



IRON GRIP

WARLORD

GAME MANUAL

The background of the page is a dark, atmospheric illustration. A massive, metallic robot with a large, rounded head and a single visible eye looms over the scene from the upper right. In the lower foreground, two soldiers in full combat gear, including helmets and tactical vests, are positioned. The soldier on the right is holding a rifle. The ground is littered with debris, and the overall color palette is dominated by dark greens, browns, and greys, creating a somber and intense mood.

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This is the battle of your lifetime.

Smoke lingers above the city, though fires everywhere are being extinguished as the news travels like a gunshot. A flow of people drift out through the gates and vanish into the surrounding plains. They carry few possessions.

The Confederates are coming.

In the center of Kahm the soldiers are busy setting up their defences. Above the stronghold flies the red flag of the Atelian Militia. A beacon in the darkness, there is not one soldier who does not silently pledge himself to it that night.

The Confederates are coming.

Like a black cloud sweeping across the country, the massive confederate army was spied earlier that day. For every enemy they took down, the Atelians knew that ten more of the invaders were ready to take their place. Mechanical monstrosities loomed above the ranks of men, ready to crush and blast the resistance into oblivion.

Somewhere close by, the Confederate zeppelins hovered. Should the resistance succeed in breaking the Confederate army, should that tiny band of nomadic warriors survive the onslaught, those zeppelins stood ready to begin aerial bombardment.

And that was hope. To see your city blasted into rubble. To see this city of Kahm, where two days ago the market had buzzed and the children had played in the street, reduced to smoking ruin.

That was hope. To force the Confederates to commit a foul act, an act that would decimate the population and create a shockwave of horror through the country. An act so terrible, that all the tribes and divisions of the country would set aside their differences and rise as one. One army united beneath the banner of Warlord Sahrab.

The Confederates are coming.

The Confederates are coming, and we will die defending our homeland if we have to.

Tell me soldier. Are you ready to fight?

Thank you for buying Iron Grip: Warlord

Iron Grip: Warlord is the first commercial game released by Isotx, Inc. Many will immediately recognize this as a steam punk twist on a popular concept: tower defense. You must defend your city at all costs . Do battle against swarms of AI-controlled characters using nothing but your weapons and structures that they can build.

Iron Grip: Warlord is a fun game that is easy to pick up, but hard to master. We are confident that you will want to return to it time and time again.

Play single-player or multi-player campaigns.

Fight gun-to-gun in FPS mode, or call upon your strategic buildings skills in RTS mode.

Experience the thrill of fast-paced action against overwhelming odds – and winning.

Choose from a variety of weapons, including being able to capture enemy guns.

Keep your morale high - and the stronghold standing!

Unique swarms of AI on every map.

Intense firefights - be careful not to harm civilians or your own troops with friendly fire!

Expansive maps with many nooks and crannies to discover.

5 difficulty settings provide a plethora of challenges.

Utilize FPS and RTS modes!

Build turrets and machine gun nests at strategic points to trap your enemies!

Practice your skills in Single Player mode to prepare for a Multiplayer battle.

Get Started

PC SYSTEM REQUIREMENTS

Computer: Athlon XP 2000+, Pentium 4 2.0 GHz

Operating Systems: Windows 2000/XP/Vista

RAM: 512 MB RAM (1024 MB RAM Recommended)

Free Space: 1.5 GB Hard disk space

Graphics: OpenGL compatible 128 MB video card (FX 5200 or Radeon 8500 or better)

Internet Connection: Internet Connection for registration and online play

HOW TO INSTALL

You can download Iron Grip: Warlord using CrosuS. CrosuS is an easy to use mod, game and map manager. It will ensure that you always have the latest version of Warlord. To get CrosuS please visit www.crosus.com. What will it do for you?

- Easy access to new Warlord maps and enhancements

- CrosuS enables users to easily schedule Warlord matches

- CrosuS “quietly” notifies you when Warlord servers are active

CROSUS

Using Isotx's standalone secure distribution platform, CrosuS, is optional. However, with CrosuS, your Warlord experience will be enhanced with a superior multiplayer mode and instant access to the newest patches and downloadable content. Using CrosuS is easier than ever before - as simple as download, load, and get playing!

CrosuS offers its own unique matchmaking system for all Warlord players.

USING CROSUS

First, select any game you want to play in the My Games window

If the selected game lacks match-making support, the button will be inactive



CROSUS MATCH BUTTON'S
INACTIVE STATE

If the selected game supports matches, the match button will be enabled



CROSUS MATCH BUTTON'S
ENABLED STATE

If the selected game has an active match you can join, it will light up green



MATCH AVAILABLE!

Get Started (cont)

BEGIN A GAME

To begin a game, click **START A GAME**. There are three modes to choose from: Skirmish, LAN and Internet.

SKIRMISH is a single player game.

LAN will allow multiplayer over Local Area Networks.

INTERNET will allow you to play online.

To begin any game, choose the corresponding mode. Then choose difficulty level. Select the map from the list (new installs will only have spiral available). Then click **PLAY!**

Note: Difficulty multiplier does not affect skirmish games in any way. It will alter some values in games with multiple players to ensure the game provides an adequate game play challenge.

The loading screen will then appear. Once it is done loading, the button will change from **PLEASE WAIT...** to **PLAY!**

MULTIPLAYER

To join an existing multiplayer server, select **MULTIPLAYER**. This will show the multiplayer server browser. There are two options: **INTERNET** and **LAN**.

Internet will connect to the master server and give a return of existing servers. LAN will only scan the local network for games. You can filter the servers by selecting full servers, empty servers, map, ping.

There are also two search boxes: **IP** and **SERVER NAME**. Enter the value you wish to search for in either box and click **SEARCH**. Additionally, the servers can be sorted by name, map, # of players and ping.

To connect to a server, select it so it is highlighted, then click **CONNECT**. The game will take it from there.

To create your own server, click **CREATE A GAME** on the main menu. Choose from **LAN** or **Internet**, and set the options for number of players and difficulty level. Give your server a name, and hit **PLAY**. Your server will then be available in the Server list.

KEYS

1-9	Weapon Slot 1-9
[or Mousewheel Up	prev weapon
] or Mousewheel Down	next weapon
R	Reload
M	Weapons/Upgrades "Buy" Menu
G	RTS Toggle
T	Talk
Y	Team Chat
F1	Ingame Help/Tutorial
PAUSE	Pause Game (if applicable)
Esc	Esc Menu
~	Console
\	Mouse Look Toggle
Up Arrow or W	Forward
Down Arrow or S	Backwards
A	Strafe Left
D	Strafe Right
Left Arrow	Turn Left in FPS, Strafe Left in RTS
Right Arrow	Turn Right in FPS, Strafe Right in RTS
C	Crouch/Swim Down
Space	Jump/Swim Up
Shift	Walk
Del	Look Down
Page Down	Look Up
End	Centers/Levels View
Mouse 1	Primary Attack
Mouse 2	Secondary Attack

How to Play

BACKGROUND

The Confederate military has begun a large-scale invasion of Atelia. As a member of the Atelian militia, you are attempting to repel the invaders and keep your country independent. Your leader is the Warlord Sahrab, who has devised a desperate strategy. In order to unite the divided Atelian nation, he plans to sacrifice certain cities. Entrenching forces into those cities, and forcing the Confederation to use aerial bombardment from their airships will accomplish this. By forcing the Confederation to use such ruthless methods, in which many civilians will be killed, Sahrab hopes to cause the Atelians to come together against the invader. In this way, Sahrab will create a cohesive force that can truly tackle the might of the Confederate Army.

Your job is to entrench yourself into the city, and hold off the Confederates until they are forced to use aerial bombardment from their airships.

OVERVIEW

Each team begins with a certain amount of morale. The morale is present in the top left of the screen next to the mini-map. It starts full, and as fatalities occur, or certain conditions are met, morale is subtracted. It will also regenerate over time if certain conditions are met.

Confederation Morale: If an officer is present, Confederation morale will regenerate slowly. If you succeed in killing an officer, morale will drop significantly.

Atelian Morale: As long as the Atelian stronghold is standing, Atelian morale will regenerate. If the Confederates succeed in destroying the stronghold, Atelian morale will drop, and will not regenerate until another stronghold is built.

How to win: Outlast the enemy so that their morale hits 0 before yours. Kill the officers, and protect your stronghold.

FIRST GAME

Before your first game, you will be shown a small tutorial. This will explain some simple elements to playing the game. You can choose to turn it off. After the tutorial, the player will be in spectator mode. To spawn, and begin the game, press **ENTER**.

HEALTH & POWER:

HEALTH: When your health reaches 0, you will die. After death, you re-spawn elsewhere on the map.

POWER: Power allows you to purchase weapons, upgrade your character, and build and repair buildings. You gain Power by killing enemies and finding treasure. It will be automatically generated every few seconds just for staying alive and keeping morale > 0.

FPS & RTS:

The game contains both FPS and RTS elements. You can play almost entirely in one mode, but to really enjoy and take advantage of the situation both modes should be used. These two modes can be switched between with the toggle RTS/FPS mode button, which is set to G by default.

FPS: This is First Person Shooter. You can switch weapons with the **SCROLL-WHEEL** of your mouse, or with [and]. You can also select a weapon by pressing the corresponding number – 1 through to 9.

You can get additional weapons from the **WEAPONS & UPGRADE** menu, once you have gained enough power. Different weapons are effective against different targets. To aim, focus the cross-hairs in the center of the screen on to an enemy, and press the left mouse button to fire.

RTS: This is Real Time Strategy. You can build and repair buildings from this mode. You can't attack enemies, so it is wise to move to a secure place before selecting RTS.

You can select buildings from the building panel, and place them on the map. There is a limited area where buildings can be placed. Some thought should be given when setting up turrets and traps and the supply station. Some buildings, such as the Machine Gun turret and Anti Tank turret, can be upgraded. Each upgrade costs increasing amounts of power, but allows the structure to withstand more damage, and increases its attack power.

NOTE: You cannot build additional strongholds, you can only replace one that has been destroyed. If the Confederates destroy your stronghold, you need to get in range and select the stronghold button. If you have sufficient power the stronghold will snap into place and construction will begin.

Weapons

WEAPONS:

To bring up the Weapons Menu, press M.



PISTOL

GAMONEV AUTOFIRING HANDGUN

One of the oldest repeating handguns in Kathos, the Gamonev was a weapon of the elite when it was first offered for sale. Originally built to order, the guns were highly ornate and the mechanism was very complicated, making the guns extremely expensive. Within a decade, some had been reverse engineered by less scrupulous gunsmiths and cheap, poorly made imitations soon became available. Soon every two-bit warlord and rebel leader had one. The guns, always unreliable due to their needlessly complex actions, quickly fell out of favor and are now regarded as a poor man's showpiece; gaudy and of only limited value.



LIGHT RIFLE

KHAM HUNTING RIFLE

The single-shot break-open rifle has been a staple of the nomadic Atelian tribes for almost two hundred years. While the original weapons generally used loose gunpowder, separate bullets and flintlock or matchlock firing mechanisms, modern ones have one-piece cartridges and use percussion caps for ignition. This particular model is manufactured in a small artisan factory in Kham and can be found in the hands of almost anybody local to the area.



HEAVY RIFLE

CHIMERA SCATTERGUN

A uniquely Atelian combat weapon, the Chimera is one of the most powerful weapons made by native gunsmiths. Warlord Sahrab himself commissioned this weapon during the inter-tribal wars. It uses two types of ammunition – the standard medium game scattershot and a unique incendiary pellet round for the second barrel. The incendiary round is where the gun gets its name – pellets of phosphorous are blasted out the front of the gun, delivering a blinding gout of chemical fire. The blast is devastating at close range and intensely deleterious to the resolve and morale of those it faces. The guns are engraved with Sahrab's crest and many have historical scenes depicted in their castings and woodwork; each is a uniquely crafted work of art.



SNIPER RIFLE

FALCON HEAVY SNIPER RIFLE

The Falcon is a powerful sniper rifle made in Rahmos for special military applications. It's incredibly powerful yet fast-firing due to its semiautomatic long-recoil action. The gun's box magazines carry seven rounds apiece. Designed to damage light vehicles as much as kill soldiers, the Falcon's 60-caliber tungsten-cored rounds will inflict grievous harm upon anything not protected within a tank's armored shell. Rahmos provided several hundred to each of the factions in the Alliance of Atelia States for use against Confederate officers shortly before the full-scale invasion began. After the collapse of the AAS, many of the rifles came into Warlord Sahrab's possession, either when captured in weapon caches or brought by their owners as they flocked to Sahrab's banner. In the current war, the Falcon is one of the few weapons truly feared by Confederate leadership, and anybody captured possessing one is immediately executed.

Weapons (continued)



LIGHT MACHINE GUN

VAMPIRE SUBMACHINE GUN

The Vampire is a somewhat revolutionary submachine gun manufactured in large quantities by Fahrong for use in its conscript armies. It is one of the first weapons designed by Fahrong explicitly for mass production, using all-metal construction and using mostly stamped metal rather than carefully machined parts. Although mechanically inferior in many ways to similar weapons from Jodorran and Rahmos, the Vampire serves admirably enough and five can be made for the price of a single rival. Many Atelian rebels have picked them up off their fallen Confederate enemies and used them in their struggle to maintain independence.



MACHINE GUN

BRETAN MACHINE GUN

The idea of a grenade launcher is not a new one, but the idea of integrating one into a gun is one whose time may have come. The Bretan Arms machine gun is one of the first examples of an integrated gun/grenade launcher, and it's certainly not elegant. The weapon is large, heavy and clunky, but does well enough that Warlord Sahrab has acquired a number of them to help arm his coalition. The gun part is rather average – a moderate rate of fire and equally moderate accuracy make it an acceptable firearm for urban warfare, but the grenade launcher is what makes it useful. The specially-designed spherical grenades are self-propelled off a spigot under the barrel and are quite deadly to grouped enemies. Despite its unwieldiness, it's one of the most versatile close range weapons in Sahrab's arsenal.



HEAVY MACHINE GUN

PRAETORIAN HEAVY MACHINE GUN

Hailing from Rahmos, the Praetorian is a large mobile defensive weapon. Many were given to the AAS by their Rahmos sponsors, and, as in the case of the Falcon sniper rifles, they've come into Warlord Sahrab's possession since the disintegration of that entity. It's both powerful and heavy, and as such cannot be fired by a standing shooter. When deployed on its bipod on the ground when the user crouches, or on a barrier the firer stands behind, it becomes a deadly long-ranged high-firepower weapon capable of wiping out entire squads of infantry and rendering long corridors uninhabitable. The large box magazines hold 250 rounds each letting the gun fire continuously for long periods of time, though reloading is a comparatively slow process due to the loose belt-feed system.



FLAMETHROWER

SALAMANDER FLAMETHROWER

Flamethrowers have always been among the most terrifying weapons to face in war, as well as among the simplest and easiest to produce. The warlords of Atelia are no strangers to this fact, and they tend to employ them wherever they can. The Salamander is the pattern that Sahrab's weaponsmiths produce. It's a liquid-fuelled weapon that uses pressure to mist the fuel through a screen, producing a short ranged but intensely hot blast of flame that reaches about twenty or so feet ahead of the firer. Alternately, the wielder can dispense liquid fuel through a separate nozzle that sprays onto the ground and leaves a sticky puddle that can be ignited any time within a few minutes. This alternate method of use is particularly handy for setting traps.

Weapons (continued)



40RTE

"FORTY"

The 40RTE is a redesigned version of the Kathos Resistance's "40RGE" recoilless rifle. While the 40RGE was a good concept from a scientific standpoint, its slow method of loading and unloading was far from ideal in a combat environment. The 40RTE is a new take on the same idea. Using a newly designed cartridge, the 40RTE is now much quicker to load, ejects its spent ammunition canister, can be safely fired from enclosed areas, and maintains most of its armor-piercing capability. Despite being a home-made weapon, it is superior to the antitank weapons in use by most professional armies in Kathos.



MOLOTOV

"FIRESPLATS"

It's a trick as old as fire itself, but it's one that will perhaps never go out of style. Small glass and ceramic bottles with a flammable wick and loaded with a flammable liquid make excellent makeshift bombs, and the Atelians are eager users of them. Generally, these firesplats are made with glass bottles and filled with the same fuel used in the Salamander flamethrower – a liquid that burns hotter and longer than alcohol.



LANDMINE

Landmines are an old favorite for use by defending enemies. The AAS amassed large stockpiles of pressure-activated mines from Rahmos in preparation for the inevitable Fahrongi attack, and Warlord Sahrab has requisitioned a great number of them. Most Atelian soldiers carry a few around; one never knows when they'll come in handy.



SUICIDE BOMB

Suicide bombing is a recent development unique to the Atelian war. For the first time, nationalistic fanaticisms, total-war style devastation of civilian populations and powerful explosive technologies have combined to make the thought of self-sacrificial attacks on the enemy a palatable one. More and more often, Atelians who have lost everything to Fahrong-led atrocities will strap on packs of dynamite and, with a howl of rage, detonate themselves in the midst of enemy troop formations.

You cannot purchase the SB, it is found in the map

Upgrades

UPGRADES:

To bring up the Upgrades menu, press M.

HEALTH UPGRADES

Increases maximum health.

FIREPOWER

Increases damage per shot.

BRUTE

Increases health regeneration.

SPAWNING

Decreases spawning time.

ADRENALINE

Increases movement speed.

MED KIT

Allows you to access the Med Kit via the weapons selection in FPS mode.

Buildable Structures

RTS MODE:

You can switch to RTS mode by pressing G.



MACHINE GUN TURRET

This is a simple manned machine gun nest. It shoots accurately and quickly. It can be upgraded three times for a maximum of four levels. It cannot damage armored targets like tanks or walkers.



ANTI TANK TURRET

This turret is designed as an effective counter for vehicles. It shoots an explosive shell that damages both infantry and vehicles. It has a slow fire rate, which can make it vulnerable to packs of enemies.



FUEL BOMB

A contraption of fuel barrels and explosive, this structure is triggered via shooting it. It will explode once enough damage has been done or five seconds have passed, whichever comes first. It explodes in two phases, first a small burst to disperse the fuel as a fine mist, and then seconds later igniting the fuel for a very wicked burn.



POISON TRAP

Poison traps are canister devices camouflaged by netting, triggered by pressure from infantry. Once triggered, they eject an ominous green cloud, choking and eventually killing all those who venture through the haze. They last for several seconds, and make for an effective tool in anti infantry tactics.

Buildable Structures (continued)



TRIP MINE

Trip mines consist of an explosive bundle with a length of taut wire extended across an area. When an enemy infantry or vehicle comes in contact and alters the tension in the wire, the bundle explodes, often killing or seriously damaging anything in range.



SUPPORT STATION

A stockpile of ammo and med kits, the support station gives a player and friendly players a chance to resupply or heal. Once built, all the player has to do is stand in a close proximity and will gain the benefits of the support station.

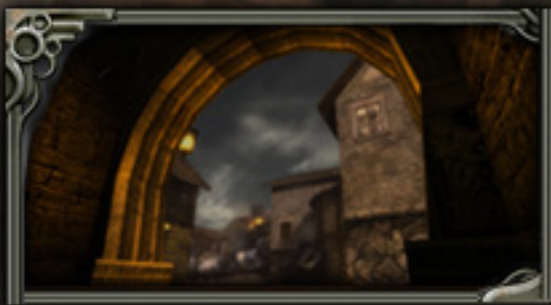


STRONGHOLD

A special case structure, the player may rebuild their destroyed stronghold should the Confederates be successful in destroying the previous stronghold. It may only be built in the same location as the previous stronghold.

Difficulties

MAPS & LEVELS



SPIRAL

The Confederate army told us to surrender and evacuate our city. We refused. We know they are preparing to attack us at any moment. To help us defend ourselves, we have blocked all routes to the city's stronghold, except one – giving us the advantage. You must hold off the attacks long enough to demoralize their ranks and force them to retreat.



CENTRO

We discovered an old mansion, strategically located in the center of the city, with only two access routes. We have converted it to a stronghold, and believe some well-positioned defences in the roads could easily deter attackers. However, there is a network of tunnels running beneath the city, and the Confederate army could use these to bypass our defenders. Be wary!



BROKEN GATE

Our spies have learned that the Confederate army are massing right outside the city gates. Be prepared for an attack on the gate. There is one main road leading from the gate, which then divides into two small paths. There are also tunnels, which allow infantry to move through the city unnoticed. Do not let them surround you!

Difficulties (continued)



PALACE

From the frying pan, into the fire! We thought we would have time to prepare our defenses in this new city – but the Confederates were ready for us! Now we're surrounded, with two strongholds to protect. Don't ask why, you don't want to know. We must survive the battle, and protect our strongholds at all cost!



LAST STAND

The remains of the southern division of our militia are thinly spread, and under attack. Help them hold off the enemy, and we might just live to see the end of the day. Eliminate those Officers!



BOSS

Our mighty leader, Warlord Sahrab, has put his final plans into motion. This coming battle should finally unite the Atelian people. We have fortified our stronghold, and our men are ready. We know the Confederates will throw everything they have at us, so be prepared. Hold out, and beat the Confederates like the dogs they are.

Troubleshooting

QUICK FIXES

Always check that you have the latest version installed by right-clicking on the *Iron Grip: Warlord* listing in CrosuS and selecting the “UPDATE” option.

If you experience slow or choppy game play, there are several options that can improve performance. If you go to the “OPTIONS” menu on the main screen, you will be able to access these options. Choose a lower screen resolution, turn off “BLOOM EFFECT”, and lower graphical detail to help reduce lag.

SUPPORT

For persistent problems, you may find more information at the *Iron Grip: Warlord* FAQ, located at: <http://igwarlord.isotx.com/support.php>

FORUMS

If you experience any further problems, please visit the *Iron Grip: Warlord* forums (<http://www.isotx.com/forums/>) and post your problem in the appropriate forum.



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