

LEFT BEHIND[®]

Rise of the Antichrist

THE PC GAME
GAME MANUAL



WARNING:

READ BEFORE INSTALLING OR USING YOUR

Left Behind 3: Rise of the Antichrist

COMPUTER GAME.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on a personal computer, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing **Left Behind 3: Rise of the Antichrist**. If you experience any of the following symptoms while playing a computer game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue playing the game and consult your physician before resuming play.

DISCLAIMER: Left Behind 3: Rise of the Antichrist computer game is a based on the fictional LEFT BEHIND book series authored by Jerry Jenkins and Dr. Tim LaHaye, and published by Tyndale House Publishers, Inc. All characters and events are fictional and any resemblance or similarity to any real-life persons or events is purely a coincidence.

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Hello,

Thank you for purchasing **Left Behind 3: Rise of the Antichrist**. You will soon be immersed in an apocalyptic fun world which delivers a positive moral message without the corny nature of such ideals. It has been a pleasure to bring this as our second revolutionary product to the market.

If you are a believer in any particular faith, then you already understand the benefit of prayer and worship in our world. Previously, games have been largely void of positive spiritual influences that are such a crucial part of daily life for billions around the world.

For those who are not believers of any faith, this game will entertain you with great game play, but also you will be encouraged to think about matters of eternal importance in a way that is intellectually stimulating, includes no dogma, and is presented in a manner which is not judgmental, abrasive or negative. It is my personal opinion that seeking the reality of what might happen when we die should be an exciting adventure... similar to an Indiana Jones' real-life story.

If we are honest about the scientific and archeological facts surrounding us in this world, without trying to shape what is true to fit our own beliefs, then an objective search should be the most rewarding journey of our lives.

You'll be rewarded for completing **46 missions** in the game. Each of the rewards includes fascinating intellectual information that should make for some excellent discussions with friends and family. Never before has a game included content worthy of discussion outside of the virtual world.

It is our sincere hope that you will be entertained, intrigued and engaged by the content within this game.

Sincerely,

Troy Lyndon
Co-Founder, Chairman & CEO
Left Behind Games Inc.

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INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

Windows® XP **SP2/VISTA/7**

Pentium® IV 2.0GHz processor or faster

512MB RAM

Minimum 4GB hard disk space

8x DVD-ROM drive or faster

DirectX9.0c

32MB DirectX9.0c compatible GeForce MX440 or ATI Radeon 8500 video card or higher

DirectX 9.0c compatible sound card

TCP/IP for LAN or 56 Kbps modem (2 player games)

TCP/IP via Cable/DSL modem (3-8 player games)

Internet service provider account required for Internet multiplayer

Microsoft compatible keyboard and mouse.

This may require minor adjustments to the configuration of your system and/or updates to the hardware component drivers. Administrator privileges are required. The user is responsible for all Internet access fees and phone charges.

INSTALLATION

Insert your **Left Behind 3: Rise of the Antichrist DVD** into your **DVD-ROM** drive. From the Setup screen, click Install.

If the Setup program does not run automatically:

1. From the Start menu, click Run.
2. Type D:\setup.exe (where D: is your **DVD-ROM drive**).
3. Click OK.

CD KEY

You will be prompted to enter your CD Key. This Key is located on your keycode sheet inside the box. The Gold Key must be used for a complete installation. You may hand out the Silver Keys to whomever you wish, permitting the recipient to play a limited version of the game. The letters are not case sensitive. Please pay close attention to the letters as some may look alike (examples are 5 and S, V and U, 8 and B)

COMPLETING INSTALLATION

Follow the on-screen instructions to complete Setup. You can change

the target installation directory and the name of the Start Menu program group. The defaults are C:\Program Files\Left Behind Games\ **Rise of the Antichrist** and Left Behind Games/Rise of the Antichrist\ the START menu. Check the Launch Program box and click Finish to launch the LEFT BEHIND: **Rise of the Antichrist**

Note: Throughout this manual, “click” refers to using the left button on your mouse. If you need to use the right mouse button, it will be specifically called out as “right-click.”

RUNNING THE GAME

You can only run the LEFT BEHIND: Rise of the Antichrist after you have installed it on your computer by running the setup.exe file – please see above.

IMPORTANT: It is highly recommended to close all other Windows applications before launching game.

To start **LEFT BEHIND: Rise of the Antichrist**

1. Click the Start Button.
2. Point to Programs (or All Programs).
3. Point to Left Behind Games.
4. Point to **Rise of the Antichrist**
5. Click **Rise of the Antichrist**

Note: You can skip the opening animations by clicking your mouse button.

To uninstall the game, please select the Uninstaller icon found in the **Rise of the Antichrist** group located in the Left Behind Games group of the Start Menu. Alternatively, you can uninstall the game by doing the following: click the Start menu, click Settings, click Control Panel, and then double-click on the Add/Remove Programs icon. Scroll down to **Rise of the Antichrist** and click the button to remove the game.

Known Issues

1. Unable to install game when Windows boot drive is low on space:
By default, LEFT BEHIND: **Rise of the Antichrist** Setup uses space on the boot drive to decompress files. Setup will not finish if there is not enough space to do so. To resolve this issue, free up space on your Windows boot drive (at most, 250 MB), or change the location of your system TEMP directory (only applicable if you have another hard disk).

To free up disk space:

- a. Select Start
- b. Select All Programs
- c. Select Accessories
- d. Select System Tools
- e. Click Disk Cleanup to run it



Note: If you need to clear even more disk space, erase any unneeded personal files or uninstall any unneeded programs. To change the location of your system TEMP directory (only if you have another hard drive):

- a. Select Start
 - b. Right-click My Computer, and select Properties
 - c. Select the Advanced tab
 - d. Click the Environment Variables button
 - e. Under User Variables, select TEMP, click Edit, and change the Variable value to a different hard drive
 - f. Repeat step 5 for the User Variable TMP
2. LEFT BEHIND: Rise of the Antichrist does not launch on Windows Server 2003:
LEFT BEHIND: Rise of the Antichrist currently does not support Windows Server 2003.
3. LEFT BEHIND: Rise of the Antichrist runs too slowly:
The performance of LEFT BEHIND: Rise of the Antichrist can be increased by using lower game graphics settings.
To change the graphics settings:
- a. Select Game Options from the Main Menu
 - b. Select the Video tab
 - c. Drag the Performance/Quality slider bar down to lower performance settings
 - d. Press the Apply button

TECHINCAL SUPPORT - LBG HELP

The LBG Help program will run and compare your system to the system requirements. If there are any issues, you will be notified. Please click on the link within the result section to get more information. This program can also be used to report any issues to Left Behind Games by clicking on the Support Help button. Please type your issue, including any steps you took to reproduce it. Click on the Send button to send the report (you must be connected to the Internet).

Your video card drivers must be up to date in order to run the game.

Please visit <http://www.leftbehindgames.com/pages/drivers.htm> for links to video card manufacturers to download and install the latest drivers.

Note: You must have a supported video card to run the game. An Intel Graphics Adapter is not a video card and is not supported.

If you encounter any technical problem with the game, click on the Start button in Windows and mouse over Programs, Left Behind Games, **Rise of the Antichrist** and click on LBGHelp Support Tool. You can click on Support help and report your issue. Your issue will be responded to within 48 hours. Please note that no other type of support is offered at this time.

DirectX Troubleshooting

You must have Microsoft DirectX® version 9.0c or later installed on your computer to play LEFT BEHIND: **Rise of the Antichrist** . If you experience any problems installing DirectX, please go to <http://www.microsoft.com/downloads/> and follow the DirectX links to install the latest version. If you experience any problems using DirectX, please go to <http://support.microsoft.com/support/directx/> for the latest troubleshooting information.

You also should check with your video or sound card manufacturer for the latest DirectX compatible drivers.

Video Card Troubleshooting

Check with your video card manufacturer for the latest DirectX compatible drivers – please see Video Card Manufacturers below for more information.

Specific 3D Graphics Accelerator Issues

Please make sure to install the latest certified drivers for all your hardware (unless otherwise noted below) to maximize game performance on your machine.

Please visit <http://www.leftbehindgames.com/pages/drivers.htm> for links to video card manufacturers to download and install the latest drivers.

Multplayer Troubleshooting

Required Ports for LEFT BEHIND: **Rise of the Antichrist** .

If you are running a Router/Firewall, a software firewall or Windows XP SP2, which has a built in firewall, the following ports are required to be open for multiplayer game play.

Port Listing

The following ports must be open for you to play a game over a local area network (LAN), to play a direct Internet multiplayer game, or to play a game through GameSpy Internet Matchmaking:



- * 31321 (Transmission Control Protocol [TCP]) - the game host listens on this port
- * 31321 (User Datagram Protocol [UDP]) - used by GameSpy front end communication services
- * 31322 (User Datagram Protocol [UDP]) - used by voice chat

VOIP

If you have problems connecting to GameSpy or joining game lobbies while having a VOIP modem or VOIP Gizmo on the network, try disconnecting the VOIP unit which should resolve the issue.

NAT/Router

On GameSpy, it is difficult for machines on a NAT (Network Address Translation) or router to take the last few slots in-game where all of the other users are on a NAT/router: There is currently no solution.

Enabling Multiplayer gameplay through Windows XP Service Pack 2:

The new Windows Firewall in Windows XP Service Pack 2 must have specific settings selected to allow connections to the Internet for Multiplayer games.

To select the correct Windows Firewall settings

- After installing the Service Pack (SP2), launch the game.
- Enter the Multiplayer Game menu.
- Click either Online or the Local Area Network button to attempt to connect to a game over your Internet connection or private network. (The Windows Firewall application will present a notification that a program has attempted to access the network.)
- Click the Unblock button.
- Click OK to allow the game to connect to other Multiplayer games.

WELCOME TO THE GAME

THE LEFT BEHIND STORY

The story of LEFT BEHIND: **Rise of the Antichrist** is based on the LEFT BEHIND SERIES of fictional novels written by Dr. Tim LaHaye and Jerry B. Jenkins and published by Tyndale. The book series chronicles the end of the world in stories based on prophecies from the Bible's Book of Revelation. The series currently includes 15 books and has garnered a large entertainment following worldwide.

The Rapture

The term "Rapture" is commonly used to describe the extraction of the believers in Christ from the Earth. According to Biblical Scripture, when the Rapture comes the Lord will take His people to Heaven leaving others "left behind" on Earth to face the emerging antichrist. This is the pinnacle of the Left Behind story as millions disappear around the globe in one cataclysmic moment. People are struck with terror as they witness their loved ones vanish before their eyes. Suddenly unmanned, vehicles careen out of control causing devastating accidents and destruction. Although there is no obvious explanation for these frightening events, the world is poised for something much worse - the Tribulation years.

Gameplay

LEFT BEHIND: **Rise of the Antichrist** is a Real Time Strategy game. You, as the player, control your forces from a vantage point high above the action. You do not personally participate in the action; you command your units to perform tasks by giving orders via the game interface. You can order them where to go and what to do whenever you wish.

Main Characters

LEFT BEHIND: **Rise of the Antichrist** immerses you in the apocalyptic events that follow the Rapture by introducing the original characters created by the authors of Left Behind series.

THE TRIBULATION FORCE (GOOD GUYS)

The Tribulation Force is formed by worldwide believers who unite their efforts in the struggle against the antichrist. Their goal is to communicate the truth of the disappearances to the world.



Name: Rayford Steele
Sex: Male
Age: 42
Marital Status: Married



Background:

Rayford grew up in a middle class home with middle class values. Early on he gravitated toward the military and was fascinated with flying. It was no surprise to his family when he became a pilot. Though he always had 'wandering eyes,' after he met his wife, Irene, he settled down and they started a family. When his daughter and son, Chloe and Raymie came along, he became the devoted father. At least in his mind he was devoted.

Name: Cameron (Buck) Williams
Sex: Male
Age: 32
Marital Status: Married



Background:

Buck's earliest memories are of competition. Whether it was a board game or basketball on the driveway, he was always competitive. When that competition was thrown into the world of writing, Buck competed with the best, and he won. He moved up in the company. More responsibility. Better assignments. No one was surprised when he was named senior writer for Global Weekly. It seemed natural. He would call his family from far-flung places with news of leaders he had met, the movers and shakers in the world. Buck Williams had it all.

Name: Chloe Williams
Sex: Female
Age: 20
Marital Status: Married



Background:

Growing up with a full-time mom and a pilot for a father was something Chloe took for granted. While others in her class were latchkey kids, Chloe's mom was always there to drive her to music lessons or dance practice or whatever sport Chloe decided to join that week. In some ways, Chloe almost wished for the freedom of being a latchkey kid—without mom there to watch all her moves and her mistakes. If someone would hurt her, a boyfriend or a girlfriend, her mother would be there to help her get life in perspective.

Name: Bruce Barnes
Sex: Male
Age: 47
Marital Status: Married



Background:

Bruce grew up in a Christian home and knew about the Bible from an early age. There was a bit of rebellion in his teenage years and to make up for that, he decided to attend a Bible school and then a seminary. He did well in his classes—usually at or near the top, but there was something missing. He could make the grades, but his heart wasn't in it. It wasn't that Bruce didn't agree with the things taught in classes, he simply didn't want to sacrifice his own comfort and pleasure. When he met and married his wife and they started a family, everyone assumed that Bruce would make a great pastor or assistant pastor, and that's what he did.

THE OPPOSITION (BAD GUYS)

The Global Community Peacekeepers force was formed after the deceitful disarmament of the world powers initiated by Nicolae Carpathia.

Name: Enigma Leader
Sex: Male
Age: 47
Marital Status: Single



Background:

Not much is known about this mysterious leader of the Enigma Babylon One World Faith. All that is known is that he had absolutely no religious background, training or belief before the disappearances. The disappearances brought chaos to the world and Carpathia needed someone to promote a One World Religion. The Enigma Leader had no religious background, but was an excellent public speaker. He quickly told people that religions had caused divisions and bloodshed and under the GC banner they would strive to see God in each person. The religion quickly found acceptance around the world just as Carpathia predicted. His efforts for unity among religions hit one snag, however. Christians who still contended Jesus Christ had returned to take his own were enemies of the One World Religion.



Name: Jim Hickman
Sex: Male
Age: 39
Marital Status: Single



Background:

Everyone who knew Jimmy Hickman when he was a kid thought he would make something of himself. No matter what he tried, he did it with gusto and abandon. He didn't just slide into third base, he annihilated it headfirst. When he wrestled, it wasn't uncommon for him to break an opponent's arm. When he applied for military service, his superiors quickly noticed Jim was not an ordinary soldier. They put him in their elite crew, eventually training him in intelligence. After ferreting out three terror cells in Saudi Arabia and Pakistan, Jim was on his way to making a name for himself in the upper echelon of the US government.

Name: Steve Plank
Sex: Male
Age: 48
Marital Status: Single



Background:

Get the story. Get it right. Tell it quickly. Be thorough. That was Steve Plank's motto. He was writing a diary at age 6. He wrote the family Christmas letter every year. In high school and college he was the editor of his newspaper, and from there he went on to an internship at a prestigious paper in New York. No one was surprised when he won awards for his stories, or that after a few years of reporting and a few more as editor, he became the executive editor at Global Weekly. Steve was primed for success—and he sought it out like a bloodhound.

Name: Dr. Samuel Kline
Sex: Male
Age: 58
Marital Status: Divorced



Background:

When he was 13, he operated on his own cat, Demetrius. It was a simple procedure and he followed the instructions from his father's medical books. His mother was already horrified – even more so when she found out he had used one of her baking pans for the operation—and her good carving knives. Demetrius lived several years, though he never fathered another kitten — the whole point of the surgery. It was this event that began the long medical career of Dr. Samuel Kline. He was well-known and respected among his peers and there was talk of actually making him the Surgeon General of the United States.

Non-Playing Characters

In addition to the Hero characters above, you will also encounter many non-playing characters (NPCs) in the Left Behind world. These are the people who might provide you with valuable information or hints.

One particularly noteworthy character you will meet is Hattie Durham. Despite her indecision and her stubborn individualism, under the right circumstances, she may be able to help you. Look for her.

Name: Hattie Durham
Sex: Female
Age: 29
Marital Status: Single



Background:

Hattie Durham had it all. Good looks. A sultry voice. A great job that took her to exotic places. And a bevy of friends who had some of the same interests as she had. She was attracted to men — good looking ones, of course. Something about her didn't feel complete unless she was in some kind of relationship. The trouble was, Hattie felt lonely, even in a crowd. Maybe it had something to do with how she was raised, how she never felt confident in herself or her choices, or that she was so easily swayed by people and their smooth talk. Whatever it was, even though Hattie had it all, she knew she didn't have what it took to be truly happy. But how could she be?

Game Locations

This game will take you to New York City, which has become the battleground of the major confrontation between the Tribulation Force and Global Community Peacekeepers. The game missions will take you to various neighborhoods bringing the action to familiar surroundings. Key New York landmarks could help facilitate your navigation in game.



Getting Started

After you have installed the game you will be asked to register your user account before the game launches (please note that this requires an active Internet connection). Registration is required for technical support.

Main Menu



You may choose one of the two game types from the Main Menu:

Single Player

Tutorial – Learn how to play. Before diving headfirst into action, it is highly recommended you first complete the Game Tutorials. You will learn how to navigate the game world, use game interface elements, move your forces and use their abilities.

Storyline – Play as the Tribulation Force against the computer controlling the army of the antichrist - The Global Community Peacekeepers.

Load Game – loads a previously saved game. You can save the game at any time by clicking on the menu button, and then clicking the Save button.

Load Replay – loads a previously saved replay.

Multi-player

Lets you play up to 8 total players online or on a LAN (Local Area Network) with a maximum of 4 players on each side. Note: You can use computer players to play with or against you too. Team up with a friend and play against the computer in multiplayer skirmish action.

Skirmish

You can now play single player skirmish games against or with the computer. The Create Game screen allows you to choose to play as the Tribulation Forces, American Militia Forces or Global Community Peacekeepers; set a time and/or points limit; enable or disable the usage of Heroes; set the

maximum number of players; and to choose how smart you want the computer intelligence to be. After confirming your selections, you will be able to choose how many computer players will be participating and what side they will be on. Note: computer players can not play as the American Militia Forces.

Game Options

Press the default button to restore the options to the default settings.

Video Options:



Performance/Quality – Drag the slider towards the left to sacrifice some visual quality to get increased performance.

Screen Resolution – Click on the drop down arrow to select a different resolution. The default is 1024X768. Note: All resolutions supported by your video card and the game are listed, but be aware that higher resolutions may significantly decrease game performance.

Shadows – Click on the drop down arrow to select shadows Off, Low, Medium or High. High shadows may significantly decrease game performance.

Night Mission Lighting - Always On

Fullscreen – Uncheck this box to run the game in a window.

Play Intro – When checked, the Intro movie will play.



Audio Options: (Note: you must open UDP 31322 to use voice chatting)



Volume – Drag the slider to the left to decrease the master volume.

Sound Effects Volume - Drag the slider to the left to decrease the sound effects volume.

Voice Volume - Drag the slider to the left to decrease all of the voice-over volume.

Music Volume - Drag the slider to the left to decrease the music volume.

Enable Voice Chat - Allows you to chat using a microphone in multiplayer games.

Microphone Volume - Adjusts how loud your microphone will be heard by other players.

Microphone Test - Allows you to test your microphone volume.

Game Options:



Player Name – Enter the name you wish for multiplayer games.

Scroll Rate – Drag the slider to the left to decrease the acceleration when moving the camera.

Tool-tips Enabled – When checked, helping hints will display when the mouse is placed over buildings, icons, etc.

Narrations Enabled – When checked, narration text will be spoken aloud.

Left Handed Mouse – When checked, the game will use the right mouse button as the primary button. Note: This uses your Windows' mouse settings.

Enable Automatic UPnP Firewall Setup - *The game will automatically attempt to open port 31321 TCP and UDP for multiplayer hosting capabilities. (Note: your router must be able to support UDP functions and have them enabled for this option to work.)*

Enable Multiplayer Hints - *Allows you to view helpful multiplayer interface information.*

Game Music

When you complete a mission, you are rewarded with some music. The music tracks can be listened to within the game music screen.

Update

Click this button to manually check for any updates to the game. Note: Upon startup, the game may ask your permission to check for an update. You must have access to the Internet to check for and download any updates.

Credits

Click this button to list those who worked on the game.

Exit

Click this button to Exit the game.





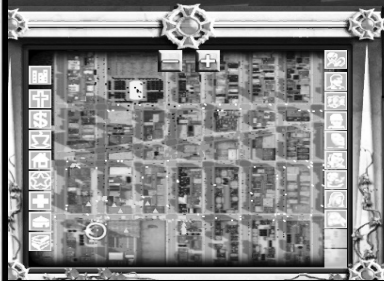
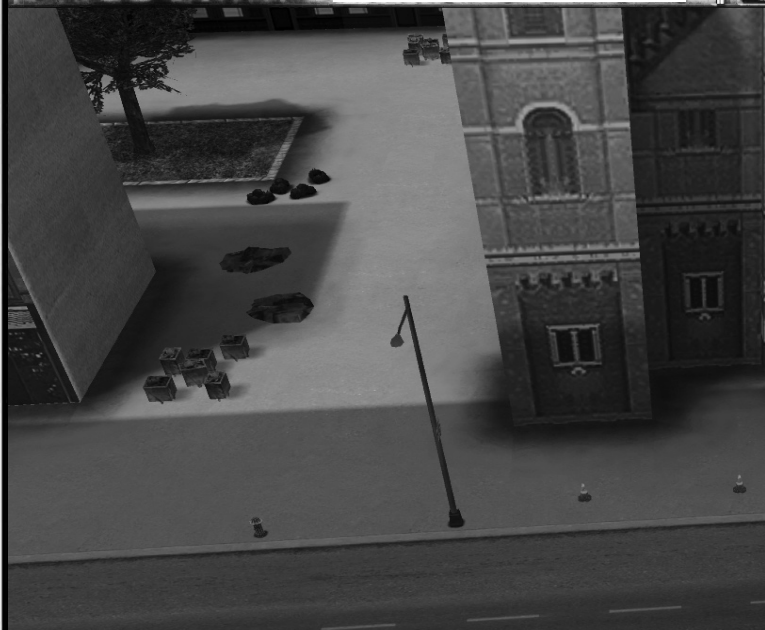
Game Interface



LEFT BEHIND®

Rise of the Antichrist™

TM



UNITS IN BUILDING

TURBO

Disciple



Ben Clark

HEALTH	65/45
DEFENSE	20
STRENGTH	3
ATTACK SPEED	1.43
SPIRIT	100

VIEW LIFE STORY

	74		13040		155/190		1535	MENU
--	----	--	-------	--	---------	--	------	------

	72		11060		154/190		1179	MENU
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Recruiters head out into the world and convince other units to join their side.											

The game interface is always visible on the main game screen. When you start the game your screen is positioned around your character or characters.

You can **adjust the view** by means of your camera which allows you to see the action in the game world – from nearly anywhere you choose. To move the camera, you may use the mouse or your keyboard. To use the mouse, move your cursor to the edge of the screen in the direction you want the camera to move. You can also use the numeric keypad '8' key for up, '2' key for down, '4' key for left and '6' key for right.

You can **rotate the camera** using your mouse by holding down the middle mouse button while moving the mouse left or right. To rotate the camera left using your keyboard, press the left arrow or '1' key on the numeric keypad. To rotate the camera right, press the right arrow or '3' key on the numeric keypad.

You can also change the zoom level to show more or less of the city. Roll your mouse wheel forward or backward, or use the keyboard up and down arrows or the '-' key and '+' key on the numeric keypad to select from a wide variety of zoom levels. The '5' key on the numeric keypad will quickly restore the camera to the default zoom level.

In order to navigate the game world, control your units and manage resources, you will need to learn the game interface consisting of the following elements:

- Minimap
- Unit Statistics Area
- Unit/Building Section
- Description Area
- Inventory Panel
- Resources Panel
- Compass
- Selection Circle
- Hint Window

The **Minimap** in the bottom left corner shows the location of friendly, neutral and enemy units. Friendly units are GREEN, neutrals are GREY and enemy units are RED. Unexplored territory is blacked out and territory you have explored, but do not currently have in view, is seen slightly darkened. You can zoom in or out of the mini-map by clicking the '+' and '-' buttons located inside the minimap. When you have a unit or units selected, right clicking on the minimap will send your units to that area on the map.

To the right of the mini-map is the **Character Unit, Vehicle or Building Section**. It displays the selected character unit, vehicle or building, or the most capable character unit within a group of selected units. The Fog of War will keep the mini-map blacked out until you explore the various areas in the vicinity.

The next panel shows important **Unit Statistics**. The current and maximum health levels are displayed, followed by the defensive ability of the unit. A higher number means the unit is better armored and can defend itself against stronger attacks. The unit's attack strength and speed of attack are followed by the unit's current spirit level.

To the right, the **Description Area** provides details about the selected unit or building – including tips.

The **Inventory Panel** shows all usable items available to the currently selected unit. Alternatively, if a vehicle or building is selected, it displays all of the units inside the vehicle or building.

The **Command Panel** contains buttons that invoke basic unit control actions, special abilities, unit upgrades, building creation and more.

In LEFT BEHIND: **Rise of the Antichrist**, you will need to gather and manage resources that will help you achieve your goals.

At the top of the screen, **Spirit** shows the average Spirit rating of all your units. If you are playing as the Tribulation Force (the good guys), then a higher number is best. In multiplayer mode, if you are playing as the Global Community Peacekeepers (the bad guys) then a lower number is better.

Money is generated by building banks. Money is used to acquire and upgrade buildings, train and upgrade units, and more.

Housing displays your current unit status, which includes the number of units under your control, followed by the maximum number of units possible. You can increase the maximum number of units possible by acquiring additional housing.

Food is produced in cafes and is needed to keep your units alive. Each unit eats a certain amount of food every minute. If there is not enough



food, the unit will become diseased and start losing health points. The more units you have, the more food and cafes you will need.

The **Compass** in the upper right corner helps you navigate in the game world – especially if you rotate the camera a lot.

The **Selection Circle** is drawn around the unit or building upon selection. All of the units within a group will be marked by the colored circle unless you ungroup them.

The **Hint Window** is used to display important information, warnings or hints in the game. For example, you can place the cursor over the unit icon within the Command Panel to see the detailed information about the unit upgrade options and the upgrade advantages.

Exploring the Game World

There are a number of ways to explore the Left Behind world. First, select the unit on your screen by clicking the mouse cursor on the unit. You should see a colored ring around the selected unit. You can also select one or more units at a time by clicking and dragging a selection box. Release the mouse button and the unit or units will be selected.

To make your units move, select the unit, click on the 'Move' icon in the Command Panel, then click in the game world or mini-map to select the destination. You can also move a unit by selecting and right clicking on the destination instead of pressing the 'Move' command button.

Character Interaction

Most units can interact with each other or perform actions on buildings and vehicles. To perform the desired action you can use the Command Panel in the lower right corner of the game. Please note that some actions become unavailable in certain situations. The action may require time to refresh to be used again.

GOOD, NEUTRAL, AND EVIL

It is with a heavy heart that I look at the world today, spiraling out of control. It is difficult to imagine what dangers lay ahead for us in the coming days. Know this: you must count the cost. There is a powerful enemy intent upon taking our lives. When things get difficult remember the mission you've been given. Your efforts may mean the difference between people living for eternity or falling into the antichrist's clutches. Truth is your main weapon. It is a truth that is more powerful than any of the enemy's weapons. This truth can change lives and destinies forever.

Tsion Ben-Judah

The single player game is played purely from the perspective of the Tribulation Force – the good guys. However, in multiplayer it is possible

to play as the bad guys – the Global Community Peacekeepers.

Unit Types and Classes

There are all sorts of people in **Rise of the Antichrist** – and every single one of them is a valuable resource for you. Each person is an individual – with a name, and a background making them unique – there are no faceless masses here.

Without these people, you will get nothing accomplished. Manage your people well – addressing their spiritual and material needs – and you will ensure their continued support for your effort.

There are three basic groups...

Tribulation Force (the good guys)

Global Community Peacekeepers (the bad guys)

Neutrals who haven't allied with anyone yet

You'll start each level with a limited number of forces on your team. You will need to actively seek out and recruit additional members for your efforts.

Neutrals

Greetings and blessings from your friends in the Tribulation Force. Welcome to the largest human counter-culture movement in world history. Your participation encourages us and others in our group. For the safety of all our members it is important that this guide does NOT fall into the hands of the enemy. The founding members of the Tribulation Force have written some personal perspectives to help you.

To understand the extent of the crime and violence in New York City, we need to bring you up to speed about the situation there. The disappearances affected the entire world, but New York City still brims with people. Of course, life has drastically changed, especially for parents of young children and babies. Imagine the pain of finding an empty bed or crib. Imagine passing toys and bicycles and children's videos that will never be used again. These are painful reminders of what used to be and the people are doing their best to simply cope, to hang on. - Rayford



But one thing is constant – Manhattan is still a buzzing metropolis. There are people everywhere and you can categorize them into three types. There are those who wholeheartedly support the new world order of the antichrist, others who follow the truth, and neutrals. – Chloe

How can anyone be neutral? That was my question. And yet, I was neutral for the longest time after the disappearances. Neutrals simply haven't made up their minds about which side to choose. Some have not heard enough about the Tribulation Force or the Global Community. Some have chosen not to think about the world situation because it is simply too painful. For whatever reason, they have chosen not to participate with either side. They are truly the "undecided" and they are unknowingly wasting their remaining time on earth. They don't see that every day brings us closer and closer to Armageddon. - Buck

Since I lost my wife and children in the disappearances, my one desire has been to tell the truth to as many people as possible. That is our solemn duty as members of the Tribulation Force. I can't describe the feeling of watching someone search their heart and come to the realization about themselves and God. On the other hand, it pains me to think of those who still listen and reject the truth. You cannot control what they do with the information—you simply have to be faithful to give it. By this, you serve them and grow your own forces. But this is not simply a recruiting mission. You'll need to befriend as many neutral people as possible. Do NOT alienate them – and for heaven's sake and theirs – do not attack them. Things will likely get crazy on the streets quickly, so be careful and mindful of your goal.

Bruce

I have been through much pain as well, thinking of my family whose lives have been repeatedly threatened by undoubtedly evil forces. I can't believe I waited and didn't see the truth until now. But remember: though Neutrals might delay their decision until Armageddon arrives or their life comes to an end, the choice for a Neutral person to choose the light of truth or the dark shadows of the antichrist's lies is purely their own decision. Let the truth speak for itself. Remain steadfast. Do your job and talk with as many people as you possibly can.

Tsion Ben-Judah

Civilian Man – Neutral

Special abilities: None

Appear at: subway entrances, building doorways, and at the edge of the map.



I find it helpful to put myself in the place of others, to imagine what they might be thinking. For instance, in New York, people are living from day to day, grabbing any morsel of hope from what they see on the news or read in the papers. Every man has a life story.

Some will be in relatively good spirits – finding comfort in relationships or possessions. Others are spiraling downward in depression, bitterness, and drowning their sorrows. A lot of people are just confused, anguished and terrified by the disappearances. They think about it every day. The vanishings challenged a lot of men's sense of providing for and protecting their families. - Rayford

Civilian Woman – Neutral

Special abilities: None

Appear at: subway entrances, building doorways, and at the edge of the map.



I don't have children yet, but I remember the love and care my mom offered me. I put myself in her place and it tears my heart out. Each woman in New York has a history of her own, recalling what she was doing when the disappearances occurred. Some were busy working—taking their kids to day care or school. Others were caring for younger children and their homes. No matter what their life situation, each woman now knows the empty feeling from friends and family members who are simply gone. Children who were tucked in the night before had vanished the next morning. Coats, scarves, boots and dressers full of clothes that will never be worn again. Some women pray this is all a maddening dream. They want to wake up and find their family and friends back again. Others have awakened to a world gone wild and they have no idea where to turn. - Chloe

Upgrading Units

Let me help you with some specifics. Your mission is to recruit new members to grow your forces. You're not simply trying to "win," you're literally changing the world around you with each person who hears the truth. See the Recruiter profession below on how to recruit.

Once you have successfully recruited Neutrals – you will have Friends on your team, ready to participate any way they can. The enemy can do the same and will have their own Friends.

To train your Friends – bring them to the appropriate building to receive their initial professional training. Upon availability of a Mission Training Center you will be able to upgrade your units.



More highly trained units are certainly more effective. However, remember that as your units' value increases – your enemy will have more and more reason to target those people. Regardless, you must take care of your people. - Bruce

The Good Side – The Tribulation Force

The good guys are defined quite clearly in LEFT BEHIND: **Rise of the Antichrist**

The Tribulation Force has come to have realized the truth – that the Global Community (GC) is a terrible deception perpetrated by the antichrist.

YOUR GOAL

Save as many people from the clutches of the antichrist as possible.

Your purpose is absolutely NOT to wipe out the enemy forces! Remember, those are PEOPLE he has deceived and can be recruited.

Friend

Special abilities: Pray

Obtained by: Recruiting only.



Your Friends are brand new additions to your team. They are unskilled – but they can fulfill several roles. Most importantly, they become spiritually potent – able to Pray to raise their Spirit level. Every unit on the Tribulation Force can Pray. This helps each unit defend individually against the GC, but also benefits the Tribulation Force as a whole, raising the total Spirit level.

Their primary use is to be trained in a profession. Take them to the appropriate building to become a Recruiter, Builder, Influencer, Healer or Soldier.

They can also assist as scouts in a pinch, to help explore the city. They can drive Humvee's, Tanks, or Helicopters, although they (and any noncombatant) operate vehicles at a performance penalty.

Be careful with your newfound Friends. They are completely unprepared to engage in physical warfare, and can only defend themselves spiritually by Praying. They can be easy pickings for any enemy recruiters.

In a life & death situation, it is usually best to protect your Friends inside a friendly building.

Enemy Friend

Enemy Friends are identical to your own Friends, except that they have chosen to join the opposing force.

Equally unskilled, and able to perform the exact same roles, Enemy Friends are susceptible to spiritual warfare in the same way as a Neutral.

RECRUITERS

There's something I want to make clear. Before the disappearances, I was a pastor. I know, it's hard to believe I could miss the truth with it right in front of me, but that's what happened. Back then, I saw people as simply numbers, pew fillers. Now, I look at it differently. People aren't just "things" to be manipulated. I care about others so much I'm willing to put my life on the line.

Having said that, as part of the Trib Force, your main task is to recruit people. Basically you're trying to convince them to join our forces—the good guys. By speaking with others, you'll give previously disinterested people a chance to join our cause. But our motivation isn't just to fill our ranks. We really care about the people we're talking with and want them to see the truth.

Recruiting is a special ability that is used to motivate units to join your side. For members of the Tribulation Force, Recruiters raise the Spirit of targeted units. This process takes time – and its success is dependent upon having enough food and housing to support the new recruit.

Recruiters are excellent spiritual warfare units – without them you could not expand your forces. However, they are unarmed and poorly prepared for physical confrontation. All recruiters are trained in Chapels, Churches, and Cathedrals.

Heed this warning! The antichrist's forces will undoubtedly target your Recruiters. From their perspective, Recruiters are the head of the snake. Recruiters are the source of the enemy's problem, so you will have to go to great lengths to protect them. Your actions will literally be the difference between life & death for your entire force. -Bruce



Disciple – Level 1 Recruiter

Special abilities: Pray, Recruit Level 1, Set Rally

Trained at: Chapels, Churches, and Cathedrals



The Disciple might be new in his faith, but his passion is unmatched. The Disciple is on the front lines – personally combating the lies of the antichrist with God's truth. Disciples are capable of recruiting neutrals, enemy Friends, and even Level 1 enemy units. They are far less effective when engaged with higher level enemy units.

Evangelist – Level 2 Recruiter

Special abilities: Pray, Recruit Level 2, Super Sight, Set Rally

Trained at: Mission Training Center



A Disciple, when further trained at a Mission Training Center, will become an Evangelist. An Evangelist has matured in his or her belief – becoming a stronger ally in the struggle against the antichrist.

The Evangelist is also a more efficient recruiter – raising spirit faster than a Disciple. They can recruit neutrals, enemy Friends, and up to Level 2 enemy units directly. They are far less effective when engaged with higher level enemy units.

The Evangelist can also use his Super Sight ability to see the entire mini map – by removing the Fog of War effect – for a brief period of time. This is highly useful to help locate potential recruits.

Missionary – Level 3 Recruiter

Special abilities: Pray, Recruit Level 3, Mega Sight, Set Rally

Trained at: Mission Training Center



An accomplished veteran who knows a lot about spiritual warfare. The Missionaries hearts are squarely focused on all the people they can personally share the truth with. The Missionary is quite adept at recruiting neutrals, enemy Friends, and even all the way up to Level 3 enemy units.

Like the Evangelist, the Missionary can also remove the Fog of War temporarily using Mega Sight, which will reveal the mini map for a long duration.

BUILDERS

It's taken me a long time to see what others were trying to tell me my whole life. The truth smacked me in the head and now I'm committed to working together with others to spread the truth. But to do that, we'll need to pull all of our resources together. People are our main resource. One of the most important workers at our disposal is the Builder. In order to fund our work, we need banks. In order to house our Friends, we need shelter. We also need restaurants and food courts in order to feed our people.

These builders are highly skilled, and highly trained workers. You will need to use them extensively as they provide the necessities for living and working in New York City. - Chloe

Builder – Level 1 Builder

Special abilities: Pray, Build, Repair

Trained at: Camp



Blue collar to his bones, and proud to be of service, a builder is the first profession you'll be able to train, using the Camp you start many missions with.

Tough as he is, the builder makes a poor soldier. He simply doesn't have the training or the equipment to fight – beyond using his calloused hands. However, this simple servant can be a Godsend – as he is able to acquire vacant buildings, and retrofit them to suit your needs.

In addition to expanding your influence building by building in the city, the Builder can also repair any structure that has taken physical damage during a mission.

Finally, remember that not every builder is skilled enough to build every type of building you need. A Level 1 builder can build Level 1 buildings; Level 2 can build Level 1 & 2 buildings, etc.



Advanced Builder – Level 2 Builder
Special abilities: Pray, Advanced Build,
Mount Turret, Repair
Trained at: Mission Training Center



Give the basic Builder a promotion in the Mission Training Center, and you'll see a big improvement to an already crucial unit. The Advanced Builder ups the ante – building and repairing even faster, and even adds an excellent defensive capability – turrets. For more information on Turrets, see Vehicles.

Foreman – Level 3 Builder
Special abilities: Pray, Construct, Mount Turret, Repair
Trained at: Mission Training Center



Heavy on muscle, and even heavier on brains, the Foreman is a man on a mission to shelter every member of the Trib Forces. He's absolutely who you want taking care of your structures. Foremen can build the fastest, repair the quickest, and modify any available building to suit your needs. He's an incredibly valuable unit – watch him carefully.

INFLUENCERS

I hope you're seeing how all of us in the Tribulation Force work together to help change the world. We need to combine everyone's gifts in order to do this effectively as we have little time remaining.

Now, I need to talk to you about an important subject that I once gave little attention. My study of spiritual things was simply filled with academic knowledge. I did not understand the importance of spiritual warfare.

Spiritual warfare is the crux of the time remaining before Armageddon. A spiritual battle is gearing up throughout the streets of New York City, and around the entire globe. Truly, we are not battling flesh and blood, but against unseen principalities and powers.

As we get closer to the Battle of Armageddon, spiritual warfare is the most important weapon we have against the enemy. Nonviolent, and only seeking to expose the truth - the Influencers of the Tribulation Force are at the forefront of bringing a message of hope to a world being deceived by the antichrist.

Remember, we, too were left behind. We missed our opportunity to be taken in the Rapture. However, we still have a purpose and we must understand the serious nature of this battle. I am prepared to take the truth anywhere and use every opportunity at my disposal. This may mean enduring life-threatening situations. This may mean great risk. But

remember, our words can soothe troubled souls, our thoughts will fill human hearts with inspiration, and our deeds will focus minds upon the good work at hand.

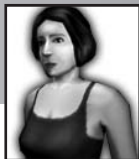
We must not rest until we have reached every living soul on the face of the earth. I hope you will fight along side me in this spiritual war.

Tsion Ben-Judah

Musician – Level 1 Influencer

Special abilities: Pray, Sing

Trained at: Chapels, Churches, and Cathedrals



A lover, not a fighter. Recruiters can talk a good talk – but the Musician realizes recruiting is really a one-on-one relationship. So, the musician takes pride in reaching out with the truth to an entire crowd – all at the top of his or her lungs.

The musician is an effective spiritual warrior – capable of lifting every spirit within earshot of the inspirational message. No one is immune to the melodic voice – it soothes the savagery of man and is truly a divine gift.

You could certainly say Musicians are instrumental in our spiritual struggle. - Buck

Praiser – Level 2 Influencer

Special abilities: Pray, Bless

Trained at: Mission Training Center



Musicians who acquire additional training become Praisers – even more powerful spiritual units. Praisers declare the truth for all to hear – loudly and proudly – and with no prejudice. Asking only for the truth to be delivered, their clear belief and inspirational message comes through as a strong spiritual gift to everyone nearby.



Worship Leader – Level 3 Influencer
Special abilities: Pray, Crowd Worship
Trained at: Mission Training Center



The Worship Leader is an outstanding addition to the Tribulation Force. Using prior experience with music & public speaking, he or she is quite gifted at positively riveting the audience nearby. The Worship Leader encourages them to listen attentively to the inspiration so plainly conveyed.

Prayer Warrior – Level 4 Influencer
Special abilities: Pray, Crowd Worship, Intervention, Divine Heal
Trained at: Mission Training Center



The ultimate spiritual fighter – Prayer Warriors are women tapping into their exceptional, unconditional care for people and transform themselves into outstanding fighters who will never fire a shot.

The pinnacle of nonviolent warfare in Tribulation Forces, she is a formidable opponent in the battle for hearts, minds and spirits. Using her unique gifts, the Prayer Warrior is capable of influencing nearly any human being on the planet, and defending against the supernatural.

HEALERS

I don't know about you, but I'm tired of people fighting over the "small" things and forgetting the bigger picture. The world around us is dying both spiritually and physically. People need help, and we're committed to giving it.

That's why I want to introduce one of the important segments of our team: Healers. With all we're facing at this desperate time, we need all the healers we can get.

In the coming months and years, women will have an increasing role in reaching out to people. We'll be taking active roles in influencing, construction, and even physical combat. We'll help recruit people by simply sharing the truth. And, of course, we'll be on the front lines of the healing profession. So roll up your sleeves and get busy! There's a lot to accomplish. - Chloe

Medic – Level 1 Healer
Special abilities: Pray, Heal
Trained at: Clinics, Hospitals, and Trauma Centers



Definitely the rookie within the healing profession, the Medic is still literally the lifeblood for your forces. Keep

the Medic near any of your forces engaged in physical warfare – your forces will love the help.

Remember – your mission is NOT to inflict bodily harm. But if you are attacked, Medics will be pivotal in keeping your people alive.

Nurse – Level 2 Healer

Special abilities: Pray, Heal, Detox

Trained at: Mission Training Center



Take the healing gift of the medic, apply more education, and you'll get a Nurse. Male & female alike are medical experts, ready to heal injuries & cure poison.

Their added medical training permits them to use an additional special ability – Detox – empowering the Nurse to cure any poison.

Doctor – Level 3 Healer

Special abilities: Pray, Heal, Emergency, Cure Disease

Trained at: Mission Training Center



Doctors are superb medical experts, ready to heal any physical injuries and cure disease caused by a lack of food. They can heal other units rapidly by using their Emergency ability to move twice as fast as normal, and are an excellent choice to send on scene during any physical confrontation.

SOLDIERS

As a founding member of the Tribulation Force, I need to lay it on the line. In the final years preceding Armageddon, you will be forced to act to defend your people from hostile lethal forces. There is no holding back. The Global Community does not want us to be successful in our outreach. And without Soldiers, you will be completely unprepared for armed combat. Soldiers have made themselves available to defend your forces from bodily harm and death.

However, you must remember that your Soldiers are on the front lines for TWO battles – the spiritual warfare is just as real as the physical warfare, especially for them.



Bolster your ranks of soldiers by Praying for them and building them up with positive spiritual warfare. They are performing their roles as physical defenders, but their #1 goal is still to save as many people from the antichrist as possible.

Additionally, any Soldier who personally inflicts a casualty is individually affected. With each life he ends, his Spirit level will immediately drop substantially. Killing a Neutral should be avoided at all costs – and the spiritual penalty for doing so is especially harsh.

Your duty and moral obligation is to use soldiers as little as humanly possible. Use everything at your disposal to avoid casualties.

Soldiers will automatically defend themselves and their team members. If the antichrist's forces physically attack one of your people, your Soldiers will defend the teammate, but will not engage the enemy otherwise.

In extremely rare situations, you might find your Soldiers in a life & death situation where they simply cannot afford to fight defensively – such as if they are trapped, with overwhelming odds against them.

Purely at your discretion, you have the option to give them direct orders to fight aggressively until ordered otherwise. Your soldiers are highly disciplined – they will not fight aggressively without your express orders. However, in this aggressive state, they will actively engage any armed combatant enemy unit within their sight. They will not attack unarmed non-combatants, including Neutrals.

Remember – your soldiers will always receive spiritual damage when inflicting any casualty. Leaving your soldiers in aggressive mode will be disastrous for you & your forces.

Your soldiers - even if in aggressive mode - will still ignore noncombatants. This puts your troops at a SEVERE disadvantage fighting against enemy spiritual warfare. Your soldiers all wear body armor, but remember they are vulnerable to spiritual attack. - Rayford

Soldier – Level 1 Soldier

Special abilities: Pray, WarCry

Trained at: Combat Training Center



Soldiers are multi-purpose fighters – the grunts on the ground pledged to defend your forces from physical attack. They recognize that not all warfare in this world will be spiritual. Their role puts them at the front line at all times – and their orders are NOT to shoot unless their teammates are attacked, themselves.

Special Forces – Level 2 Soldier
Special abilities: Pray, Explosive Bullets
Trained at: Mission Training Center



These are Soldiers whom you have given advanced training. They have gained the ability to sacrifice their own defensive capabilities to provide a higher offense – Explosive Bullets. He is more deadly than the relatively junior soldiers, and must be used with more caution because of this. He is also capable of becoming Elite Forces, or further specializing to become a Spy or Sniper.

Elite Forces – Level 3 Soldier
Special abilities: Pray, Camouflage, Silent Attack
Trained at: Mission Training Center
Pre-requisites: Special Forces



These are the best trained combatants in the world, capable of intense fighting – on the front line, or deep inside enemy dominated areas. Capable of moving invisibly for short periods of time, and able to utilize Silent Attack techniques when so ordered – the Elite Force team-member is the ultimate physical warrior in Tribulation Forces.

His abilities are absolutely a double edged sword – his skill with his weaponry is extraordinarily effective when required. But, left unchecked, his exceptional skill is a clear danger to winning the spiritual war he is also fighting. Command him with extreme care.

Spy – Level 3 Soldier
Special abilities: Pray, Disguise
Trained at: Mission Training Center



These units are capable of infiltrating enemy territory without being noticed, making them highly valuable as intelligence-gathering units. They are also the only units who can identify the purpose of enemy buildings. Keep them hidden well, and you'll benefit from the information they provide.



Sniper– Level 3 Soldier
Special abilities: Pray, Far Scope
Trained at: Mission Training Center
Pre-requisites: Special Forces



These units are specialized with a unique purpose. They are excellent marksmen, capable of engaging targets at a considerably longer distance than other soldiers. They have the added benefit of being able to temporarily push back the Fog of War while utilizing their scope.

Be careful with this unit – his skills are deadly at a longer range, which could easily result in greater casualties, which is something you absolutely don't want. They are particularly ineffective against buildings, vehicles and some specific units.

VEHICLES

Manhattan is huge. Your forces need help getting around if emergencies arise, and they will. With the proper facilities, your forces can build, crew, and operate several vehicles.

The vehicles available are military level equipment – and provide excellent physical defense. However, when driven or piloted by relatively inexperienced civilians, the vehicles will not be as quick or as maneuverable.

All the vehicles also operate at peak efficiency when manned by experienced troops. The higher skill level of each crew member, the more effective the vehicle is. Vehicles are also excellent means of denying the enemy use of their buildings.

However, understand that these vehicles provide precisely ZERO protection against spiritual warfare. Since we'll have far less access to vehicles – what seems like a weakness is actually a strength for the Trib Force. - Rayford

Turret – Static Defense
Built by: Advanced Builder or Foreman
Max crew: 4



The turret is less of a vehicle, and more a stationary, armed & armored piece of equipment the Advanced Builder or Foreman can build in the street.

They cannot be used offensively since they cannot move – and must be manned to be useful. In life & death situations, Trib Force units can jump into the turret to defend against a physical firefight. The turret is especially effective against enemy vehicles.

Humvee – Level 1 Vehicle
Built at: Weapons Depot
Max crew: 4



Fast Vehicle that can be used to explore territory. It is armed with a .50 caliber machine gun, and accommodates up to 4 units.

Tank – Level 2 Vehicle
Built at: Armory
Max crew: 3



The Trib Force can use its connections to get hooked into the United States Army Abrams tank.

Remember, this awesome firepower comes with a price. Tanks are terribly effective, especially with the splash damage their main guns cause, but that means casualties, and as we've said before, you don't want any needless deaths. Use these weapons with extreme caution and care, and remember your main goal is to reach as many people as possible with the truth. - Rayford

Helicopter – Level 3 Vehicle
Built at: Metal Works
Max crew: 4



Found in both military and police issue, these airborne units are outfitted for speedy travel, as well as light combat operations. With a total crew of four, a helo can transport anyone anywhere rapidly.

Of course, if there is a helicopter near my location, I will lend my skills as required. Let me know what help you need and I'll be there. - Rayford



SPECIAL UNITS

Sometimes you will encounter special units who may join your side; such as the Saint, Orphan and Widow.

The Forces of Evil –

The Global Community Peacekeepers

Friend

Special abilities: Swear

Obtained by: Only by recruiting.



Friends are the unfortunate result of deception by the forces of the antichrist. They are unskilled – but can fulfill several roles.

Most importantly, they become spiritually potent – able to Swear to lower their Spirit level. Every unit on the GC side can Swear. This helps each unit fight against the Tribulation Force, but also benefits the GC as a whole, lowering the total Spirit level.

Their primary use is to be trained in a profession. Bring them to the appropriate building to become a Recruiter, Builder, Healer, Soldier, Musician, Pretender or Criminal.

They can also assist as scouts in a pinch, to help explore the city. They can drive Humvee's, Tanks, and Helicopters, although at a reduced speed.

They are completely unprepared to engage in physical warfare, and can only defend themselves spiritually by Swearing. They can be easy pickings for any Tribulation Force recruiters.

In combat, they may seek relative safety inside a building.

RECRUITERS

Fair warning: I do not want you to become despondent about your task as you hear of the rise of the one world government and one world religion. I know it is disappointing to see so many people led astray, but we must stay on task. This was predicted long before the Tribulation began. Know this: because of the world situation, people's hearts will gravitate toward the Global Community and it will become all encompassing over time. In the beginning, it will seem harmless – even desirable – for Nicolae Carpathia's leadership on the world stage.

What Nicolae has not told the world WILL come back to haunt us all. He will speak of peace and world harmony, but it will all be a lie. All of his recruiters themselves are being deceived – but they are too dazzled by him to see it. They will believe the lies because they want to believe them.

In their desire to please and toil for the antichrist whom they believe is a savior, they spread nothing but pain and destruction through the world. - Tsion Ben-Judah

Follower- Level 1 Recruiter

Special abilities: Swear, Recruit, Set Rally
Trained at: Gadget Shops, Supermarkets or Megamarkets.



The Follower is the most junior recruiter for the antichrist. He promises much but truly offers little to the unsuspecting people who join his side. His mission is to convince Neutrals of their need to join the one world government and religion, and to help neutralize the subversive and antisocial Tribulation Force members.

Influencer- Level 2 Recruiter

Special abilities: Swear, Recruit, Super Sight, Set Rally
Trained at: College



More persuasive than Followers, Influencers use false promises they believe to be true to increase the size of their ranks. The Influencer can call upon limited, local GC resources to provide details on the neighborhood – finding enemy & Neutral forces, as well as viewing the entire map briefly.

Secularist- Level 3 Recruiter

Special abilities: Swear, Recruit, Mega Sight, Set Rally
Trained at: College



With the limitless resources of the Global Community behind him, the Secularist spews forth propaganda to convince all to join his side. The tough part is that he believes every bit of it himself, and his passion for this “information warfare” helps to deceive even more people.

With access to the GC's amazing satellite network, the Secularist can view the entire map, even revealing camouflaged units, without “Fog of War” restrictions for a long period of time.



BUILDERS

I'm unofficially responsible for the entire resource pool for the Tribulation Force, so I am trying to keep tabs on what the GC does with their work crews. Anything we can learn from these guys will help us. Since we are forced to re-fit our buildings in secret, we need to remain aware of the new techniques and methods the GC Builders might use. - Chloe

Builder – Level 1 Builder
Special abilities: Swear, Build
Trained at: Camp



Builders renovate buildings to new uses and repair damaged buildings.

Pledging himself to work for the “peaceful and utopian” Global Community, this blue collar man will work himself to the bone for his deceivers.

Tough as he is, the builder really doesn't make an effective fighter. But he is excellent at his job - expanding the reach & influence of the GC. Of course, he can also repair any structure that has taken physical damage. Despite their training, remember that not every builder is skilled enough to build every type of building. A Level 1 builder can build Level 1 buildings; Level 2 can build Level 1 & 2 buildings, etc.

Advanced Builder – Level 2 Builder
Special abilities: Swear, Advanced Build, Mount Turret, Repair
Trained at: College



Educate your Builder, and he can do quite a bit more for the GC. The Advanced Builder can build and repair even faster, and even adds an excellent defensive capability – turrets. With the excellent military hardware advances, these are undoubtedly high end equipment built with superb skills.

Foreman – Level 3 builder
Special abilities: Swear, Construct, Mount Turret, Repair
Trained at: College



The Foreman represents the best-of-breed skill set the GC has to offer. Highly knowledgeable about construction, they are the experts within their field. Foremen renovate buildings to new uses, repair damaged buildings and can create defensive turrets. These guys work at an amazing speed, as well.

HEALERS

Possessing precisely the same education as their Trib Force counterparts, the only thing differentiating these humanitarian workers from the good guys is the veil of the antichrist's deceit pulled over their eyes.

We applaud their intent to save lives, but it's a shame these healers can only fix bodies. They have no ability to deal with the spiritual sickness of the enemy. It just shows how important our work really is. - Chloe

Medic – Level 1 Healer

Special abilities: Swear, Heal

Trained at: Clinics, Hospitals or Trauma Centers

The most junior battlefield healer unit, the combat medic can make all the difference in the world during a pitched firefight. Keep the Medic up front supporting troops – they'll ease the minds of soldiers wounded in battle, and more importantly they get the soldiers back into the fight quickly. They don't amount to much as combatants, themselves.



Nurse – Level 2 Healer

Special abilities: Swear, Heal, Detox

Trained at: College

With more education, a Medic can become a Nurse. Armed with more medical expertise, these men & women are ready to heal injuries & cure poison. They are highly useful – even capable of healing themselves if caught by surprise by subversive elements. They have effectively zero offensive capability.



Doctor – Level 3 Healer

Special abilities: Swear, Heal, Emergency, Cure Disease

Trained at: College

Doctors are masters of triage on the battlefield, equipped to heal physical injuries, and even cure disease caused by a lack of food. They are the most effective healers and can use the Emergency ability, moving twice as fast



as normal. They are an asset to any combat group. Protect them well as they're nearly defenseless if directly attacked.

SOLDIERS

I've seen enough press releases to know when to smell a rat. The Global Community Peacekeeping force was supposedly formed specifically to maintain order throughout the world. They are a police force whose mission is to simply enforce the Global Community laws and promote peace.

Don't believe it.

The peacekeepers are just as dazzled by Nicolae Carpathia's lies as most of the rest of the world – and they're unwittingly serving as the army of the antichrist. Some are simply obeying orders, while others are sold-out for Carpathia. No matter how deep their loyalty runs, they're a threat to you and your Friends.

Carpathia, of course, expects their loyalty and dedication to be without equal. They police themselves – and the penalties for insubordination are harsh. Treasonous offenses are nearly always met with capital punishment – with an execution usually carried out on the spot by the commanding officer. The authority of the GCP is absolute – only superseded by Nicolae himself. - Buck

I sometimes fall into the trap of thinking of the enemy as only the enemy. But there is a power greater than evil and love can change the hearts of those caught in the lies of the antichrist.

It is my hope and prayer that in any direct physical confrontation with the GCP, you will find an opportunity to change their hearts & heal their spirits. Remember, the lover of our souls wants everyone to come to a full knowledge of Himself. You do not know what one act of kindness might mean for the future of our Tribulation Forces. - Tsion Ben-Judah

Soldier – Level 1 Soldier

Special abilities: Swear, WarCry

Trained at: Combat Training Center



Soldiers are multi-purpose fighters – the grunts on the ground pledged to exert the will of the Global Community. They do not question their orders – they simply fulfill them as efficiently as possible. Their targets are always members of subversive guerilla groups. These soldiers will show no quarter.

Special Forces – Level 2 Soldier
Special abilities: Swear, Explosive Bullets
Trained at: College



These are Soldiers who have been given advanced training. They know how to go on the offensive exceptionally well – even lowering their own defense to gain an added advantage. A Special Forces member is considerably more effective on the battlefield than his subordinates, and can be used for more dangerous duty. He is also capable of becoming Elite Forces, or undergoing different training to become a Spy.

Elite Forces – Level 3 Soldier
Special abilities: Swear, Camouflage, Silent Attack
Trained at: College



These individuals are the best combat troops in the world – despite being labeled as a civilian police force. Able to move with great stealth, complemented by their Silent Attack techniques – these forces are amazingly lethal. Their mental toughness is exemplary – able to withstand extraordinary conditions on the battlefield. It's a terrible shame they are being lied to – knowing the truth would change their whole world.

Spy – Level 3 Soldier
Special abilities: Swear, Disguise
Trained at: College



The GC has operatives everywhere. You never know where one might be because they are capable of slipping in & out of nearly anywhere without being noticed. They are particularly useful against the Tribulation Force, ferreting out where we have hidden our bases.



MUSICIANS

As with so many other things, the gift of music can be twisted into a spiritual weapon for the enemy. Of course, not all music is evil. But the way music is being used by the enemy clearly is.

Weaved into the rhythms of their popular songs, the underlying message of the antichrist's lies has definite power.

GCP allied Musicians use their influence to deceive people by adding propaganda into their lyrics. These slick performers will stop at nothing to get their message across. - Bruce

Musician – Level 1 Musician

Special abilities: Swear, Sing

Trained at: Gadget Shops, Supermarkets or Megamarkets.



Musicians wander the streets of New York looking for anyone who will listen to the sound of their voice. Their power & influence are consistent on the street – and can lull passers-by into complacency. These musicians are singing the praises of the antichrist.

Band Member/Recording Artist – Level 2 Musician

Special abilities: Swear, Play

Trained at: College.

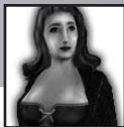


Band Members and Recording Artists are always willing to play their latest hit for you, even if you don't want to hear it. Oblivious to their connection to dark forces, their great gift of music has been transformed into a cancer on the spirits around them. Do not dismiss their impact – ignoring the GC's talent could be disastrous.

Rock Star/Pop Star – Level 3 Musician

Special abilities: Swear, Perform Concert

Trained at: College.



Everyone wants to be a star. They're rich, they're loved by the whole world, and they do as they please. The problem is these particular rock stars have found their 15 minutes of fame delivered courtesy of the antichrist.

Capable of connecting with and deceiving a huge audience, the Rockstar / PopStar is a force to be reckoned with. Usually surrounded by Band Members, they make formidable spiritual opponents.

All of those nearby will stop and listen to the deceitful lyrics singing Carpathia's praises.

PRETENDERS

I've worked with a few people who had an "agenda." They seemed like a friend, talked and acted like a comrade, but when the opportunity arose, they stabbed you in the back. With words, of course.

The same is going on in the world, but the stakes are higher. With all the turmoil brought on by Carpathia and his brand of "peacekeepers," it's sometimes difficult to distinguish good and evil, darkness and light. What may seem to be good can sometimes be very bad.

I'm speaking of the Pretenders. No, not an old music group, a bevy of Carpathia followers who want the Tribulation Force destroyed. Read on for more explanation. Keep your eyes and ears open for these imposters masquerading as your friends. - Buck

Pretender – Level 1 Pretender
Special abilities: Swear, Perform
Trained at: College



The classic street performer with a little Global Community propaganda thrown in for effect. The Pretender plays off his ability to entertain – but he's really more like a behavior monitor. He's there to remind everyone that the GC has eyes & ears absolutely everywhere.

His performances keep people amused so they don't ask many questions, which suits the Pretender just fine.

Activist – Level 2 Pretender
Special abilities: Swear, Sabotage
Trained at: College



The proverbial wolf in sheep's clothing, the Activist is certainly not at all what he seems. Far more insidious than the Pretender, the Activist's main role is definitely not peaceful. The Activist is capable of actually sabotaging buildings the GC designates as undesirable.

Beware this unit in particular – they are exceptionally talented at neutralizing structures.



Cult Leader – Level 3 Pretender

Special abilities: Swear, Draft

Trained at: College



The Cult Leader is an absolute expert at deceit. The antichrist's lies have been swallowed hook, line & sinker by this poor soul. He believes it so thoroughly, and has such a cunning & sly manner – the Cult Leader could easily be responsible for leading thousands away from the truth behind the disappearances. Beware his Draft ability – he can quickly tear away Trib Force members who are spiritually vulnerable.

CRIMINALS

As we've seen after the disappearances, adversity brings out the best and the worst in people. Some will help others, even though their lives are endangered. Others will seek to profit from misfortune - no matter how tragic the world situation.

After the Rapture, a void was left in society. Throughout the world, evil people stole, attacked defenseless citizens, and sent the world into chaos. That left a void that the Global Community was all too happy to fill.

Roving street gangs victimized innocent business people and homeowners. Here in New York City, a place that's difficult to patrol in the first place, they found crime easy and profitable. - Chloe

Thief – Level 1 Criminal

Special abilities: Swear, Pickpocket, Poison

Trained at: College



A street-smart survivor, the Thief doesn't care what he has to do as long as it ensures his own well being. His allegiance to the GC is out of convenience or even fear. No matter why he's there - the thief is a trained pickpocket armed with a bottle of poison. He'd rather not go toe to toe for any reason – the odds simply aren't in his favor.

Thug – Level 2 Criminal

Special abilities: Swear, Heist, Coercion

Trained at: College



Another thick skinned street warrior, the Thug is capable of just about anything. He'll use his brawn and his brain to get the drop on anyone he thinks he can squeeze.

The Thug takes what he wants – by violence and threat of violence. He can rob banks (Heist) and even Coerce enemy units. There's little worse than physically fighting someone against your will.

Gang Boss – Level 3 Criminal
Special abilities: Swear, Rumble
Trained at: College



King of the local neighborhood underworld, the Gang Boss is a feared fighter. He's ruthless and only respects power and abject authority – Carpathia's is as good as anybody else, as long as he still rules his turf.

The Gang Boss is capable of quickly amassing an army of Thugs, Thieves and Cult Leaders around him at a moment's notice. It's best to avoid the Gang Bosses if at all possible – they're nothing but trouble.

VEHICLES

The GC is always in a hurry no matter where they go. They're going to have tons of vehicles at their disposal.

But just because you have the vehicle doesn't mean your people are skilled at driving it. Civilians don't have the training to operate these machines – and can't maximize the capabilities of the vehicles.

Soldier types have had training – and any combatant is trained to operate any vehicle. The more training they have had – the more effective they will become.

Turret – (static defense)
Built by: Advanced Builder or Foreman
Max crew: 4



The turret is exactly the same as the Trib Force counterpart.

Humvee – Level 1 Vehicle
Built at: Weapons Depot
Max crew: 4



The Humvee is standard issue – same as the Tribulation Force equipment.



Tank – Level 2 Vehicle

Built at: Armory

Max crew: 3

The GC has ready availability for the T90 Battle tank.



Helicopter – Level 3 Vehicle

Built at: Metal Works

Max crew: 4

Found in both military and police issue, these airborne units are outfitted for speedy travel, as well as light combat operations. With a total crew of four, a helo can transport anyone anywhere rapidly.



EVIL SPIRITS

I have searched the scriptures daily, gaining encouragement, strength, and inspiration for the battle ahead of us. However, I can find no specific information on one area of concern. I do not have information about what may be in store from the supernatural realm. Suffice it to say, if a being shows itself and it clearly isn't an angel, then it certainly isn't from God.

My study and experience lead me to believe that we can expect an assault of some sort from fierce supernatural creatures. They will be unleashed upon the earth by the evil of man, demonic monsters that will come to kill and destroy, like the evil one they represent.

Do not be discouraged by this, for greater is He that is in you than he that is in the world.

As you encounter these supernatural assaults, presume these creatures to be totally uncontrollable by any human. Anyone near a demon must be considered its potential prey and in grave danger.

There is something else you should know. Because those who follow the Global Community are spiritually bankrupt, they will be exceptionally poorly prepared to confront these creatures. On the other hand, the Tribulation Force is strong in spirit and it is your duty, no, your moral obligation to help anyone fend off these hideous beasts.

- Tsion Ben-Judah

The reports we've received from areas of the world where these Demons have been active indicate that any known physical weaponry has little effect on them. Even squads of Special Forces or Elite Forces stand little chance against these beasts. - Buck

When these Demons appear, they seem to gravitate toward any nearby humans. However, there have been scattered reports of them attacking Tribulation Force members first. Perhaps they sense the spiritual health of our members? - Rayford

It is important in this realm to remember that we must fight these creatures with our most potent weapon – the truth. Spiritual Leaders and spiritual warfare is our only hope. Think of the people you could save while fighting in the name of truth. - Bruce

Lost Soul – Level 1 Evil Spirit

Special abilities: Cry Of Despair

Appears near Evil forces when their Spirit is at low levels.



Lost Souls exact their supernatural revenge by targeting an unfortunate victim by coercing nearby units to attack them. Evil to the core and cowards at heart – the Lost Souls are to be pitied and met with spiritual warfare.

Cry of Despair

Description: Affects both friendly and enemy units within medium range with an overriding obsession to fight the target.

Evil Spirit – Level 2 Evil Spirit

Special abilities: Possession

Appears near Evil forces when their Spirit is at low levels.



Evil Spirits are even more wicked than Lost Souls. These things can take over units to do their bidding – not just fight. Your best bet against these wretched things is to hit them head on with spiritual warfare.

Possession

Description: Assumes complete control over living creatures.



Imp – Level 3 Evil Spirit

Special abilities: Burning Touch, Swarm
Appears near Evil forces when their Spirit is at low levels.



Imps are nasty, insidious creatures – capable of running down any man. And, they will hunt men for sport & the perverse glee they get from causing pain and suffering from their Burning Touch. Only Divine Healing from a Prayer Warrior can heal this awful state.

Capable of summoning a swarm of supernatural creatures, a single Imp can overwhelm groups of men.

Burning Touch

Description: Supernatural burning causes physical damage over a period of time. Only cureable by Divine Heal.

Swarm

Description: Spawns supernatural minions for a limited time.

Death Demon – Level 4 Evil Spirit

Special abilities: Riot, Affliction
Appears near Evil forces if their Spirit remains low for a short duration.



The Death Demon brings with it pure chaos. With its Riot ability, it will undoubtedly cause units close by to randomly fight each other. Almost as bad, any unit affected by Affliction becomes terribly confused and may be taken from your team.

These beings are tough – don't try to fight it alone. Rely upon spiritual warfare, and you won't hurt anyone who is out of their mind, caught in the Death Demon's effects.

Affliction

Description: Afflicts the target with doubt and confusion, may cause loss of control of the unit.

Riot

Description: All units within medium range choose random targets and start a physical fight.

Horned Demon – Level 5 Evil Spirit
Special abilities: Fireball, Infernal Pit
Appears near Evil forces if their Spirit remains low for a long time.



Vile, enormously powerful & thoroughly wicked – the Horned Demons revel in the destruction they inflict upon this world, and feed upon the evils committed here.

Only the most powerful spiritual warfare teams should even consider taking on such a malevolent thing. Even so, it is quite likely you will suffer casualties nonetheless.

Fireball

Description: Fiery long-range supernatural weapon.

Infernal Pit

Description: Devastating medium-range attack. All units within range lose Spirit.



New Units - American Militia Forces

Recruit

Obtained by: Recruiting only

Your Recruits are brand new additions to your team. They are unskilled – but they can fulfill several roles. Their primary use is to be trained in a profession. Take them to the appropriate building to become a Recruiter, Builder, or Soldier. They can also assist as scouts to help explore the city.



Recruiter

Special abilities: Recruit, Set Rally

Trained at: Militia Training Center

Your Recruiters can attempt to convince Neutral Males to join the American Militia Forces. Once convinced, the unit becomes a Recruit available for training.



Builder

Special abilities: Construct, Mount Turret, Repair

Trained at: Militia Camp

Your builders can acquire neutral buildings and remodel them to fit your needs. They can mount turrets for defensive purposes and repair existing buildings you own.



Soldier – Level 1

Special abilities: WarCry

Trained at: Militia Combat Training Center

Your Soldiers are the meat and potatoes of the American Militia. They can inspire each other for limited amounts of time and can drive back forces if used in groups.



Special Forces – Level 2

Special abilities: WarCry

Trained at: Militia Training Center

Your Special Forces are moderately armored and can target weaknesses in the enemy's defenses for a limited period of time. During that time, the Special Force unit is highly prone to incur a lot of damage – so use it wisely.



Elite Forces – Level 3

Special abilities: Camouflage, Silent Attack

Trained at: Militia Training Center

Your Elite Forces are heavily armored and can make themselves undetectable for a limited time. If there are no enemy units nearby, the silent attack can disable a unit without warning.

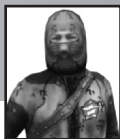


Spy – Level 4

Special abilities: Disguise

Trained at: Militia Training Center

Your Spies are the clandestine force of the American Militia. They are able to scout undetected unless spotted by an enemy Spy. Spies have special purposes too, but you will need to learn them through experience.



Humvee – Level 1

Built at: Militia Weapons Depot

Max Crew: 4

Your Humvee is a fast vehicle that can be used to explore territory. It is armed with a .50 caliber machine gun, and accommodates up to 4 units.



Tank - Level 2

Built at: Militia Armory

Max Crew: 3

Left over from previous desert campaigns, the standard U.S. Army Abrams tank has been retrofitted with the American Militia logo. Highly armored and very powerful, the tank can be highly effective against buildings.

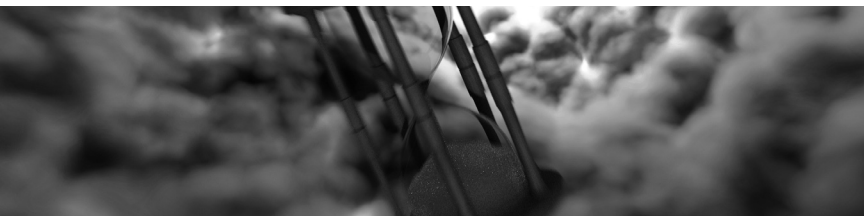


Helicopter - Level 3

Built at: Militia Metal Works

Max Crew: 4

Your Helicopter is mainly used for reconnaissance as it is vulnerable to gunfire attacks. It is very fast and can out run anything on the ground.



SPECIAL ABILITIES



Acquire

Description: Allows acquisition of an available neutral building, permitting further remodeling of the newly obtained structure.



Advanced Build

Description: Allows acquisition of and renovating to a neutral building to Level 2 friendly building.



Beg

Description: Unit will beg for a limited time, adding to your Money.



Blasphemy

Description: Wide range spiritual attack. Neutral units will stop and listen. All units within range lose a lot of Spirit.



Bless

Description: Medium range spiritual attack. All units within range have their Spirit raised.



Build

Description: Allows acquisition and renovation of a neutral building to Level 1 friendly building.



Camouflage

Description: Allows sneaking undetected past the enemy for a limited time. Helps scout the unexplored areas of the map.



Cell Phone

Description: Displays all enemy heroes on map for a short time.



Coercion

Description: Forces Good combatants to join the Global Communiity Peacekeepers against their will for a period of time.



Construct

Description: Allows acquisition and renovation of a neutral building to Level 3 friendly building.



Crowd Worship

Description: Medium range spiritual attack. Neutral units will stop and listen. All units within range gain a lot of Spirit.



Cure Disease

Description: Cures disease caused by the lack of food.



Detox

Description: Removes poison from selected character.



Disguise

Description: Allows sneaking past the enemy until performing an action. Helps scout the unexplored areas of the map.



Divine Heal

Description: Removes Burning Touch from the target unit.



Draft

Description: Adds some health and lowers the Spirit of all units within a medium range. All neutrals in range will stop and listen.



Emergency

Description: Allows unit to move faster than normal for a short period of time.





Enhanced Intervention

Description: Requests divine intervention. The diverse miracles include Healing, Instant Recruiting, Sight and Provision.



Exorcism

Description: Converts an evil supernatural spirit into neutral units.



Explosive Bullets

Description: Increases Attack Strength and Speed, lowering defense, leaving the battle unit virtually defenseless.



Far Scope

Description: Increases the effective range of firearms. Allows the player to see a larger part of the map without the "Fog of War" for a period of time.



Guidance

Description: Adds a lot of Health to the Good units within a long range. Neutral units will stop and listen. All units within range gain a lot of Spirit.



Heal Level 1

Description: Continuously heals target unit, increasing its Health at a slow rate.



Heal Level 2

Description: Continuously heals target unit, increasing its Health at a moderate rate.



Heal Level 3

Description: Continuously heals target unit, increasing its Health at the fastest rate.



Heist

Description: Allows entrance into a Bank controlled by the Good forces with a chance of stealing money. If failed, the unit is lost.



Innocent Scout

Description: Allows scouting the unexplored areas of the map without being detected.



Intervention

Description: Requests divine intervention. The diverse miracles include Healing, Instant Recruiting, Sight and Provision.



Mega Sight

Description: Removes the "fog of war" from the entire map for a long period of time, revealing camouflaged units.



Mount Turret

Description: Creates a defensive turret that can automatically engage the enemy in range, if manned.



Passive Healing

Description: Passively increases healing rate of all friendly healers.



Passive Money

Description: Passively provides Money.



Passive Range

Description: Passively grants a wider viewing radius for all friendly units.



Passive Spirit

Description: Passively reduces speed at which spirit decreases (Trib Force) or increases (GC) for all friendly units.

Slows the time for neutralization due to inaction.





Perform

Description: The unit will perform rock music, adding Health to the evil units and reducing Spirit points of all units within range.



Perform Concert

Description: Adds Health to Evil units within medium range. Neutral units will stop and listen. All units in range lose a lot of Spirit points.



Pick Pocket

Description: Steals money from Good units, decreasing the overall Money score of the affected Good player.



Play

Description: Lowers Spirit of nearby units, out to medium range.



Poison

Description: Poisoned targets start losing Health for a limited time unless cured by Detox.



Pray

Description: Increases the Spirit of the selected unit by praying. All Tribulation Force units can Pray.

Recruit Level 1



Description: Recruiting is a special ability to encourage units to join your side and increase their spirit (decrease for GC recruiters). Can be used on neutrals, enemy Friends and Level 1 enemy units.

Recruit Level 2



Description: Recruiting is a special ability to motivate units to join your side and increase their spirit (decrease for GC recruiters). Can be used on neutrals, enemy Friends and Level 1 and 2 enemy units.

Recruit Level 3



Description: Recruiting is a special ability to convince units to join your side and increase their spirit (decrease for GC recruiters). Can be used on neutrals, enemy Friends and Level 1, 2 and 3 enemy units.



Rumble

Description: Summons Thieves, Thugs and Cult Leaders within range.



Sabotage

Description: Targeted buildings lose substantial Health while the units inside are injured.



Sanctuary

Description: Doubles the physical defense of nearby units.



Satellite Communications (SatCom)

Description: Displays all enemy buildings on map for a brief period.



Set Rally

Description: Every Building and each Recruiter can set a unique Rally Point.

Any unit leaving a Building will automatically move to the assigned Rally Point, if there is one. Leaving a building without an assigned Rally Point will place the unit at a random location near the structure.

Friends trained by a Recruiter will move to the Rally Point assigned by the Recruiter, if set. Otherwise, the new Friend will Follow the Recruiter.





Silent Attack

Description: Allows silent kills, but reveals your identity if another enemy unit is nearby.



Sing

Description: Adds Spirit to the nearby units (-5 if used by the Global Community Peacekeepers).



Super Prayer

Description: Adds a lot of Spirit points to all the currently controlled units within a short range.



Super Sight

Description: Removes the "Fog of War" from the entire map for a brief time and reveals camouflaged units.



Surgery

Description: Heals a lot of Health points for every ally unit in medium range.



Swear

Description: Decreases Spirit for each individual unit. All Global Community Peacekeeper units can Swear.



War Cry

Description: Temporarily increases Health and Movement Speed of combatant units.

BUILDINGS

People are your primary resource, and certainly your chief concern. However, without the buildings to house, train and protect your forces, you'd be at a severe disadvantage.

Use your Builders to acquire the types of buildings you need – they're not all created equally. Building selection, and remodeling, will affect a variety of factors, including...

- Personnel capacity
- Professional training support
- Resource generation
- Armor and defensive rating

Generally, a Level 3 building will be stronger than other Level 1 and 2 counterparts. However, this is not always the case – the building's purpose must be factored in.

Remember, you're fighting a spiritual war on an urban battlefield. Use the buildings wisely and you have an excellent advantage.

Neutral Buildings



Generic Neutral

This building can be acquired and remodeled into any type of building.



Office Neutral

This building can be acquired and remodeled into a Camp, Clinic, Local Bank, Mission Training Center (Trib Force) or a College (GC).





Religious Neutral

This building can be acquired and remodeled into a Chapel (Trib Force) or a Gadget Shop (GC).



Retail Neutral

This building can be acquired and remodeled into a Cafe.



Housing Neutral

This building can be acquired and remodeled into a Home.



Military Neutral

This building can be acquired and remodeled into a Combat Training Center or a Weapons Depot.



Acquired Buildings

Buildings that have been acquired can then be modeled into specific types of buildings. Select the type of building with the command interface.

Office Buildings

Office buildings can include Training, Medical, and Resource buildings.

Training Buildings



Camp – Level 1 Training

Description: Used to train Friends into Builders.



Mission Training Center / College – Level 1 Training
Description: Used to upgrade all units and to increase (Trib Force) or decrease (GC) their Spirit.

Medical Buildings



Clinic – Level 1 Medical

Description: Used to train Friends into Healers.
Can be upgraded into a Hospital.





Hospital – Level 2 Medical

Description: Used to train Friends into Healers. Can be upgraded to a Trauma Center.



Trauma Center – Level 3 Medical

Description: Level 3 Building is used to train Friends into Healers.

Resource Buildings



Local Bank – Level 1 Resource

Description: Used to produce Money. Can be upgraded to a National Bank.



National Bank – Level 2 Resource

Description: Used to produce Money.



International Bank – Level 3 Resource

Description: Used to produce Money.

Religious Buildings



Chapel/Gadget Shop – Level 1 Religious

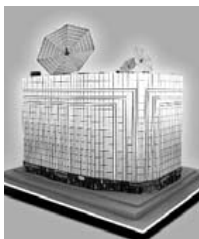
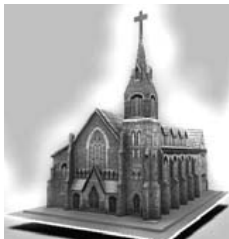
Description: Used to train Friends into Recruiters or Influencers (Trib Force) or Musicians (GC). Generates new Scrolls (Trib Force only). Can be remodeled to a Church or a Gadget Supermarket.



Church/Gadget Supermarket – Level 2 Religious

Description: Used to train Friends into Recruiters or Influencers (Trib Force) or Musicians (GC). Generates new Scrolls (Trib Force). Can be remodeled to a Cathedral or a Gadget Megamarket.

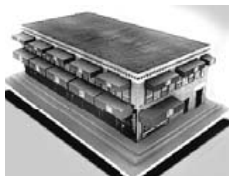




Cathedral/Gadget Megamarket – Level 3 Religious

Description: Used to train Friends into Recruiters or Influencers (Trib Force) or Musicians (GC). Generates new Scrolls (Trib Force only).

Retail Buildings



Café – Level 1 Retail

Description: Used to make Food. Can be remodeled into a Food Court to increase food resources.



Food Court – Level 2 Retail

Description: Used to make food to increase food resources. Can be remodeled into a Food Warehouse.



Food Warehouse – Level 3 Retail

Description: Used to make food.

Housing Buildings



Home - Level 1 Housing

Description: Increases maximum units capacity.
Can be remodeled to Apartments.

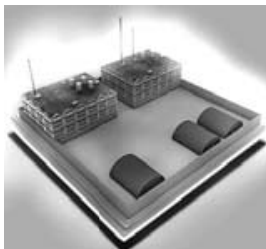


Apartments – Level 2 Housing

Description: Increases maximum units capacity.

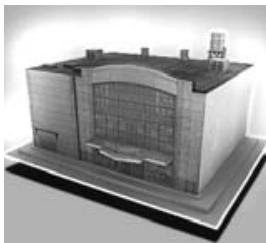


Military Buildings



Combat Training Center – Level 1 Military

Description: Used to train Friends into Soldiers.



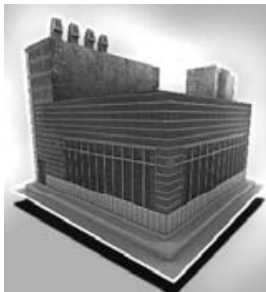
Weapons Depot – Level 1 Military

Description: Generates heavy Weapons - Humvees. Can be remodeled into an Armory.



Armory – Level 2 Military

Description: Generates heavy Weapons - Humvees and Tanks. Can be remodeled into Metal Works.

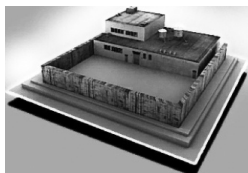


Metal Works.

Metal Works – Level 3 Military

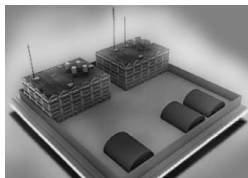
Description: Generates heavy Weapons - Humvees, Tanks and Helicopters.

New Buildings - American Militia Forces



Militia Camp - Level 1 Training

Description: Used to train Militia Recruits to Militia Builders.



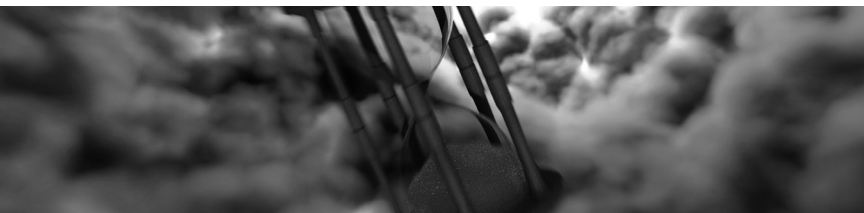
Militia Combat Training Center - Level 1 Military

Description: Used to train Militia Recruits to Militia Soldiers.



Militia Mission Training Center - Level 1 Training

Description: Used to train Militia Soldiers to Special Forces, Special Forces to Elite Forces, Elite Forces to Spies and Militia Recruits to Militia Recruiters.





Militia Weapons Depot – Level 1 Military

Description: Used to create Humvees.



Militia Armory – Level 2 Military

Description: Used to create Tanks.



Militia Metal Works - Level 3 Military

Description: Used to create Helicopters

*Resource Buildings include the Militia Bank, Militia Megamarket,
and the Militia Barracks*

Scrolls and Items

Scrolls

Scrolls will be found throughout the game – available specifically for the Tribulation Force.



Typically obtained by having many units with very high Spirit levels, Scrolls provide the word of God. Once activated, Angels are summoned – providing the Tribulation Force tangible benefits.

Angels bestow gifts of food, resources, spiritual boosts or even divine protection. They are absolutely immune to physical or spiritual warfare, and will not participate in this conflict in any way.



Items

Special Items may become available to certain units within Religious Buildings. Click on a unit while inside a building to check if an item is available for that unit. An item purchased will only affect the unit selected. Items are permanent additions to a unit. They are automatically in use, cannot be transferred, nor will they be exhausted.



Holy Water

Increases the unit's Health, Spirit and Movement Speed.



Divine Protection

The wearer receives an excellent defense bonus.



Holy Bible

Always a good read, the reader receives a Spirit bonus.

Clues

When you successfully complete a Storyline mission, you will be rewarded with a Clue screen. These Clues provide valuable insights to understanding the disappearances and why they happened. Use your knowledge of these Clues in the House of Wisdom to receive special resource bonuses during the missions.

WHY ME?

Yes, the unimaginable has just happened! Millions have suddenly disappeared from the planet. People are confused, frightened, and calling for an investigation. You need to do your own personal research. This is no the time to get angry or scared or to be paralyzed by "Why me?"

Remember some of your "born again" friends who talked about the end times? Well, this is it! The Book of Revelation is now a must read for you because it deals with the seven year period of time that you have just entered.

Great catastrophes will occur and a great world leader, the ultimate superman, will promise to get things back together. Watch out! Revelation will help you to see through his lies but you are going to have to decide who you are going to trust and what you will believe.

You've been left behind. Seven years of tough trials lay ahead. No doubt, you have major questions, and you're looking for life-saving answers... "If this was an act of God, how could he do such a thing?" "Why would a loving God allow us to go through such pain and suffering?"

Maybe God is trying to get your attention! Trials can force us to look up. As you continue your journey looking for other clues we've left behind, "read and investigate," then "think and talk" with your friends. Relentlessly seek out and find answers to the meaning of life and who can give you this meaning. Never give up! Your eternal survival depends upon the answers you discover!

Clue Links

LEFT BEHIND: Rise of the Antichrist provides you with the option of pausing the game, if you are interested by the information presented in the Clue screens. If you wish to pursue more information, select one of the following options. Internet access is required.

Learn More

If this topic intrigues you beyond the scope of this game, click on this button to open a website with more in-depth information on the specific clue.

Talk About it

If you would like to open a dialogue with someone regarding this topic, click on this button to blog (weblog) about the Clue and share your insights with others. (Internet access required).

Buy Music

If you enjoy the music on the Clue screen, click on this button to open a website to purchase the music you are listening to. (Internet access required). Typically, this link will bring you to iTunes.com.

Continue

Click this button to proceed to the next mission.

House of Wisdom

The House of Wisdom may sometimes be found in Religious Buildings during the Storyline missions. If you answer a trivia question correctly about a Clue you have received, you can choose a resource bonus.

Replay

If you would like to view the game you just played, save the Replay after the game has ended by clicking on the Save Replay button. Then click Load Replay from the Single Player or Multiplayer menu. You will be able to watch the entire mission from beginning to end, even changing the camera angle.



MULTIPLAYER



Play as the Tribulation Force, American Militia or as the Global Community Peacekeepers in Internet or LAN play for up to 8 players (maximum 4 players per side).

Internet versus Local Area Network (LAN) games

The default multiplayer game type is Internet. You will be provided a list of available servers to choose from.

To play a multiplayer game on the local network only, you must select LAN games in the multiplayer menu.

Hosting games

To host multiplayer games, you must have port 31321 open (UDP and TCP). For more information on how to do this, consult the Readme file or your internet router manufacturer's manual.

Time / Point limit

You can play with a time limit or point limit on. If a time limit is specified, the points for both sides will be added up when the timer expires and winning side will be declared. If a point limit is specified, the first team to lead by the specified point count is determined the winner.

Heroes

Check the Hero box to play with the Heroes for each side in the game. All players will have access to their own heroes. Some heroes are available during gameplay and will arrive ready for your use. Keep an eye out for them as they each provide specific tactical advantages.

Pausing the game

During multiplayer games, each player has the ability to pause the game for any reason. Think of it as a time-out. Each player can do this 3 times per map.

Scoring

The side with the most points at the end of the game wins.

The Good Guys

The Tribulation Force earns points by recruiting neutral units to your side, or influencing your enemy's units to Neutral. Understand your game score is PENALIZED for every single casualty you inflict. You must defend your units, but if even one of the units attacking your forces dies, your score will go down! Killing Neutral units is especially heinous – avoid this at all costs.

American Militia Forces earn points by neutralizing the Global Community Peacekeepers by stopping their attacks on American soil.

The Bad Guys

The Global Community Peacekeepers earn points by neutralizing Tribulation Force members. They may accomplish this via spiritual or physical warfare. They do not receive a penalty for inflicting physical casualties. However, the antichrist's forces can inadvertently cause Demons to spawn in the game world, near the evil forces. Demons are very tough – and the evil forces have no means to fight against them spiritually.

Scoring Bonus

There are bonus points available, but you'll need to figure those out on your own by playing the game. The running total of points for each side is shown so you'll know where your team stands.

Load Replay

Loads a previously saved Replay.

Multiplayer Co-op Skirmish Mode

Team up with a friend and take on the computer in 2-8 player skirmish mode. Create a multiplayer game as usual, but don't forget to choose how smart you want the computer intelligence to be. After confirming your selections, you will be able to choose how many computer players will be participating and what side they will be on.

Note: computer players can not play as the American Militia Forces.

Multiplayer Resource Sharing

You can now share money, units and buildings with your allies by pressing the "I" key in a multiplayer game. Please note that only forces of the same type can share with each other



Hints and Tips

- Save your game early & often.
- Use the Hotkeys instead of the interface buttons – it's faster.
- Set your Recruiters Rally Points directly upon the specific building where you want them to train. Your Friends will enter if they can when they arrive.
- Have your Friends Pray by using the Auto button. This ensures your Friends are doing everything they can to contribute to the team before they receive training.
- Use the Find Unit hotkey and the quick-select keys for Builders, Recruiters and Friends. You'll save time.
- Use your Group Selection assignments! This is especially useful when the action gets intense.
- Camera positions are very useful – place them where you think the action will take place, and you can snap to the hot spot in no time.
- Set your Building Rally Points in easy to remember locations.
- Focus multiple Recruiters to convince a single Neutral to join the Tribulation Force – they'll recruit really fast this way.
- Place more than one Builder inside a building to remodel it. For instance, order one Foreman and 3 Builders to erect a Trauma Center. You could use 4 Foremen for ever faster build speed. All Builders must be inside the structure when the remodeling begins.
- Quickly order your units inside friendly buildings if you need to hide from an enemy temporarily.

ALWAYS REMEMBER

Your goal is to SAVE as many people as possible when playing as Tribulation Force.

GAMEPLAY – HOTKEYS

O	Show your Mission Objectives.
CTRL - F	Find Unit / Building window.
H	See all visible Building types, Toggle Spirit bars.
M	Move
Q	Special Ability #1 (Pray)
W	Special Ability #2 (War Cry, Heal, etc.)
E	Special Ability #3
R	Special Ability #4
T	Toggle AUTO abilities ON/OFF
P	Patrol
A	Attack
G	Aggressive Mode ON/OFF
S	Stop Action
F	Follow



	Set Rally Point (double press Y to deselect)
	Cycles through friendly Buildings
	Leave Building/Vehicle
	Cancels current action (Upgrading/Training)
	Toggle between Friends
 	Toggle between Recruiters
 	Toggle between Builders
 	Toggle between Neutrals
	Toggle Unit types within groups
  -  	Create Group 1 - 10
  -  	Add selected unit(s) to Group 1 - 10
  -  	Remove selected unit(s) from Group 1 - 10
 - 	Select Group 1-10 (Double press to center camera)
	Select all visible Units
 + Left Click	Selects all visible units of the same type
 + Left Click	Selects all units of the same type map-wide

C	Camera Follow Mode
Numpad 5	Restore Default Camera angle & zoom distance
Numpad 2 , 4 , 6 , 8	Camera Movement
Numpad 1 , 3	Camera Rotate
Numpad + , -	Camera Zoom
F9 - F12	Camera pre-assigned height settings
CTRL + Numpad 1 - 0	Save Camera Position 1-10
ALT + 3	Restore Camera Position
SPACE	Camera Move to last in-game event
PAUSE	Pauses gameplay
PRINT SCREEN	Save a screenshot in the My Documents folder
CTRL + F6	Quick Save
CTRL + F6	Quick Load
CTRL + F10	Game Menu



MULTIPLAYER ONLY

 Gamespy Voice Chat in multiplayer

 Toggle Chat Window ON/OFF

 +  Alternate Chat in Multiplayer

 +  Alternate Chat in Multiplayer

 Pauses gameplay
(limit 3 per player per map)

 Resource Sharing Options

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**If you are experiencing difficulties,
we would like to suggest...**

**Run LBG
Help**

**Click Start ▶ Programs ▶ Left Behind Games
▶ Rise of the Antichrist ▶ LBG Help.**

This diagnostic tool will determine if your system is compatible to play the game. You will then be able to send in your issue via the Internet.

www.leftbehindgames.com



Credits

Our Creator

God the Father
God the Son
God the Holy Spirit
Jesus Christ, Our Lord and Savior

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"Amazing Grace" performed by Tâta Vega
Lyrics by John Newton
Music is Traditional
Arranged and Produced by Chance Thomas

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Jackson Sowel – Newscaster
Kyle Reed – Father
Austin Becker – Son
Joe Duffy – Homeless Man
Richard Theologus – Good Samaritan
Sam Robinson – Elliot the Customer
Selma Pinkard – 1st Waitress
Liliana Montenegro – 2nd Waitress
Robilyn Lyndon – Prayer Warrior
Patrick Keen – Disciple
Michael Olsen – Construction Man
Robin Dionne – Musician
Michael Hampton – Musician
Pete Simpson – Tribulation Force Soldier
Dwight Bryant – Tribulation Force Soldier
Matthew Brown – GCP Commander
Gary Flessert – GCP Soldier
Keon Hunt – GCP Soldier
Kyle Ladean – GCP Soldier
Ronnell Dorsey – GCP Soldier
Ryan Bartsmatsma – GCP Soldier
Howard Ferguson – Agent
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Ishmael Corpus – 2nd Assistant Director
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Hannes Steixner – Grip
Mitch Gulbin – Dolly Grip

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Park Plaza Hotel

CAR RENTAL

Beverly Hills Rent a Car

SECURITY

Angel Guarding Security

SET DRESSING

Lennie Marvin

PROPS

Lennie Marvin Enterprises
Jackson Shrub Supply, Inc
ISS Independent Studio Services
Omega Cinema Props

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Line 204, LLC
JIB Works
Illumination Dynamics Inc.

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Panavision

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