Evacuation Cursor becomes active when you have moving ground units selected and browse over a Telepad that has been designated an Evacuation Pad. (Only a few scenarios allow this option; you will be told through the mission briefings when these Telepads are present.) Clicking will cause selected units to move to the Telepad, where they will be teleported "off world."



Teleport Cursor: The Teleport Cursor becomes active when you have moving ground units selected and you browse over a Telepad that has not been designated as a Repair or Evacuation Pad, and has an active receiver. Clicking will cause the selected units to move to and teleport through the Telepad to the active receiver. If the Telepad does not have an active receiver, this cursor shows white.



Detonate Cursor: The Detonate Cursor is displayed when units capable of detonation are selected. Choose Detonate At from the unit's PopUp Menu, or press the DELETE key to activate the unit's detonate order, or hold down the ALT key while browsing on enemy unit or structure. Then click with this cursor on the enemy unit or structure. The unit will then move to and explode at the unit or structure clicked. Right click on the map to cancel the detonate order and activate the Select Cursor. Pressing CTRL -DELETE will cause the unit to detonate immediately at its current location. You can also choose Detonate at Unit or Detonate from the PopUp Menu.



Sell Cursor: The Sell Cursor is selected from the Interface Bar. It will animate when browsing over a friendly structure. Clicking on that structure will sell it. Right clicking activates the Select Cursor.



Repair Cursor: The Repair Cursor is selected from the Interface Bar. It will animate when browsing over a structure that has been damaged. Clicking on that structure will repair it. Right clicking activates the Select Cursor, and CTRL-clicking toggles auto repair, which, when activated, means that the building will automatically repair itself whenever damaged. Note: The Repair Cursor is also displayed when an engineer is selected and you browse a friendly structure that is damaged or virused. Clicking on that structure will cause the selected engineer to move to and remove the virus from, or repair, that structure.



Upgrade Cursor: The Upgrade Cursor is selected from the Interface Bar. It will animate when browsing a structure that is available for upgrade. Clicking on that structure will upgrade it. Right clicking will return the Select Cursor.



Deploy/Retract Cursor: The Deploy/Retract cursor will appear when you browse over a selected Teleporter Vehicle unit. If you click on the Teleporter Vehicle unit with this cursor, it will deploy (open as a Receiver Pad) if it is a mobile unit, or retract (become a mobile unit) if it is a stationary Receiver Pad. If the Teleporter Vehicle cannot be deployed at its current map location, this cursor shows white.



Cloak Cursor: The Cloak Cursor is displayed when a single Darken Cloaker unit is selected. When you browse a friendly unit that can be cloaked, the browsed unit animates; otherwise, it shows white. Clicking on a friendly unit while the Cloaker unit is selected will cloak the clicked unit.



Dig Cursor: The Dig Cursor is activated when a single Scorp Digger unit is selected and you choose the Dig or Dig-Unload-Return option from its PopUp Menu. When you browse a valid dig location, the Dig Cursor will animate. Clicking on the open map location will deploy the Scorp Digger unit.



Command Point Cursor: The Command Point Cursor is displayed when you press CTRL-R to

set the Rendezvous Point, or CTRL-W to set the Withdrawal Point. (These command points may also be set, removed, and located from the Command Point PopUp Menu.) If a Rendezvous Point or a Withdrawal Point already exists, it will be removed and you will be able to place the new one at an open map location. If the command point cannot be placed at the browsed map location, this cursor shows white. Right click on the map to cancel Command Point placement and activate the Select Cursor (you will lose the original

Command Point if you cancel).

Note: When more than one unit is selected, the displayed cursor may represent an action that only some of the selected units can do. For example, if you select a Soldier and an Engineer and then browse an enemy structure, you will see the Virus Cursor, even though the soldier will also attack the structure when you click on it.

Informational Indicators

Now that you know how the main interface looks, let's look at the ways in which the game displays information about units and structures.



Unit Selection Circle: When a unit or structure is selected, a Selection circle is displayed under it. The Selection Circle is green for friendly units and red for enemy units.



Health Bar: The Health Bar is displayed under the selection circle. It will change color as the unit is damaged, until the unit is destroyed. The Health Bar is entirely green for undamaged units. It becomes yellow as the unit takes damage, then turns red when the unit is critically (50% or greater) damaged. **Note:** Bridge pieces are individually selectable and the health bar reflects the health for the selected piece only.



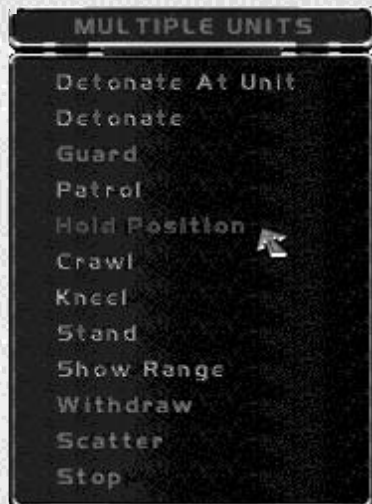
Passenger Boxes: Beneath their health bars, APC's display small boxes, indicating troop capacity. Each box is an available seat in the APC, and a green filled box indicates that the seat is occupied.



Projectile Boxes: Beneath their health bars, Level 1 Hover units display small boxes, indicating projectile capacity. Each box is an available projectile slot, and a red-filled box indicates an unfired projectile. Projectiles are replenished by sending Hover units back to their Hover Pads.

PopUp Menus

Right clicking over any friendly unit in the game brings up a PopUp Menu that shows a list of options for that unit. Right clicking on the map for approximately a second, when there are no selections, brings up the Command Point PopUp Menu of general actions. Note: If multiple units are selected, right clicking on any unit in the selection brings up a PopUp Menu for selected units. Gray (disabled) menu items indicate actions which do not apply to all units in the selection or are not valid actions for the selection.



Mouse/Keyboard Shortcuts

In order to play Dominion you must have a Microsoft™ compatible mouse. With it you can use the buttons to expedite instructions to a given unit.

Selecting Units:

Single Clicking the Left Mouse Button is used to select units on the map

- Left-clicking on a unit makes that unit selected
- Left-clicking on a Friendly unit (while the SHIFT key is down adds that unit to a group of Friendly units that are selected
- Left mouse button dragging over a group of Friendly units selects all Friendly mobile units within the area of the drag rectangle
- Left mouse button dragging over a group of Friendly units while the SHIFT key is down adds those mobile units within the area of the drag rectangle to the group of Friendly units selected
- Holding down the SHIFT key and pressing O will add units assigned to any of your groups to the selection
- Pressing the TAB key while you have a unit or structure selected, selects all other units or structures of that type

Attacking a single Enemy Unit

- Left mouse button clicking on an enemy unit commands all selected Friendly units to move to and attack that enemy unit

Attacking multiple Enemy Units

- If one of the selected Friendly units is a commander, the computer AI will, by default, attack in the most intelligent way possible, attempting Concentrated Fire on the most dangerous units first and then breaking the attacking force into groups to attack the remaining units

Attacking a single Friendly Unit

- Left mouse button clicking on a friendly unit while the CTRL key is down, commands all selected units to move to and attack that friendly unit

Note: See the Reference Card for a complete list of mouse and keyboard shortcuts.



TUTORIAL



Tutorial

Game Objectives

You play the part of a commander that heads up an insertion team to the surface of Gift 3. Your objectives will differ in each mission, but the overall objective is to destroy your enemy and discover the secret of Gift 3. Along the way, you will have to establish a Base Camp from which you can build an army of your design to conquer the enemy.

Economics (Men & Material)

In Dominion, there is no such concept as money. You are on a remote planet and are given the Hi-Tech tools to mine its resources and live off the land. There are only two counters that you must keep track of, Men and Materials. Building a Colony gives you Men. Building a refinery gives you Material. Every unit in the game costs a certain amount of Men and Material.

Sample Mission

You're ready for a mission now. We're going to show you how to run through a simple Build and Destroy mission. The idea is to build up a base of your own, and then, once properly setup, detach an attack force and wipe out the enemy. During the real game, the missions will be more complex than this, but the basic concepts are the same. You can run through these steps in early missions, but all of the advanced structures will not be available to you. In order to build the Headquarters and the more advanced structures, you must play at least the second mission for any race.

STEP 1: Building a Main Plant

The first thing you need to do is left-click once on the Main Plant icon on the Build Tabs. This will kick off the building process.

When the flashing notifies you that the build is done, click again on the Main Plant to select it for placement. Now if you bring the cursor up to the Game Screen, you should see a red or green outline.

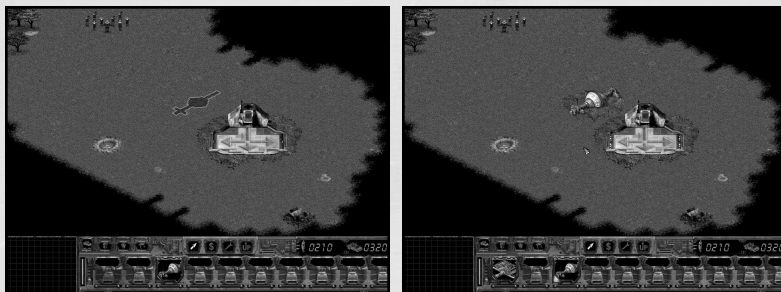
Move the cursor around until the outline turns green. What you are doing is finding a clear, unobstructed bit of land to place the Main Plant on.

Click and the Main Plant will build itself. Congratulations!



STEP 2: Building a Power Plant

There are only 3 units available after the Main Plant has been built; the Umbilical, the Energy Beacon, and the Power Plant. Since a base is useless without power, build that next. Click on the Power Plant icon and after it is built, place it on the map. Remember to keep enough room for your Refinery!



STEP 3: Building a Colony

If you look at the other tabs, you will find that you still can't build any units. These require a Colony. Click on the Colony icon to build it, click again to activate it for placement, and move the cursor on the screen until the Colony's outline is green. Click that spot to place your Colony.



STEP 4: Building a Refinery

The last of the mandatory steps is building a Refinery so you can amass the Materials needed to keep generating units. Before you can build a refinery, however, you must find a Matter Well to build on top of. Note: If this Well were located at a greater distance, you would have to build Umbilicals out to it in order to place a Refinery on it.

Click on the Refinery icon and after the build process is complete, place it on top of the Matter Well.



Step 5: Decision, Decisions...

You now have a functioning base. Where you go now largely depends on the mission. In some missions, you will have plenty of time to build up a force before the enemy starts attacking. In most missions, however, you need to generate troops or defensive structures such as Energy Beacons in order to prevent your base from being uncovered.

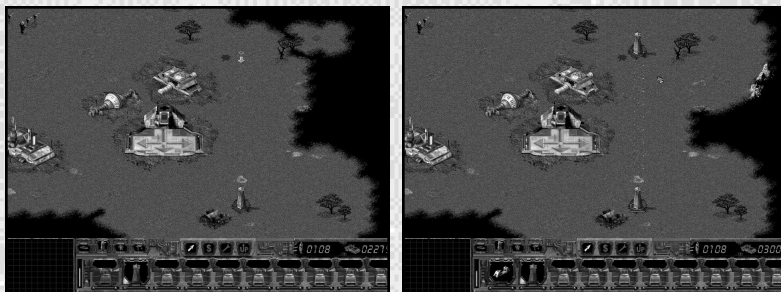
Note: Many times the enemy will hold off attacking until it finds something worth destroying. This may be your Colony, Refinery, and especially your Main Plant. A good strategy is to build Energy Beacons around your base to prevent the enemy units - specifically the Recon unit - from uncovering these structures.

It is generally a good idea to set up a wall of Energy Beacons before continuing to build other structures. To do so, left-click on the Infrastructure Tab and select the Energy Beacon Icon. After it is built, you can place it in the lower right of your base.

Now build a second Energy Beacon and place it at the Upper Right of the Base. Before you place it, however, make sure you get the Green Arrow indicating that this new Energy Beacon will connect to the first one you built.

After placing the second Energy Beacon, simply click on the first, and then the second, and an Energy Wall will appear between them. Repeat this until you have built a wall around your base.

Any enemy unit coming in contact with the wall will be zapped for 1/2 its total hit points. Enemy Recon Units will not go through an Energy Wall.



STEP 6: More Power, More Men

At this point you will see that all of the structures in your base have a flashing yellow lightning bolt on top of them. This indicates that you have low power. In order to rectify this situation, you will need to build more Power Plants. At the same time, it would be a good idea to build more Colonies as well. You have the choice of building more of each, or upgrading the ones that already exist in your base. This is largely decided by how much Men and Materials you presently have. Since you have just started out, you don't have enough Materials or Men to upgrade, so let's simply build one more of each.



STEP 7:Auto-Repair

Now, finally, you're ready to take the fight to the enemy. Your first priority, however, should be to set Auto-Repair on all our base structures so that if the enemy does attack, your structures will heal themselves, making it more difficult for the enemy to destroy them.

There are two ways to set Auto-Repair. You can left-click on the Repair Icon and hold the CTRL key down while selecting the structure in question, which will toggle Auto-Repair, or Right-Click on the structure and use the PopUp Menu to turn it on (or off)



STEP 8: Offense

Before you can fight the enemy, you must find out where he is. Double-click on the Recon Unit and he will zoom off looking for the enemy on his own.

Now start building some troops. To begin, you need to upgrade one of the Colonies, which will allow you to build both Level 1 and Level 2 Soldiers.

Next, build a Headquarters to get your MiniMap online and upgrade your Main Plant to allow you to build PHV's (the heaviest unit you can build at this point in the mission).



After building the Headquarters, you may notice that your refinery output has slowed down and the now familiar yellow lightning bolts are showing up on your structures. Build a couple of Power Plants to increase your base efficiency.

Because you can always use more Matter Wells, build up some troops in order to attack enemy defenders, in case your Recon uncovers an additional Well. Build 3 more PHV's to strengthen your attack force. To do so, select the Personnel Tab and left-click three times on the PHV Icon. You will notice that after the first left-click, a circle appears and shows a +1 and then a +2. This tells us that you have ordered 3 PHV's to be built.

As a last step, use the CTRL-R command to specify a Rendezvous Point for your newly built PHV's so they are on the front lines and ready for battle. Position this Rendezvous Point just to the north of where are troops are.

You now see your PHV's one by one step off the Main Plant and head to your rendezvous point.

STEP 9: More Refineries online

Now you need to set up Umbilicals to distribute power. First, go to the Infrastructure tab, and click to build an Umbilical. When the build is done, click again to activate it for placement, and then pick a spot reasonably near the Power Plant. Place the Umbilical down.

How do you see how far an Umbilical transmits power? Select the Umbilical (or Tower) by left-clicking on it. Click on it again, and you will see a set of diamonds spin out from the umbilical and move in a circle. These diamonds mark the perimeter of the Umbilical's power dispersion.

The diamonds only need to touch the base of a building, or hit the circle of another Umbilical to send power there. Yes, you can transmit power over long distances by building chains of Umbilicals.

Step 10: Defenses

Now that your basic base is set up and powered, defend it. Obviously, building troops and vehicles is a great way to defend a base, but Dominion has another option available.

Energy Beacons and Towers may, when powered, erect Energy Walls between them.

To do this, go to the infrastructure tab, and build and place a Beacon. Make sure it is within the range of your power Umbilical's dispersion. Follow the steps described in Step 5 to create your energy wall.

Now you have a basic defense set up.

Step 11: Upgrading

Now you have all of the basic elements of a defensible base. It's time to branch out and start building some more powerful units.

If you look at the dependency chart, you have a choice of two actions to move toward in building up:

You can upgrade the Main Plant and build an Armory.

You can upgrade the Colony and build an HQ.

Start with the Main Plant. Go to the Menu Bar, and click on the Upgrade icon. The cursor will now change to the upgrade cursor. Move it over the Main Plant and click. A small upgrade icon will appear next to the plant to let you know that it is upgraded. You will also see the Main Plant appear as a clickable item on the Structure Build tabs.

Step 12: Building Units

Now for the fun part. Building units.

Turn to either the Infantry or Vehicle tabs and click on any available unit. It will begin building, and, when complete, will appear on the Main Plant's pad.

Step 13: Grouping Units

It is possible to save off a set of particular units as a group, which you can recall at any time.

To set up a group, select the units and then press CTRL key and a number key from 1 to 9. You have now set up a group. To recall that group at any time, press the number key you set for that group. To select the units assigned to any group, press the number 0. From this point on, you are on your own. You have all of the information necessary to play the game, so have fun!



PERSONNEL



The Races

Humans: The most colonizing race in the galaxy, Humans have learned to adapt to all terrain types and situations. Their technology is neither superior nor inferior to that of the other races allowing them to take on all enemies with equal footing. The Humans rely heavily on their Commanders' decisions to bring victory.

Mercs: The Bendian Mercenaries are a nomadic race whose homeworld was long ago lost. Their technology has come a long way from the early rag-tag bands that attempted attacks on distant borders. The backbone of their force is their 'Widowmaker' vehicle which can 'remote' an enemy's vehicle, allowing them to control it. The Mercs have long been feared because of the Widowmaker and the fact that their men and machines have tremendous fire power.

Darken: The Darken are an ancient race who have practiced the art of gradual planetary conquest. Their empire is strong and trade is plentiful. With the arrival of the Messiah message, the Darken seek to maintain a balance of power by acquiring the knowledge of its power and distributing it freely. At least that's what their PR says...The Darkens have survived because they heavily fortify all their conquered worlds. As a result, their characteristics heavily favor defensive setups.

Scorp: The Scorp are ruthless and predatory. They often fight amongst themselves and have little regard for fellow comrades. They have long practiced a philosophy of strength in numbers. Many feel it is a result of their poor engineering, which issues substandard metals. This means each unit is weaker, but the Scorp say they prefer the company of many of their own. They have the fastest, most responsive units, but they are also the weakest. The units fight best while in a hive/pack.

Personnel

Preface

None of these units are available until a colony is built. Each race has their own version of the described personnel. The different personnel of each race, although of a similar generic type, act in the manner which reflects the specific characteristics.

Mechanical Engineer

Mechanical beings cannot participate in combat.

Requires previously built:

- Semi-Conductor Plant

Required For:

- Virusing Enemy Structures
- Capturing Enemy Structures
- Removing Virus from Friendly Structures
- Repairing Friendly Structures

Cost to Build:

	Men	Materials
Darken:	12	600
Human:	12	400
Merc:	12	600
Scorp:	12	300

Special Abilities:

- Virusing Colony - Newly generated soldiers belong to the last virus implanter
- Virusing Power Plant - Cuts power output in half, in addition to destroying nearby Umbilicals
- Virusing Main Plant - Every new unit built damages the Main Plant by 33%
- Virusing Propulsion Plant - New Hovercraft have 50% damage
- Virusing Chassis Plant - New Multipeds have 50% damage
- Virusing Armor Plant - New Bipedes have 50% damage
- Virusing Weapons Plant - New Tanks have 50% damage
- Virusing Semi-Conductor Plant - Destroys all bridges placed after the Plant is virused
- Virusing Refinery - Last viruser gets half of production
- Virusing Headquarters - Eliminate Enemy's MiniMap
- Virusing Hover Pad - Disables the ability of the Hover Vehicle to restock its missiles
- Virusing (any) Tower - Tower fires at any nearby Friendly unit

<i>Darken Technoid</i>	<i>Human Mechanical Engineer</i>	<i>Merc Android</i>	<i>Scorp Infestor</i>
			

- Virusing Umbilical - Destroys it
- Virusing Telepad - Destroys units that attempt to teleport from it

Notes:

- Virus an enemy building by selecting an Engineer and left-clicking on the building.
- Capturing Enemy Structures requires that the structure not be connected by Umbilicals or other structures to the Main Plant or that the structure be virused.
- Engineers will always remove a Virus from a friendly structure before healing it. To remove the virus from a building, left-click on the building while an Engineer is selected.
- Virused structures cannot be sold. They may be destroyed.

MultiPlayer Note:

If a player viruses another player's Colony and then is either defeated or leaves the game, any Colony viruses which that player implanted will be cleared upon his exit.

Commander

Commanders can take control of units assigned to them, telling them to "Hit the Dirt" when under fire, thus lowering the units' chances of being hit. They will also heal any hurt units and lead their men in calisthenics during downtime. Commanders have the ability to kneel and crawl in addition to their normal standing position. These three positions can be accessed by pressing K, C, or S respectively, or by choosing the respective commands from the PopUp Menu. The Commander's thumper, (which acts like and overrides the rendezvous point), can be toggled on and off by selecting (or deselecting) the Thumper command from the PopUp Menu.

Requires previously built:

- Upgraded Headquarters

Required For:

- Offense/Defense/Healing
- Healing Level 1 and Level 2 soldiers

Cost to Build:

	Men	Materials
Darken:	1	900
Human:	1	600
Merc:	1	900
Scorp:	1	450

Other Abilities:

- Marksman/Sniper
- Lead troops
- Heal troops
- Command troops assigned to him to go prone in combat

Notes:

- In order to get the benefit of a Commander's experience, units must be assigned to him using the CTRL-# combination. Select the Commander and any personnel you wish to assign to him and press the CTRL key followed by a number.
- Commanders also lead the units in jumping jacks, which has a healing effect on the troops the longer they jump. The Commander must be in close proximity to the units in order to heal them.

<i>Darken Guard Leader</i>	<i>Human Commander</i>	<i>Merc Raider Boss</i>	<i>Scorp Drone Leader</i>
			

Level 1 Soldier

The backbone of the force, these are the grunts that do all the “real fighting”. They have neither armored nor powered uniforms, and are therefore the least expensive to build. They carry Accelerated Burst Rifles with Titanium Shells capable of doing great damage to other personnel, but little damage against vehicles and structures.

Requires previously built:

- Colony

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	1	225
Human:	1	150
Merc:	1	225
Scorp:	1	112

Other Abilities:

- None

Notes:

- Level 1 Soldiers can kneel or crawl, lowering their profile and allowing them to take less damage from attack. You can initiate this by choosing Kneel or Crawl from the Soldier's PopUp Menu ,by typing K for kneel or C for crawl,or assigning them to a Commander who will tell them to “Hit the Dirt” when under fire.

<i>Darken Guard</i>	<i>Human ABR Cadet</i>	<i>Merc Raider</i>	<i>Scorp Drone</i>
			

Level 2 Soldier

Sporting light combat armor, these recruits are armed with a Xenobium lined Bazooka which fires Tyrillium-tipped self-propelled shells able to penetrate the heaviest armor. While they are effective against infantry, these boys pack a tremendous punch against vehicles and structures.

Requires previously built:

- Colony

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	1	300
Human:	1	200
Merc:	1	300
Scorp:	1	150

Other Abilities:

- Lightly Armored
- Long Range Attack

Notes:

- Level 2 Soldiers can kneel or crawl, lowering their profile and allowing them to take less damage from attack. You can initiate this by choosing Kneel or Crawl from the Soldier's PopUp Menu by typing K for kneel or C for crawl, or assigning them to a Commander who will tell them to "Hit the Dirt" when under fire.

<i>Darken Heavy Guard</i>	<i>Human Xeno Bazookamen</i>	<i>Merc Heavy Raider</i>	<i>Scorp Heavy Drone</i>
			

Powered Hunting Vehicles or PHV

Developed at Microsafe Robotic Labs, the PHV has become the choice for lone insertion missions in the military. With its Tyrillium carbide exterior and dual Bronson Focused Particle Beam Emitters, this suit can dish it out and take it.

They stand 8-9 feet tall and are quite imposing to the casual observer. Although slow to turn, when the BFE guns sweep your way, you'd better duck.

Requires previously built:

- Colony
- Upgraded Main Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	1	750
Human:	1	500
Merc:	1	750
Scorp:	1	375

Other Abilities:

- Armored
- Bronson Focused Particle Beam Emitter
- Soldier Squishing
- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's Detonate At order, pressing CTRL-DELETE to activate units' detonate order or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

<i>Darken Power Guard</i>	<i>Human PHV</i>	<i>Merc Power Raider</i>	<i>Scorp Power Drone</i>
			



VEHICLES



Vehicles

Preface

"The foot soldier is only as good as the heavy armor behind him." - General Vincent Clark, Ruhelen Sector.

From wheeled to treaded to hovered to legged, the modern general has much firepower at his disposal. It is through a blending of each unit's unique talents that the well rounded attack force is created. Each race has their own version of the described vehicles. The different vehicles of each race, although of a similar generic type, act in the manner which reflects the specific characteristics of that race. All of the vehicles, with the exception of Hovers, have the default ability to kill (squish) non-moving infantry. Weaponed vehicles (except for X-Techs and Hover Vehicles) have the additional ability of detonation at chosen locations. In order to see the range of a weaponed vehicle, left-click on it after you have it selected.

Teleporter Vehicle

Teleporting is an incredible technology but is still in its infancy. It is advised that you have significant power if you choose to use this device. This Vehicle is only useful if a Main TelePad Structure has been built, as this is an Unpowered Receiver.

This vehicle unfolds into a TelePad Receiver. At your command, the vehicle can fold up and move to another location. You can deploy (open) or retract (close) a Teleporter Vehicle either by choosing the appropriate command from the PopUp Menu, or by clicking on a selected Teleporter Vehicle.

Teleporter Vehicles are not heavily armored, and should have protection around them if they are to continue in service in hostile areas.

The Teleporter Vehicle can be selected as the default build location. If it is closed up or destroyed, the Main Plant becomes the default build location.

Requires previously built:

- Upgraded Semi-Conductor Plant

Required For:

- Teleporting over great distances.

Cost to Build:

	Men	Materials
Darken:	50	4500
Human:	50	3000
Merc:	50	4500
Scorp:	50	2250

Other Abilities:

- Can be selected as a default build location (toggle this option by choosing Primary Build Pad from the PopUp Menu)
- Can be selected as a receiver pad (toggle this option by choosing Primary Receiver from the PopUp Menu)

*Darken
Telepod*



*Human
Telerig*



*Merc
Transmat*



*Scorp
Migrator*



Recon Vehicle

The Recon Vehicle has been especially designed for reconnaissance. Its light armor gives it little protection, making it rely on its own speed to distance itself from problems.

Requires previously built:

- Headquarters

Required For:

- Reconnaissance

Cost to Build:

	Men	Materials
Darken:	6	300
Human:	6	200
Merc:	6	300
Scorp:	6	150

Other Abilities:

- Automated Recon initiated through clicking on a selected Recon Vehicle or choosing Recon from the unit's PopUp Menu
- Soldier squishing

Notes:

- Recons will stop after they have uncovered all fog in a given area. If you build a bridge to another unfogged area, the Recon will start up again and go to work.

*Darken
Sentinel*



*Human
Recon*



*Merc
Explorer*



*Scorp
Scout*



Level 1 Tank

The Level 1 Tank was designed primarily for base defense. Its light armor and low firepower means it is not incredibly effective in assault situations. It is, however, highly mobile and can be used as a quick strike against invading enemies.

Requires previously built:

- Weapons Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	25	1500
Human:	25	1000
Merc:	25	1500
Scorp:	25	750

Other Abilities:

- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's detonate order. Pressing CTRL-DELETE activate units' detonate order, or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

*Darken
Battle Tank*



*Human
Medium Tank*



*Merc
Light Cannon*



*Scorp
Hive Attacker*



Level 2 Tank

Designed for long distance pummeling, this vehicle sports an enormous cannon, which can fire man-sized projectiles with accurately. Its low armor means one would be wise to keep it away from enemy fire.

Requires previously built:

- Upgraded Weapons Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	25	1500
Human:	25	1000
Merc:	25	1500
Scorp:	25	750

Other Abilities:

- Long Range
- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's detonate order. Pressing CTRL-DELETE activate units' detonate order, or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

*Darken
Mortar*



*Human
Breach Maker*



*Merc
Heavy Cannon*



*Scorp
Hive Destroyer*



Level 1 Hover

There is nothing more horrifying than the sight of dozens of Hovers sweeping down over your troops or base. The bombs these fiends drop have devastating power and a huge radius effect. Their only weak spot is their light armor which accommodates their large payload of 8 Terin Slamcasters.

Level 1 Hovers cannot uncover fogged terrain and can only strike in unfogged areas of the map.

Requires previously built:

- Hover Pad

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	100	6000
Human:	100	4000
Merc:	100	6000
Scorp:	100	3000

Other Abilities:

- Enhanced Movement

*Darken
Assault Hover*



*Human
Hover Bomber*



*Merc
Fighter*



*Scorp
Wasp*



Level 2 Hover

Designed primarily for transporting troops to the front line, the Level 2 Hover Armored Personnel Carrier has Heavy Armor and no weapons. To board an APC, select the desired units and left-click on the APC. To unload the APC, either choose Unload from the PopUp Menu, or left-click on the APC. You can also double click on the APC to unload it. The Level 2 Hover holds up to 6 personnel, excluding PHVs.

Requires previously built:

- Hover Pad
- Upgraded Propulsion Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	25	1500
Human:	25	1000
Merc:	25	1500
Scorp:	25	750

Other Abilities:

- Enhanced Movement
- Troop Transport
- Choose Return to Base from the unit's PopUp Menu or press the SPACE BAR to return the Hover to its Hover Pad

<i>Darken Guard Carrier</i>	<i>Human Hover APC</i>	<i>Merc Transport</i>	<i>Scorp Drone Pod</i>
			

Level 1 Biped

The Level 1 Biped can have a devastating affect on both infantry and armored units. Its fast rate of fire far outweighs its lack of maneuverability. It is heavily armored and can withstand attack, thus diverting the enemy while allowing smaller units to move in for the attack.

Requires previously built:

- Armor Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	50	2250
Human:	50	1500
Merc:	50	2250
Scorp:	50	1125

Other Abilities:

- Enhanced Movement
- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's detonate order. Pressing CTRL-DELETE activate units' detonate order, or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

*Darken
Invader*



*Human
Hunter*



*Merc
Battle Trek*



*Scorp
Hornet*



Level 2 Biped

The big brother of the Level 1 Biped, the Level 2 Biped sports twin rocket launchers whose collateral damage can take out entire platoons.

Requires previously built:

- Upgraded Armor Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	50	2250
Human:	50	1500
Merc:	50	2250
Scorp:	50	1125

Other Abilities:

- Rocket Launcher
- Enhanced Movement
- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's detonate order. Pressing CTRL-DELETE activate units' detonate order, or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

*Darken
Ravager*



*Human
Stalker*



*Merc
War Walker*



*Scorp
Mantis*



Special Attack Unit (X-Tech)

Each race has developed a Special Attack Unit that it can use against the other races.

The Darken have developed a Cloaking unit which can make weaponed Friendly ground units and mobile Friendly Teleport Vehicles invisible to the enemy once it fires upon them. The cloaked units remain invisible to enemy units until they fire or, in the case of mobile Telerig units, are opened. APC's uncloak when unloading, and units taking damage also uncloak. By choosing Passive Cloaking from a cloaked unit's PopUp Menu, the cloaked unit will not fire upon enemy units when they are in proximity and will, thus, remain cloaked until explicitly directed to fire. Moving a unit in passive cloaking will cancel Passive Cloaking.

Humans have developed a biomechanical circuit control unit which paralyzes enemy vehicles and towers for a limited amount of time. While paralyzed, the units cannot move or fire.

Mercs have developed a remote brainwashing unit which confuses enemy vehicles (except loaded APC units) into thinking they belong to the Merc. Once under Merc control, the units behave like Friendly units.

The Scorp have developed a Digger unit that can transport troops underground. While underground, the Digger is invulnerable and cannot be seen or fired upon by enemy units. It is deployed by choosing the Dig option from its PopUp Menu and specifying an unobstructed, unfogged target location. When the Digger has infantry or Engineers as cargo, choosing the Dig-Unload-Return option from its PopUp Menu directs it to unload its cargo once it reaches the specified location and to return to its origination point.

Requires previously built:

- Chassis Plant

Required For:

- Special Attack

Cost to Build:

	Men	Materials
Darken:	75	8000
Human:	75	8000
Merc:	75	8000
Scorp:	75	8000

Other Abilities:

- Darken - Cloaks weaponed Friendly ground units and Friendly mobile Teleport Vehicles.
- Human - Paralyzes enemy units and towers for a limited time.
- Merc - Takes over enemy vehicles.
- Scorp - Digs underground to deliver infantry or Engineers.

<i>Darken Cloaker</i>	<i>Human M-Cat</i>	<i>Merc Widow Maker</i>	<i>Scorp Digger</i>
			

Level 2 Multipled

The Level 2 Multipled Armored Personnel Carrier is a heavily armored heavily weaponed machine of death and destruction. These vehicles are mobile weapon platforms that are capable of leveling structures in seconds and bringing a base to its knees in minutes.

Requires previously built:

- Upgraded Chassis Plant

Required For:

- Offense/Defense

Cost to Build:

	Men	Materials
Darken:	100	6000
Human:	100	4000
Merc:	100	6000
Scorp:	100	3000

Other Abilities:

- Passenger Ability
- Detonation by choosing Detonate or Detonate At from the unit's PopUp Menu, pressing the DELETE key to activate the unit's detonate order. Pressing CTRL-DELETE activate units' detonate order, or holding down the ALT key while browsing an enemy unit or structure, and then clicking with this cursor on the enemy unit or structure.

*Darken
Titan Crawler*



*Human
Dreadnaught*



*Merc
Colossus*



*Scorp
Queen*





STRUCTURES



Structures

Preface

What follows is a list of all structures in the game. These include buildings, bridges, defensive towers and infrastructures.

Placement

It is important to plan how your Base Camp is organized. If any structure cannot trace an uninterrupted line of Umbilicals and structures to the Main Plant, that structure(s) cannot function and will not repair.

It is possible for a single Engineer to disable an entire wing of a base by interrupting the continuous Umbilical line.

Construction

All structures have a skeletal framework and a skin that comprise five frames of animation when the structure is building. Structures require a certain amount of Men and Material to build (the Men work inside the structure and are returned to the available recruitment pool if the building is sold).

Destruction

All structures have Health Bars that decrement as damage increases. Once a building is 100% hurt, it will be replaced by an explosion and rubble animation.

Acquisition

All structures can be taken over by an enemy Engineer but only after power to that structure is eliminated or the structure is virused.

Selling

All structures may be sold at half the cost of their construction. When a structure is sold, the Men it took to construct the building are returned to the pool of Men available for recruitment.

Main Plant/Advanced Main Plant

This is the main construction building for the Base Camp. The Main Plant is used to build all mobile vehicles and personnel. It can be toggled as the main build pad by selecting Primary Build Pad from the PopUp Menu.

Requires previously built:

- Nothing

Required for building:

Normal:

- Energy Beacons
- Umbilicals
- Power Plant

Upgraded:

- PHVs

Cost to Build:

Normal:

	Men	Materials
Darken:	30	3000
Human:	30	3000
Merc:	30	3000
Scorp:	30	3000

Upgraded:

	Men	Materials
Darken:	15	1500
Human:	15	1500
Merc:	15	1500
Scorp:	15	1500

*Darken
Main Plant*



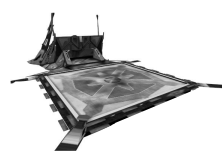
*Human
Main Plant*



*Merc
Main Plant*



*Scorp
Main Plant*



Produced when sold or destroyed:

Normal:

- 2 Level 1 Soldiers
- 1 Level 2 Soldier

Upgraded:

- 2 Level 1 Soldiers
- 2 Level 2 Soldiers

Result when virused:

- Every new unit built damages the Main Plant by 33%

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create PHV's (with Colony)

Results of building multiple structures of this type:

- You cannot build more than one Main Plant

Headquarters/Advanced Headquarters

The Headquarters allow you to access one of the most useful tools available in the game, the MiniMap. This allows you to see the placement of all of your enemies and allies—as long as the area has been de-fogged. The Headquarters also produce Commanders, in addition to being necessary for all of the advanced plants.

Requires previously built:

- Colony

Required for building:

Normal:

- Recon Vehicles
- Armor Plant
- Weapons Plant
- Semi-Conductor Plant
- Chassis Plant
- Propulsion Plant

Upgraded:

- Commanders
- Auto-Cannon Towers

Cost to Build:

Normal:

	Men	Materials
Darken:	40	1500
Human:	40	1500
Merc:	40	1500
Scorp:	40	1500

Upgraded:

	Men	Materials
Darken:	20	750
Human:	20	750
Merc:	20	750
Scorp:	20	750

<i>Darken Headquarters</i>	<i>Human Headquarters</i>	<i>Merc Headquarters</i>	<i>Scorp Headquarters</i>
			

Produced when sold or destroyed:

Normal:

- 1 Level 2 Soldier

Upgraded:

- 1 Level 1 Soldier
- 1 Level 2 Soldier

Result when virused:

- Loss of MiniMap

Base power reliance:

- Base power has no effect

Other Abilities:

- MiniMap

Results of Upgrading:

- Ability to create Commanders
- Ability to create Auto-Cannon Towers (with upgraded Colony)

Results of building multiple structures of this type:

- Building more than one Headquarters has no effect

Refinery

This plant is used to convert matter from Wells to material necessary for building and repairing units and structures. Refineries must be placed on top of Matter Wells. You can examine your Refinery efficiency by allowing the cursor to hover over your Refinery. Allowing your mouse to hover over the Base Efficiency Bar will display the efficiency of the Base.



Requires previously built:

- Colony

Required for building:

- Nothing

Cost to Build:

Normal:

	Men	Materials
Darken:	70	1500
Human:	70	1500
Merc:	70	1500
Scorp:	70	1500

Produced when sold or destroyed:

- No Infantry

Result when virused:

- Last viruser receives half of all Materials produced

*Darken
Refinery*



*Human
Refinery*



*Merc
Refinery*



*Scorp
Refinery*



Base power reliance:

- Refinery efficiency is equal to the total base power rounded up to the next 10 percent. For example a base with 93% power corresponds to 100% Refinery efficiency.

Other Abilities:

- Supplies Material

Note:

On the MiniMap, Matter Wells show up as color-filled black boxes. You must place Refineries on Matter Wells. In Single Player:

- Available and active Wells are white-filled.
- Enemy Wells are red-filled.
- Your Wells are green-filled
- Unavailable or inactive Wells are black-filled

MultiPlayer Notes:

You can give Materials to any ally by building Umbilicals to his Base and then right-clicking on any of your Refineries to access the PopUp Menu. Choose '1000 to <player name>' from the PopUp Menu.



In the case of a MultiPlayer game, in the default Player Color mode, the Matter Wells are filled with colors that correspond to the color of each player. Otherwise, in Alignment Color mode, your Wells are green-filled, enemy Wells are red-filled, ally Wells are blue-filled, available Wells are white-filled, and unavailable Wells are black filled.

Results of Upgrading:

- Refineries cannot be upgraded

Results of building multiple structures of this type:

- Refineries produce Material at a certain rate. Increasing the number of Refineries multiplies the rate at which Material is produced. Building two Refineries doubles the rate of production of Material, three Refineries triples the rate of production, etc.

Chassis Plant/Advanced Chassis Plant

This plant produces the most technologically advanced vehicles, including the X-Tech Units.

Requires previously built:

- Headquarters

Required for building:

Normal:

- X-Techs

Upgraded:

- Level 2 Multiped

Cost to Build:

Normal:

	Men	Materials
Darken:	100	4000
Human:	100	4000
Merc:	100	4000
Scorp:	100	4000

Upgraded:

	Men	Materials
Darken:	50	2000
Human:	50	2000
Merc:	50	2000
Scorp:	50	2000

Produced when sold or destroyed:

Normal:

- 2 Level 1 Soldiers
- 2 Level 2 Soldiers

Upgraded:

- 2 Level 2 Soldiers
- 1 Commander

*Darken
Chassis Plant*



*Human
Chassis Plant*



*Merc
Chassis Plant*



*Scorp
Chassis Plant*



Result when virused:

- New Multipedal Vehicles receive 50% damage

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create Level 2 Multipeds

Results of building multiple structures of this type:

- Building two Chassis Plants decrease by 25% the build time of the units and structures that the Chassis Plant allows you to build. Building more than two Chassis Plants will decrease the resulting time by 25% more, for each Chassis Plant you build.

Semi-Conductor Plant/Advanced Semi-Conductor Plant

This Semi-Conductor Plant is the “think tank” for new technology. Ideas and prototypes are developed here to increase the possibility of creating the one device that will give you an advantage in the war.

Requires previously built:

- Headquarters

Required for building:

Normal:

- Meson Towers
- Engineers
- Bridges

Upgraded:

- Telepads
- Teleporter Vehicles

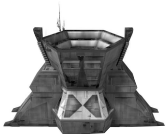
Cost to Build:

Normal:

	Men	Materials
Darken:	25	2000
Human:	25	2000
Merc:	25	2000
Scorp:	25	2000

Upgraded:

	Men	Materials
Darken:	12	1000
Human:	12	1000
Merc:	12	1000
Scorp:	12	1000

<i>Darken</i> Semi-Conductor Plant	<i>Human</i> Semi-Conductor Plant	<i>Merc</i> Semi-Conductor Plant	<i>Scorp</i> Semi-Conductor Plant
			

Produced when sold or destroyed

Normal:

- 1 Level 1 Soldier
- 1 Level 2 Soldier

Upgraded:

- 2 Level 1 Soldiers
- 1 Level 2 Soldier

Result when virused:

- Existing Bridges are destroyed and you are not allowed to build more Bridges until virus is removed

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create Telepads
- Ability to create Teleporter Vehicles

Results of building multiple structures of this type:

- Building two Semi-Conductor Plants decrease by 25% the build time of the units and structures that the Semi-Conductor Plant allows you to build. Building more than two Semi-Conductor Plants will decrease the resulting time by 25% more for each Semi-Conductor Plant you build.

Propulsion Plant/Advanced Propulsion Plant

This is where more advanced engines are developed for vehicles. It is mainly used for the production of Hovered Vehicles.

Requires previously built:

- Headquarters

Required for building:

Normal:

- Hover Pad
- Level 1 Hover

Upgraded:

- Level 2 Hover

Cost to Build:

Normal:

	Men	Materials
Darken:	75	5000
Human:	75	5000
Merc:	75	5000
Scorp:	75	5000

Upgraded:

	Men	Materials
Darken:	37	2500
Human:	37	2500
Merc:	37	2500
Scorp:	37	2500

Produced when sold or destroyed:

Normal:

- 3 Level 1 Soldiers
- 2 Level 2 Soldiers

*Darken
Propulsion Plant*



*Human
Propulsion Plant*



*Merc
Propulsion Plant*



*Scorp
Propulsion Plant*



Upgraded:

- 3 Level 1 Soldiers
- 1 Level 2 Soldier
- 1 Commander

Result when virused:

- New Hover Vehicles receive 50% damage

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create Level 2 Hovers (with Hover Pad)

Results of building multiple structures of this type:

- Building two Propulsion Plants decrease by 25% the build time of the units and structures that the Propulsion Plant allows you to build. Building more than two Propulsion Plants will decrease the resulting time by 25% more for each Propulsion Plant you build.

Weapons Plant/Advanced Weapons Plant

This is where the actual firepower is added to the vehicle. As your technology advances, you will be able to move from machine guns to missiles, and finally to Meson Pulse weapons.

Requires previously built:

- Weapons Plant

Required for building:

Normal:

- Rocket Tower
- Level 1 Tank

Upgraded:

- Meson Tower
- Level 2 Tank

Cost to Build:

Normal:

	Men	Materials
Darken:	25	2000
Human:	25	2000
Merc:	25	2000
Scorp:	25	2000

Upgraded:

	Men	Materials
Darken:	12	1000
Human:	12	1000
Merc:	12	1000
Scorp:	12	1000

*Darken
Weapon Plant*



*Human
Weapon Plant*



*Merc
Weapon Plant*



*Scorp
Weapon Plant*



Produced when sold or destroyed:

Normal:

- 1 Level 1 Soldier
- 1 Level 2 Soldier

Upgraded:

- 2 Level 1 Soldiers
- 1 Level 2 Soldiers

Result when virused:

- New Tanks receive 50% damage

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create Meson Towers (with Semi-Conductor Plant)
- Ability to create Level 2 Tanks

Results of building multiple structures of this type:

- Building two Weapons Plants decrease by 25% the build time of the units and structures that the Weapons Plant allows you to build. Building more than two Weapons Plants will decrease the resulting time by 25% more for each Weapons Plant you build.

Armor Plant/Advanced Armor Plant

This is where the outer armor is added to all parts of the vehicle. As your technology advances, you will be able to move from thick heavy armor of minimum resistance to light thin armor of maximum resistance.

Requires previously built:

- Headquarters

Required for building:

Normal:

- Level 1 Bipedal Vehicles

Upgraded:

- Level 2 Bipedal Vehicles

Cost to Build:

Normal:

	Men	Materials
Darken:	50	3000
Human:	50	3000
Merc:	50	3000
Scorp:	50	3000

Upgraded:

	Men	Materials
Darken:	25	1500
Human:	25	1500
Merc:	25	1500
Scorp:	25	1500

Produced when sold or destroyed:

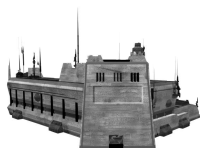
Normal:

- 2 Level 1 Soldiers
- 1 Level 2 Soldier

*Darken
Armor Plant*



*Human
Armor Plant*



*Merc
Armor Plant*



*Scorp
Armor Plant*



Upgraded:

- 2 Level 1 Soldiers
- 2 Level 2 Soldiers

Result when virused:

- New Bipedal Vehicles receive 50% damage

Base power reliance:

- Base power has no effect

Other Abilities:

- None

Results of Upgrading:

- Ability to create Level 2 Bipedal Vehicles

Results of building multiple structures of this type:

- Building two Armor Plants decrease by 25% the build time of the units and structures that the Armor Plant allows you to build. Building more than two Armor Plants will decrease the resulting time by 25% more for each Armor Plant you build.

Colony/Advanced Colony

This structure is specifically built to house settlers and protect them from the harsh environment, as well as from the lack of sufficient life support on a given planet. Each Colony has a maximum build capacity of 100 Men, and the more Colonies you build, the faster the recruitment. Maintaining adequate levels of Men is essential for Base operations.

Requires previously built:

- Power Plant

Required for building:

Normal:

- Level 1 Soldiers
- PHVs
- Refineries
- Headquarters

Upgraded:

- Auto-Cannon Tower
- Level 2 Soldiers

Cost to Build:

Normal:

	Men	Materials
Darken:	20	450
Human:	20	450
Merc:	20	450
Scorp:	20	450

Upgraded:

	Men	Materials
Darken:	40	900
Human:	40	900
Merc:	40	900
Scorp:	40	900

*Darken
Colonies*



*Human
Colonies*



*Merc
Colonies*



*Scorp
Colonies*



Produced when sold or destroyed:

Normal:

- No infantry

Upgraded:

- 2 Level 1 Soldiers

Result when virused:

- Newly generated Level 1 and Level 2 soldiers belong to last virus implanter

Base power reliance:

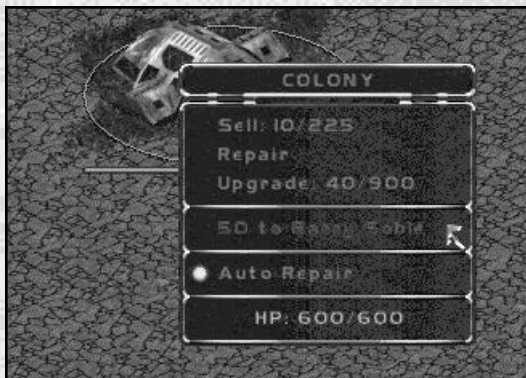
- Base power has no effect

Other Abilities:

- None

MultiPlayer Note:

You can give Men to any ally by building Umbilicals to his Base and then right-clicking on any of your Colonies to access the PopUp Menu. Choose '50 to <player name>' from the PopUp Menu in order to give Men to your ally.



If a player viruses another player's Colony, and is then either defeated or leaves the game, any Colony viruses which that player implanted will be cleared upon his exit.

Results of Upgrading:

- Four-Time increase in the output of Men.
- Ability to create Auto-Cannon Towers (with upgraded Headquarters)

Results of building multiple structures of this type:

- Colonies produce Men at a certain rate. Increasing the number of Colonies multiplies the rate at which Men are produced, until the maximum number of Men that can be produced per Colony is reached. Building two Colonies doubles the rate of production of Men, three Colonies triples the rate of production, etc.

Power Plant/Advanced Power Plant

The Power Plant is used to provide power for your base and all structures. Maintaining adequate power levels is essential for base operation. You can examine your Power Plant efficiency by allowing the cursor to hover over any Power Plant. Allowing your mouse to hover over the Base Efficiency Bar will display the efficiency of the Base.



Requires previously built:

- Main Plant

Required for building:

Normal:

- Colonies

Upgraded:

- Nothing

Cost to Build:

Normal:

	Men	Materials
Darken:	10	300
Human:	10	300
Merc:	10	300
Scorp:	10	300

*Darken
Power Plant*



*Human
Power Plant*



*Merc
Power Plant*



*Scorp
Power Plant*



Upgraded:

	Men	Materials
Darken:	40	1200
Human:	40	1200
Merc:	40	1200
Scorp:	40	1200

Produced when sold or destroyed:

Normal:

- No infantry

Upgraded:

- 2 Level 1 Soldiers

Result when virused:

- Output is cut in half
- Nearby Umbilicals destroyed

Base power reliance:

- Base power has no effect

Abilities:

- Allows you to provide power for your base.

Results of Upgrading:

- Six-Time increase in power output

Results of building multiple structures of this type:

- Increasing the number of Power Plants increases the overall power to the entire Base



INFRASTRUCTURES



Umbilicals

Umbilicals transport power throughout the base. They allow you to expand your base beyond the reaches of the Power Plants.

Requires previously built:

- Main Plant

Required to build:

- Extension of base power grid

Cost to Build:

	Men	Materials
Darken:	5	100
Human:	5	100
Merc:	5	100
Scorp:	5	100

Produced when sold or destroyed:

- No Infantry

Result when virused:

- Umbilical is destroyed

Base power reliance:

- Base power has no effect

Abilities:

- Functions as Line of Supply for base.

<i>Darken Umbilical</i>	<i>Human Umbilical</i>	<i>Merc Umbilical</i>	<i>Scorp Umbilical</i>
			

MultiPlayer Note:

Building Umbilicals to any ally's base allows you to give that ally Men and Materials. Right-click on any Colony and select '50 to <player name>' from the PopUp Menu, in order to send 50 men to the specified ally. Right-click on any Refinery and select '1000 <player name>' from the PopUp Menu, in order to send 1000 Material units to the specified ally.



Results of Upgrading:

- Umbilicals cannot be upgraded

Energy Beacons

Using advanced techniques, an energy field can be set up between two Energy Beacons. These Beacons can be spaced apart, allowing you to set up a large defense quickly, by maximizing the length of your energy walls. Note: There is a maximum wall length for the energy walls. Energy walls drop automatically when any allied or friendly unit moves through them. Any enemy units caught in the path of an energy wall as it activates will suffer 1/2 of its maximum hit points in damage. Upgrade the Power Plant to gain maximum power output for your energy walls.

Requires previously built:

- Main Plant

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	3	400
Human:	3	400
Merc:	3	400
Scorp:	3	400

Produced when sold or destroyed:

- No Infantry

Result when virused:

- None

Base power reliance:

- Base power has no effect

Other Abilities:

- Adds passive defense to Base Camp by allowing the construction of energy walls
- Weakens enemy units (by 1/2 total hit points) that get caught in the path of activation

MultiPlayer Note:

Any friendly units caught in the path of an energy wall as it activates will prohibit the energy wall from activating. Moving the unit out of the path of the energy wall allows the wall to reactivate.

Results of Upgrading:

- Energy Beacons cannot be upgraded

<i>Darken Energy Beacons</i>	<i>Human Energy Beacons</i>	<i>Merc Energy Beacons</i>	<i>Scorp Energy Beacons</i>
			

Auto-Cannon Tower

The first level defensive structure, the Auto-Cannon Tower fires bursts of high caliber rounds at any approaching enemy.

Requires previously built:

- Upgraded Colony
- Upgraded Headquarters

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	50	1500
Human:	50	1500
Merc:	50	1500
Scorp:	50	1500

Produced when sold or destroyed:

- 2 Level 1 Soldiers

Result when virused:

- Fires at any Friendly unit

Base power reliance:

- Base power has no effect

Other Abilities:

- Adds active defense to base camp
- Particularly useful against Hover Vehicles and Personnel

Results of Upgrading:

- Auto-Cannon Towers cannot be upgraded

<i>Darken</i> <i>Auto-Cannon Tower</i>	<i>Human</i> <i>Auto-Cannon Tower</i>	<i>Merc</i> <i>Auto-Cannon Tower</i>	<i>Scorp</i> <i>Auto-Cannon Tower</i>
			

Rocket Tower

The second level defensive structure, the Rocket Tower fires multiple rockets at any approaching enemy.

Requires previously built:

- Weapons Plant

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	75	4500
Human:	75	4500
Merc:	75	4500
Scorp:	75	4500

Produced when sold or destroyed:

- 2 Level 2 Soldiers

Result when virused:

- Fires at any Friendly unit

Base power reliance:

- If total power is below 25%, the Rocket Tower will not recharge after firing.
- If total power is between 25% and 50%, the recharge rate for firing is halved.
- If total power is between 50% and 75%, the recharge rate for firing is cut by a quarter.
- If total power is between 75% and 100%, the Rocket Tower recharges at its normal rate.

Abilities:

- Add active defense to base camp

Results of Upgrading:

- Rocket Towers cannot be upgraded

<i>Darken Rocket Tower</i>	<i>Human Rocket Tower</i>	<i>Merc Rocket Tower</i>	<i>Scorp Rocket Tower</i>
			

Meson Pulse Tower

The highest level defensive structure, the Meson Pulse Tower fires bursts of high energy meson beams at any approaching enemy.

Requires previously built:

- Upgraded Weapons Plant
- Semi-Conductor Plant

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	100	4500
Human:	100	4500
Merc:	100	4500
Scorp:	100	4500

Produced when sold or destroyed

- 1 PHV

Result when virused

- Fires at any Friendly unit

Base power reliance:

- If total power is below 25%,the Meson Tower will not recharge after firing.
- If total power is between 25% and 50%, the recharge rate for firing is halved.
- If total power is between 50% and 75%, the recharge rate for firing is cut by a quarter.
- If total power is between 75% and 100%, the Meson Tower recharges at its normal rate.

Abilities:

- Add active defense to base camp

Results of Upgrading:

- Meson Pulse Towers cannot be upgraded

<i>Darken Meson Pulse Tower</i>	<i>Human Meson Pulse Tower</i>	<i>Merc Meson Pulse Tower</i>	<i>Scorp Meson Pulse Tower</i>
			

Bridge

The way to cross a seemingly impassable river or molten lava flow. Note: Viable build areas are usually indicated by rocks in the river bed.

Requires previously built:

- Semi-Conductor Plant

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	15	1000
Human:	15	1000
Merc:	15	1000
Scorp:	15	1000

Produced when sold or destroyed:

- No Infantry

Result when virused:

- Bridges cannot be virused

Base power reliance:

- Base power has no effect.

Abilities:

- Cross any obstacle such as a river, or molten lava flow.

Results of Upgrading:

- Bridges cannot be upgraded



<i>Darken Bridge</i>	<i>Human Bridge</i>	<i>Merc Bridge</i>	<i>Scorp Bridge</i>

Telepad

This is the base structure that drives the teleport mechanism. It is used to send units to mobile Telepads (Deployed Teleporter Vehicles), or it can be used as a **primary build pad** , an **evacuation pad** , or a **repair pad** . You can select (or deselect) the Telepad as the primary build pad by choosing Primary Build Pad from the PopUp Menu or turn the Telepad into a repair pad or evacuation pad by selecting Repair Pad or Evacuation Pad from the PopUp Menu. Note: The functions of the Telepad are mutually exclusive—it can be a repair pad or an evacuation pad or a build pad or a teleporting device.

Any non-humanoid unit (no Level 1 Soldiers, Level 2 Soldiers, or Commanders) can be sent to a Telepad that has been set to repair mode. The amount of time a unit remains in the repair pad increases with the damage the unit has sustained. Repairing does not cost money, it only “costs” the time it takes to repair the unit. Only one unit can be repaired at any given time. If a unit is undergoing repair, a flashing red cross will appear on the Telepad.

You can repair Humanoid units by assigning them to a Commander, who sends them to do jumping jacks. In this way, all of a unit's hitpoints may be recovered. Note: There is no way to heal a Commander.

Requires Previously Built:

- Upgraded Semi-Conductor Plant

Required for building:

- Nothing

Cost to Build:

	Men	Materials
Darken:	15	200
Human:	15	200
Merc:	15	200
Scorp:	15	200

Produced when sold or destroyed:

- No Infantry

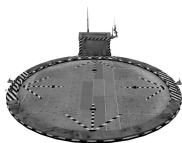
Result when virused:

Teleported units are Destroyed

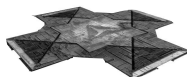
*Darken
Telepad*



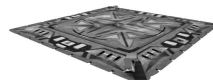
*Human
Telepad*



*Merc
Telepad*



*Scorp
Telepad*



Base power reliance:

- Base power has no effect.

Abilities:

- Instantly transport units from one part of the world to the active Telepad Receiver
- Repair ground vehicles
- Primary build pad
- Evacuation pad

Results of Upgrading:

- Telepads cannot be upgraded

Hover Pad/Advanced Hover Pad

A Hover Pad is the main docking facility with which the Hovered Vehicles interface to replenishes their fuel, cargo, and missile armament.

Requires previously built:

- Propulsion Plant

Required for building:

- Hover Bombers

Cost to Build:

Normal:

	Men	Materials
Darken:	100	4000
Human:	100	4000
Merc:	100	4000
Scorp:	100	4000

Upgraded:

	Men	Materials
Darken:	50	2000
Human:	50	2000
Merc:	50	2000
Scorp:	50	2000

Produced when sold or destroyed:

Normal:

- 1 Commander

Upgraded:

- 2 Level 2 Soldiers
- 1 Commander

Result when virused:

- Does not restock the Hover Vehicle's missiles

Base power reliance:

- Base power has no effect.

Results of Upgrading:

- Allows docked Hover Vehicles to repair

*Darken
Hover Pad*



*Human
Hover Pad*



*Merc
Hover Pad*



*Scorp
Hover Pad*





CREDITS



Producer/Designer:
Todd Porter

Art Direction:
Jeremiah O'Flaherty

Development

Lead Engineer:
Andrew Welch

Core Engine Programming:
Andrew Welch
Patrick Deupree
Dustin Nulf
In Soo Park

Artificial Intelligence Programming:
Dan Donahue
Mario Grmani

Network Programming:
Patrick Deupree
Russ Cable

Graphics Engine Programming:
Larry Spence
Andrew Welch

Pathfinding/Collision Detection Programming:
In Soo Park

Interface Programming:
Dustin Nulf
Alan Josephson
Russ Cable

Tools Programming:
Alan Josephson
Dustin Nulf
Todd Porter

Additional Programming:
John Schnurrenberger
Mike Maynard

Additional from 7th Level:

Top Gun Programming:
Larry Spence
Henry Rhodes
Mark Zartler
Doug Gillespie

Voice Talent

Human Mission Briefing:
Darken Mission Briefing:
John William Galt

Merc Mission Briefings:
Jeremy schwartz

Scorp Mission Briefings (4-12):
Interface Voice:
Sheila Landahl

Cinematic Main Reporter:
Mike Tobin

Cinematic 2nd Reporter:
Jake Pittman

Scorp Mission Briefing (1 - 3):
Michelle Bagur

Darken Mission Briefing:
Pete Marquardt

Art

Lead Artist:
Eric Smith

Conceptual art:
Jeremiah O'Flaherty

Vehicle/Personnel/Building animations:
Eric Smith
Jay Lee
Matt Cox
Jeremiah O'Flaherty

Interface modeling and animation:

Eric Smith
Matt Cox
Jay Hosfelt

Terrain:

Eric Smith
Tim Higgins
Chris Desimone
Matt Cox

Game Artists:

Matt Cox
Dave Haber
Jay Hosfelt
Jay Lee
Mario Merino
Chris Desimone
Tim Higgins

Cinematic Artists:

Ion Storm Team:

Jeremiah O'Flaherty
Eric Smith
Robert Kovach
Bill Daly
Jeff Dotson
Dan Borth
Kris Taylor
Ludovic Texier
Patrick Thomas
Rayfield Wright
Jay Hosfelt
Brian Patenaude
Jay Lee
Matt Cox
Stan Neuvo

7th Level team:

Dave Haber
Mike Napodano
Mario Merino
Chris Desimone
Randy Avila
Brad Doan
Dennis Gyor
Brad Heitmeyer

Tim Higgins
Jason Lickliter
Jeff Mills
Mike Ton
Matt Schults
Mark Skelton
Dave Morton
Randy Avila

Additional conceptual work:

Jim Daly
Paul Richards

Production

CoProducers:

Kelly Hoerner
Peter Marquardt

Line Producers:

Rob Legg
Chad Barron
Michelle Bagur

Mission AI Coding:

Kelly Hoerner

Mission Design and Maps:

Kelly Hoerner
Todd Porter
Chad Barron
Peter Marquardt
Rob Legg

Documentation:

Todd Porter
Michelle Bagur
Rob Kovach

Additional from 7th Level:

Line Producer:

Brian Donnelly

Sound

Music and Sound: Will Loconto

Music Director:

John Romero

Additional Sound:
American McGee
Kurt Heiden
Stan Neuvo

Cinematic Sound:
Jake Pittman
Scott Harbin

Marketing

Marketing Director:
Mike Breslin

Quality Assurance

Lead Tester:
Alex Quintana

Testers:
Billy Browning
Rich Vos
Matt Worzer
Gabriel Greenwood
Bryan Kennedy
Tim Ruessler

Additional from 7th Level:
QA Director:
Jason Greenwood

Testers:
Tim Ruessler
Pino Burns
Andrew Hsia
Sean Kanter
Jeff Blood
Aaron Zaksek
Michelle Bagur
Mike Brown
Rick Germany
Chris Haney
Andrew Zaksek
Melissa Larson
Amy Koenig
Kirk Spencer
Sam Julian
Stephen Hamblin

Eidos Interactive US

Producer:

James Poole

Product Manager:

Kelly Zavislak

QA Manager:

Mike McHale

QA:

Eric Adams
Tim Moore
Corey Fong
Rudy Ellis
Matt Miller
Tom Marx
Frank Hom
Mike Schmitt
Clayton Palma
John Arvay

PR:

Gary Keith
Tricia Gray

Marketing:

Paul Baldwin

Manual:

Lee Wilkinson

Production Manager:

JoKathryn Reavis

SPECIAL THANKS:

Joe & Victoria Nolin
Triple Nonfat Lattes
Cartman, Kyle, Kenny & Stan
www.hfcit.com
Marmite
Curiously Strong Altoids
Lara Croft
Buckethead and Captain Sensible
Primus, because they suck!

Rude Dog & The Dweebs

nWo

Zima

the Dallas Stars

Homer Simpson

Rider

Tom's blanket

Strider Hughes

Pyro

billy arnold

Knob Creek Whiskey

Ogre-Wear

Mindy Eickhoff

Cy Curnin

Team 17

Billy Idol

Fried Tofu

NaTaS

2-Prong

Fresh

Jason Nall

big 'A'

Mary and Megan O'Flaherty

Liz and Faye Porter

Alley Bagget

Jack & Water

Catherine Marquardt

Advil

Utah Saints

M&M's

Bondstone Ranch

Deep Ellum

Born-on-Dates

Nell

and those very cool guys behind ICQ.

Sold Out Software Technical Support

Phone +44 (0)20 7928 9655

Hours: 10:00 a.m. to 1:00 p.m. and 2:00pm to 5:00pm GMT, Monday through Friday

Fax Number: +44 (0)20 7261 0540

E-Mail address: webmaster@sold-out.co.uk

Web Address: <http://www.sold-out.co.uk>

Mailing Address: 122 Southwark Street

London, SE1 0SW

Attn: Technical Support