

PROJECT  
**NOMADS**



- MANUAL -

<http://www.replacementdocs.com>

**RADON  
LABS**

**cdv**

## Safety information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Support

SEE PAGE 39

# PROJECT NOMADS



Welcome to the planet Aeres, a fantastic world of gigantic floating islands that drift slowly through an endless sea of clouds. After Aeres broke apart in the chaos of war, the few surviving inhabitants settled on this drifting ruin of the planet.

You are a nomad, a restless engineer with magical abilities, forever in pursuit of adventure.

Explore the breathtaking, endless cloud world with your flying island.

Go in search of the magical artifacts of a long-forgotten culture.

Battle against rivals, enemies and terrifying monsters as you seek to find what fate has in store for you ...

THE ADVENTURE BEGINS ...

# CONTENTS

INTRODUCTION	5
1 INSTALLATION AND SYSTEM REQUIREMENTS	6
2 START MENU	7
3 OPTIONS	8
4 SINGLE PLAYER MODE	9
5 SINGLE PLAYER MENU	10
6 CONTROLS	11
CHARACTER CONTROLS	11
GUN TOWER CONTROLS	14
AIRCRAFT CONTROLS	15
7 MAGICAL ARTIFACTS	17
8 BUILDINGS	22
9 BUILDING MENU	22
10 GAME OBJECTS	24
Player's buildings	24
ARTIFACT PRESS	25
ARTIFACT SAFE	26
11 THE WORLD OF PROJECT NOMADS	27
HISTORY	27
AERES, THE WORLD	29
ENEMIES	31
12 MULTIPLAYER MODE	33
MULTIPLAYER MENU	33
CREATE GAME	34
CHOOSE GAME	34
DIFFERENCES FROM SINGLE PLAYER MODE	35
13 CREDITS	37
SUPPORT	39
LICENCE CONTRACT	40

# \* PROJECT NOMADS \*

*Project Nomads* is set on the planet Aeres, a fantastic world of gigantic floating islands.

Your battleship island glides majestically through the clouds. You are a nomad, a restless wanderer forever in pursuit of adventure.

Discover other islands, master the magic skills of the arcane master builders and explore the ruins of their long forgotten culture.

Use the mysterious artifacts of the master builders to erect factories, power plants



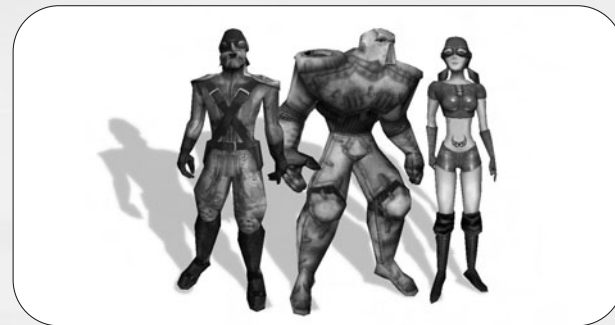
and formidable gun towers on your flying island and prepare yourself for the many challenges that await you.

Command airplanes, biplanes, modern fighters and bombers in the struggle for the priceless magical artifacts, while your island pushes forward into new, hitherto unknown regions of the world.

*Project Nomads* combines the gameplay of an action shooter with that

of a real-time strategy and the complex story of a role-playing game.

**The adventure begins ...**



**You have the choice between three nomads with varying abilities:**

Goliath, the mighty warrior, Susie, the brilliant tactician, or John, the daredevil engineer. Three friends in pursuit of adventure seek their fortune in the void between islands.



**\*1\***

## **INSTALLATION AND SYSTEM REQUIREMENTS**

### **\* INSTALLATION INSTRUCTIONS: \***

Insert the Project Nomads CD into your CD ROM drive.

Setup will guide you through the automatic installation program. If the automatic installation program does not start, the Autoplay function of your CD ROM drive is probably disabled. In this case, you can start the installation manually by double-clicking on the Setup.exe file located on the Project Nomads CD.

PC with Windows 98/2000/ME/XP

### **\* SYSTEM REQUIREMENTS \***

#### **Minimum:**

Pentium III - 450 MHz - 3D card with 32 MB RAM - 64 MB RAM - DirectSound/DirectX 8.0 compatible sound card - 4x CDROM - Win 98/ME/2000/XP - DirectX 8 min. 850 MB free harddrive disk space

#### **Optimal:**

1 GHz - 3D card with 64 MB RAM & T&L - 128 MB RAM - 24x CDROM

#### **Optional:**

LAN for multiplayer mode  
Game pad  
Internet connection for online play



**\*2\***

## **START MENU**



Use the mouse or arrow keys to select the desired menu item and press action key 1 to confirm your choice.

### **\* Single player mode \***

Starts a new game.

### **\* Multiplayer mode \***

Starts *Project Nomads* in multiplayer mode. For more information read the section "Multiplayer mode".

### **\* Options \***

Brings up the options screen of *Project Nomads* where you can configure the controls and set your personal preferences for the game. For more information read the section "Options".

### **\* Quit \***

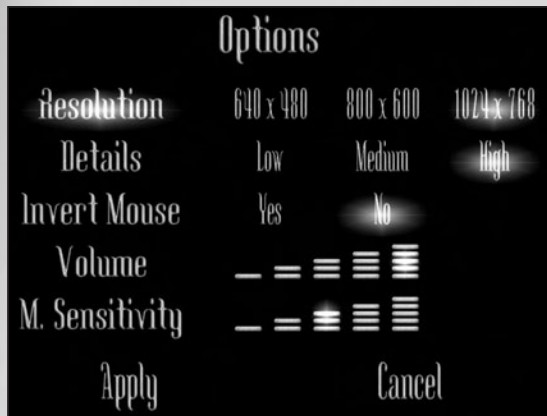
Exits *Project Nomads* and returns you to the Windows desktop. To avoid ending the game accidentally, a yes/no dialog box is displayed, which you must confirm.

### **\* Credits \***

Displays information about the team behind *Project Nomads*.



## \*3\* Options



### \* RESOLUTION \*

Select the desired screen resolution. If gameplay is slow, select a lower resolution. The default setting is 640 x 480.

### \* DETAIL \*

Use this option to select the desired depth of detail for *Project Nomads*. The default setting is "High". If gameplay is slow or choppy on your system, select "Medium" or "Low".

### \* INVERT MOUSE \*

Select this option if you prefer to play with the mouse inverted ...

### \* VOLUME \*

Select the desired volume for the music and sound effects.

### \* MOUSE SENSITIVITY \*

Select this option if you wish to adjust the mouse tracking speed.

After you have set your preferences, click on "Apply" and press action key 1 to confirm the changes. To cancel or exit the menu, click on "Cancel" or select the item "Cancel" in the preferences menu.

Use the mouse or arrow keys to select the desired option, then press action key 1. Change the options of the highlighted option with the arrow keys.



## \*4\* Single player mode



The single player mode begins with the selection of a game character. You have the choice between three characters. Use the arrow keys to highlight a character, then press action key 1 to activate him or her. For more information read the section "Controls".



### John, the engineer:

An expert in the use of the old master builders' technology. His buildings are a mixture of ancient high tech and clever improvisation. He uses the marvels of the artifacts and relies on his skills in dealing with machines and all things technical.



### Susie, the mage:

Her buildings are modeled on the flora of the world. Her technology combines elegance with firepower and sparkling energy-spells. If you choose Susie you have a good balance between skill and strength.



### Goliath, the warrior:

This colossus possesses the strongest weapons. But be careful: mastering his technology requires quite a lot of skill. Choose Goliath if you feel ready to take on any challenge.

**! Note !** Once the game has started you cannot change your character. If you wish to play as another character you must start the game from the beginning.



## \*5\* SINGLE PLAYER MENU

### \* NEW GAME \*

When you start a new game or load a saved game, press the menu button to open the main menu. The game is paused and you can select the desired menu item using the arrow buttons. Press action key 2 to activate the highlighted menu item.

**! Tip !** You can access the menu at any time during play. To pause *Project Nomads*, open the menu and the game will be paused.

The following menu items are displayed:

### \* CONTINUE \*

Exits the menu and returns you to the game.

### \* SAVE GAME \*

You should save your game whenever you have completed a difficult part of the game. There are 20 save game slots available.

Select the desired slot using the arrow keys and press action key 2 to confirm. The game is saved and a screenshot shows you where you are at this point.

**! Tip !** If there are no more free slots available you can overwrite existing saved games.

### \* LOAD GAME \*

Loads a previously saved game.

### \* OPTIONS \*

Use this option to optimize *Project Nomads* for your system. For more information about the various options, read the section "Options".

### \* EXIT \*

Exits the game and returns you to the main menu.

Each one of the missions in *Project Nomads* has a pre-defined mission objective.

**! Tip !** You can access the menu at any time during play. Press "f2" and the mission objective will be displayed on-screen.



## \*6\* CONTROLS



In *Project Nomads* you have various ways of navigating the world of Aeres.

### \* CHARACTER CONTROLS \*

PLEASE SEE QUICK REFERENCE CARD ALSO

### \* RUNNING \*

Your character can move freely. Use the arrow keys to determine his or her direction. If your character comes to the edge of an island, he or she will stop automatically. You can use the freelook keys to let your character look right, left, up and down.

The health bar (top left) shows how much life energy your character has left. An attack uses up energy. When your energy is completely used up, you have lost. In this case you have to restart the level, or load a saved game.

The display at the bottom of the screen shows the energy status of your island. Island energy is necessary for the building, repair and functionality of your

buildings. For example, a hangar can only build an aircraft if enough energy is available.

**! Tip !** As long as your game character is on your own island, your life energy is automatically replenished from the supply of island energy. When you explore a strange island and are attacked, flee to your island and your life energy will be replenished.

Shown next to your island energy display is your artifact belt. Here you can see all the artifacts you are carrying. If your belt is full, you cannot gather up any new artifacts. For more information about artifacts read the section "The master builders' magical artifacts".

If your character wants to get over an obstacle or past an abyss, he has to jump. To do this, press action key 2.

### \* JUMPING \*



### \* Short jump \*

If you press action key 2 while your character is not moving, he or she will execute a short jump. Use the short jump to clear objects directly in front of you. For example, you can use the short jump to clear a stairway that your character cannot run up.

### \* Long jump \*



If you press the action key 2 while your character is running, he or she will execute a long jump. You cannot change direction while in flight, so be careful you don't plummet into the abyss.

### \* Flight Backpack \*

Your character has a **flight backpack** which allows him or her to travel longer distances by air. The backpack needs power in order to function. You'll find power packs all over the world. When you pick up a power pack, your backpack is automatically recharged. You can see the power status of your backpack on its display.



To activate your backpack, press the jump key and keep it held. Now your character can fly. Use the arrow keys to determine your direction. You can travel freely in the air for as long as you like.

But beware: Your backpack only functions within a certain radius of your island. The radius display in the lower right-hand corner of the screen shows how far you can travel in the air. If you pass this limit, your character will plummet into the abyss!



**! Tip !** Be careful - in the past more than one nomad has maneuvered himself into a hopeless situation by flying to an island from which there is no return. If you are not sure where your own island is, use the radius display to get your bearings.

### \* Taking over units \*

You can take over the direct control of certain units on your island without using the building menu. For more information about this read the section "Building menu". If, for example, you own gun towers, you can take over direct control of them at any time and from anywhere. By pressing the take-over key you can jump back and forth between several gun towers.

**! Tip !** The "take-over" key only works on buildings on your own island. You can also use certain buildings on other islands. However, to do this your character has to go to those buildings and take them over using the building menu. For more information about this read the section "Building menu".





## \* GUN TOWER CONTROLS \*

- PLEASE SEE QUICK REFERENCE CARD ALSO -

When you take over a gun tower, either by clicking on the “use” symbol in the building menu, or by pressing the “take-over” key, you can control the gun directly.

You can turn your gun tower, or tilt it up and down, using the arrow keys or the mouse. Press the third action key to fire a shot. When you are inside a gun tower, crosshairs appear on the screen.



The energy bar at the top left of the screen shows you the energy status of the gun tower. The more damage a gun tower takes the less energy it has.

The island energy bar at the bottom left of the screen shows you the energy status of your island. Your gun tower needs a minimum amount of energy to fire. If you do not have enough energy left, the gun will cease firing.

If an enemy comes into range of your gun, automatic target recognition is activated - a red crosshair follows the enemy target. The system automatically locks on to the enemy target which can be most easily hit by your guns.

If your gun tower is destroyed, the camera automatically switches back to the viewpoint of your character. When you want to leave the gun tower, press the “cancel” key.

**! Tip !** Use the “take-over” key to switch quickly between several gun towers without moving your character.



**! Tip !** When you are on other people's islands you can use some of the buildings there. To do this, let your character approach the building until the “use” message appears. Press action key 1 to open the “building menu”, click on the “use” icon and press action key 1 again to take over control of the building.

## \* AIRCRAFT CONTROLS \*

- PLEASE SEE QUICK REFERENCE CARD ALSO -

If you have built an aircraft hangar on your island and enough island energy is available, the hangar will automatically start building an aircraft.

Each hangar can only build a certain type of aircraft. If an aircraft is destroyed, the hangar will automatically start building a new aircraft.



Once the construction of an aircraft is completed, you can take over control of it by using the “take-over” key, or via the “building menu”.

**! Tip !** When an enemy is within range, your aircraft will leave its hangar automatically and attack it. When no more enemies are in range, your aircraft will return to its hangar of its own accord.

If you do not want your aircraft to take off automatically, you must deactivate the hangar using the “sleep” option in the “building menu”. For more information read the section “Building menu”.

**! Tip !** Try using hangars on other people's islands; sometimes you may be in luck ...

When you take over control of an aircraft, the screen display mode changes. The energy bar (top left) shows how much energy your aircraft has left.



The island energy bar (bottom left) shows how much energy your island has.

**! Tip !** Watch the energy level of your island whenever you venture out with one of your airplanes. The enemy might take advantage of your absence and attack your island ...

At bottom right on the screen you'll see the radius indicator of your aircraft. Your aircraft can only operate within this radius. If you get near the limit, a box will warn you with the word “Danger!”





If you go over the limit, your aircraft will crash.

You can leave your aircraft at any time by using the "cancel" key or the "take-over" key and return to your character or to a building. Your aircraft then switches over to automatic pilot.

**! Tip !** Your artifact belt is also displayed if you are in an aircraft - you can gather up artifacts with your aircraft by flying through them. Some artifacts can only be reached by air, and it pays to explore every level carefully!



The ancient knowledge of the master builders is stored in magical artifacts. These are the most priceless things in the world.

A large number of different artifacts may be found all over the world.

If your character walks over an artifact it is picked up and placed in the artifact belt - as long as you have enough room for it. At the beginning of the game your character can carry three artifacts. As the game progresses you may find special artifacts which increase the capacity of your belt. Until that point you must consider carefully what you pick up.

You can also discard artifacts in order to make room for new ones. Discarded artifacts can be picked up again later on. Be careful, though! Artifacts are not bound to islands. If you discard an artifact when your island battleship is under way, it will be irrevocably lost!

**! Tip !** If you possess an aircraft, you can gather up artifacts in it by flying through them.

**\*7\***

## THE MASTER BUILDERS' MAGICAL ARTIFACTS

To open your artifact belt, press action key 1. The belt menu appears. Be careful, because the game continues and your enemies could take advantage of this moment to launch an attack! You can close the belt at any time by pressing the "cancel" key.

Use the arrow keys to switch between the artifacts in your belt.

When an artifact is in the middle you can activate it by pressing action key 1.

The number displayed bottom right of an artifact shows its present grade.

Some artifacts can only be activated once. You can recognize these easily by their red energy glow. These precious artifacts dissolve to nothing after being activated once, so think twice before using one!

Once an artifact is activated, it performs its function - provided you have enough energy. On your journey through the world you will find various artifacts. The most important magical artifacts have buildings stored in their energy matrixes.





## \* Building ARTIFACTS \*

In order to construct the building stored in an artifact, your character must be on your island. Your energy supply must be sufficient and there must be a suitable free building slot. If no building slot is free, or if you have insufficient energy available, the appropriate message appears.



If you have enough energy to activate the artifact, the screen display will change to the building view mode. Your island is shown from a bird's-eye view. Use the arrow keys to select a building slot for the building. Some buildings, like your watchtower, can only be built on certain sites.



Other buildings, like gun towers, can be placed on various different sites.

**! Tip !** Consider carefully where you place your guns - You have to reckon with attacks from all sides. Only by placing your guns carefully can you use the "take-over" key to repel a surprise attack from astern.



Once you have chosen a building slot, activate the artifact with action key 1. The camera angle changes back to the viewpoint of your character and the building is automatically constructed. During the construction phase the artifact transforms itself into the stored building.



**! Tip !** If your character is standing directly on a building slot, it is blocked and you must move off it before it can be used.

The function of buildings can only be used after completion of the construction phase. Automated buildings, like the hangar, begin operation immediately once the construction phase is completed.



Make sure your power supply is always ensured. You should build a power plant on your island, because your buildings need energy in order to function. Your hangar can only build aircraft if enough energy is available.

## \* Life ENERGY \*

The life energy display shows how much life energy you have left. The display varies, depending on whether you are in your character, in an aircraft, or in a building.

## \* Island ENERGY \*

The island energy display shows how much energy is available for the construction and operation of buildings.

## \* Artifact belt \*

Artifacts that are picked up by your character or an aircraft are stored in your artifact belt.

## \* RANGE INDICATOR \*

Your aircraft can only fly within a certain radius of your island. This display shows how far away from your island you are.

**! Tip !** You can tear down unwanted buildings if you need a certain building slot or if not enough energy is available for their operation. To demolish a building, use the "demolish" option in the building menu.

For more information about building functions read the section "Building menu".

**! Tip !** Before you experiment with new artifacts you should make sure your island is safe from enemy attacks. When your energy is depleted, even your guns stop firing, leaving you defenseless.





## \* Offensive spell artifacts \*

In order that your character can defend himself while exploring other islands, you need to find and activate an offensive spell artifact.

Offensive spells differ from building artifacts in that, once activated, they become visible on the right hand of your character.



An offensive spell artifact is activated as soon as you put it in your belt. There are various different offensive spell artifacts. If you want to use another spell, select it from your artifact belt. In order to use an artifact, select it from your belt and activate it.

You will see the artifact in the hand of your nomad know. The artifact is ready for use.

Press "action key 3" to cast/fire an offensive spell. Each time you cast an offensive spell it uses up energy until the charge is exhausted and the artifact dissolves.



For further information regarding spell artifacts see the following pages.

## \* Offensive spell \*

The offensive spell fires an energy pulse which does damage to the target. This is good for repelling attacking Skrits and demolishing enemy buildings.



**! Tip !** If an obstacle is in front of you, you can often blast your way through by using an offensive spell.



## \* Explosive spells \*

Explosive spells create little bombs which explode after a short time. All targets within the blast radius take damage - your own character included.



**! Tip !** Use explosive spells against immobile enemies or to destroy buildings. Be careful though - once a bomb is set, it will detonate at the slightest touch.

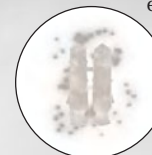


Once you have the **belt slot artifact**, you can raise the capacity of your artifact belt. This means that your character or aircraft can pick up more artifacts.



Keep an eye out for power packs. You'll need these to charge your **flight backpack**.

One power pack contains enough energy to activate your backpack. When you pick up a power pack the backpack is automatically recharged. To activate your backpack, press the jumping key and keep it held. Now your character can fly! For more information about the backpack and how to use it, read the section "Controls".

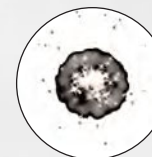


These artifacts **recharge your island energy** when you pick them up.

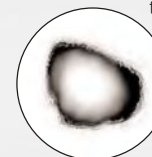


When an enemy aircraft is destroyed, it leaves behind an energy charge that your character or aircraft can pick up. These artifacts are automatically activated when you pick them up.

These artifacts **boost your maximum island energy**. Pick one up and you will be able to store a greater amount of energy. These artifacts are automatically activated when you pick them up.



If your character or aircraft picks up these artifacts, their **life energy will be restored**. These artifacts are automatically activated when you pick them up.





## \*8\* Buildings



Various building types are available to your nomad. To construct a building, open your artifact belt with the action key and select an artifact. Some artifacts contain one single charge and the stored building can be built only once. You can identify these artifacts by the red glow of their energy matrix. Other artifacts have an infinite number of charges. These you can identify by the blue glow of their energy matrix.

When a building is destroyed or demolished, it leaves behind its magical artifact which your character can gather up. This also applies to enemy buildings!

Every building costs energy. The energy used for construction is indicated by the island energy status bar. If enough energy is available, you can construct buildings on your own island. For more information read the section "The master builders' magical artifacts".

## \*9\* Building MENU

### - PLEASE SEE QUICK REFERENCE CARD ALSO -

When your game character approaches a building, you can activate the building menu by pressing action key 1 to use its functions. Select the desired function via the arrow keys and activate it by pressing action key 1. You can cancel the operation at any time by pressing the "cancel" key.



Select this command to take over control of a building and have direct control over its functions. Some buildings like gun towers can also be accessed directly via the "take-over" key.

To leave a building, press the "cancel" key.

### \* USE \*

### \* REPAIR \*

Use this function to repair damaged buildings. Take extra care of your special buildings: If your lighthouse is destroyed, you have lost - your island will plunge into the void. If an enemy succeeds in destroying your watchtower, your island will stop and you will have to rebuild the watchtower before you can continue further with your island.



### \* SLEEP \*

Some buildings, like your aircraft hangar, have the "sleep" option which you can activate to conserve energy - every aircraft you build costs energy. The "sleep" function can also be used to turn off automatic gun towers or hangars when you want to maneuver your island near the enemy without being noticed.



### \* WAKE UP \*

Use this function to reactivate sleeping buildings. These will resume their functions and, for example, react to enemy attacks.



### \* DEMOLISH \*

Select this function to tear down buildings. Use it to reposition your buildings, or to create free building slots for new buildings. When you demolish a building, its magical artifact is left behind. But be careful: some artifacts can only be used once. Buildings stored in such artifacts can only be erected once.



You can store artifacts in the artifact safe.



Use the "add" icon to deposit your precious artifacts in the safe. If there are no artifacts in your belt, the "add" icon is not shown in the menu.

If you want to take an artifact out of the safe, select the "take" function. If the safe is empty, the "add" icon is not shown in the menu.





## \*10\* GAME OBJECTS

### \* PLAYER'S BUILDINGS \*

In the course of the game your character will find or acquire various buildings. Your island has the following basic structures:



#### \* THE LIGHTHOUSE \*

The lighthouse is the heart of your island. If it is destroyed you lose and the game is over. So take very special care to defend the lighthouse when you are attacked and repair any damage to it in good time.



#### \* THE WATCHTOWER \*

In the watchtower you can select navigation points and maneuver your island. If there are several navigation points to choose from, you can use the arrow keys to choose between the various destinations. Select a navigation point and activate the drive of the island with action key 1 to set your island in motion. You can move your island back and forth between navigation points, or bring it to a complete standstill.



Each time a new navigation point is unlocked a message appears.

**! Tip !** In some levels several navigation points are available. Choose between different routes by going to your watchtower and using the arrow keys to select navigation points. The various points are labeled with numbers.



#### \* GUN TOWER \*

Use the gun towers to defend your island against attacks. When you select building slots, make sure your lines of fire are not blocked by other buildings and that you are safe from attacks from astern. Where you place your guns is crucial to your success in battle - or your failure.



#### \* POWER PLANT \*

Power plants produce energy. Without energy you are helpless, since you can neither construct new buildings, nor can existing buildings function properly. Make sure you have at least one operational power plant at all times and use every spare moment to improve your power supply. Be careful: it costs energy to build power plants. Only first-grade power plants are free.



#### \* SILo \*

Silos are energy stores. When you build silos, your maximum energy capacity is increased and your power plants and collectors can store more energy. Many advanced buildings cannot be constructed until you have a silo on your island.



#### \* COLLECTOR \*

Collectors mine carboniferous rock and burn it in their furnaces. When a coal field is within range, the collectors will automatically move there and begin operation. Be careful though- if it is in enemy territory, a collector can lead enemies to your island.



#### \* AIRCRAFT HANGAR \*

The aircraft hangar builds aircraft. If your island is attacked, your aircraft will automatically leave the hangar and attack any enemies within range. If the aircraft is destroyed, the hangar will immediately begin construction of a new aircraft, provided enough energy is available. By selecting the "use" option in the building menu or using the "take-over" key you can take over direct control of the aircraft and steer it yourself.

**! Tip !** You can use one of your aircrafts in order to pick up artifacts. Just fly through an artifact to pick it up. The artifact will be stored in your inventory belt automatically.

#### \* THE ARTIFACT PRESS \*



You'll find the artifact press at the Grey Market. Use this to upgrade artifacts. You have to find out the right combination by trial and error. Put any two artifacts into the press - maybe you'll be lucky...

To operate the artifact press, let your game character approach the press until you can open the building menu with action key 1. Use the arrow keys to select an artifact and press action key 1 once more to place the selected artifact into the press. Repeat this process with the second artifact.





Press action key 1 once more to start the press and begin the examination of the artifacts ...



**! Tip !** Be careful which artifacts you put in the press together. If you put a blue artifact with infinite charges in with a red artifact with just one charge, the resulting pressed artifact will also have only one charge. Two compatible blue artifacts on the other hand will result in a blue artifact with infinite charges.

If the pressing was successful, the two artifacts will have merged to form one new artifact which your game character can pick up. For example, you can use two first-grade gun tower artifacts to make one second-grade gun tower artifact.

If the two artifacts are not compatible they are ejected and you can try a different combination.

**! Tip !** You should try to find an artifact press as quickly as possible for your island. Only then can you constantly experiment with new artifacts.

### \* THE ARTIFACT SAFE \*



Use the artifact safe to store artifacts when your belt is full. Move your game character toward the safe and open the building menu by pressing action key 1. To take a stored artifact out of the safe, select the

“take” icon using the arrow keys. To transfer an artifact from your belt to the safe, select the “add” icon.

**! Tip !** If the safe contains no artifacts, the “take” icon is not shown in the building menu. If the safe is full of artifacts, the “add” icon is not shown.

**! Tip !** You should try to build a safe as quickly as possible on your island - there is not much room in your belt for new artifacts. And who knows when your travels may lead you to the Grey Market again ...



\* 1 1 \*

## THE WORLD OF PROJECT NOMADS



### \* HISTORY \*

Today, no one can even remember what the war was all about. Some legends tell of a conflict between the master builders and the sentinels. In others, the master builders and the sentinels fought side by side against the Skrits, an ancient insect race which suddenly appeared on Aeres and began to destroy the planet. Whatever caused the war, no side emerged victorious. The planet was ripped apart by the incredible forces that were unleashed by all sides.



Now the tale goes that the fragments that were once Aeres are only held together by the concerted efforts of the sentinels. That may, however, be just a legend, like those of the master builders of old whose knowledge once surpassed comprehension.

Even today, after all this time, there is still proof to be found of the power of the master builders - their magical artifacts.

These remnants of that once great culture are much sought after by the few who survived the catastrophe. They call themselves nomads; restless wanderers searching for what remains of the old civilization.

The master builders are but a legend and the sentinels have retreated to an inaccessible region. And so the world belongs to the nomads, who have undertaken the task of recovering the knowledge of the ancients ...



### \* YOUR island \*



Your flying island is your base. Use the magical artifacts to convert it into a flying battleship. Equip your island with gun towers and aircraft hangars and build power plants to improve our power supply. Only here can you erect buildings.

On your travels you can win artifacts by destroying enemies' buildings and collecting the artifacts they leave behind with your character or aircraft.

### \* YOUR CHARACTER \*

Your character can move around independently from your island. Use your character to explore other islands.



### \* THE ARTIFACTS \*

The ancient knowledge of the master builders is stored in magical artifacts, which are to be found all over the world. They are the most valuable things in the



world, because with them you can use the master builders' lost technology.

To erect a stored building on your island, open the artifact menu with the action key and select an artifact.

Other artifacts replenish your energy or increase the capacity of your artifact belt.

### \* THE OFFENSIVE SPELL \*

Collect offensive spell artifacts and activate them to arm your character.



Only then can your character defend himself against enemies when he or she leaves your island. There are many different kinds of offensive spell artifacts in the world, so keep your eyes open.

### \* AERES, THE WORLD \*

#### \* THE MASTER BUILDERS \*

These are the last descendants of the ancient world race. They preserve the forgotten technology and possess seemingly magical abilities. If they feel kindly towards you, they may help you to accomplish your tasks. However, for the master builders, the nomads are merely pawns in a much bigger game ...

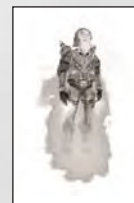


#### \* THE GREY MARKET \*

In the course of the game you'll visit this central place several times. Take a good look around - there's a great deal to be found ...



You can find new artifacts at the Grey Market. Trevayne, the owner of the market, has his store of artifacts there. If he likes you, you can discover a lot of things from him ...

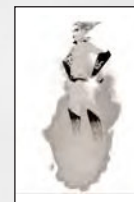


On your travels you will meet various inhabitants of the world. Nomads, traveling merchants, enemies and potential allies. You can trade artifacts to fit out your island with better equipment or

to procure new spells. Talk to the other inhabitants to get valuable information. Some of them will be wary or hostile, for in the world no one else is to be trusted.



Often they will shoot first and ask questions later, so if your island runs into a wing of fighters or a battleship-island, watch out ...





### \* BASALTFACE\*

#### THE OLD MASTER BUILDER



Basaltface is the most powerful member of the old master builders' guild. Because of their technology, the master builders are regarded by the nomads as having magical abilities.

The sentinels under the leadership of Seraphim are their helpers. The insect race of the Skrits and the queen Skrit are kept in check by a control machine made by the master builders.

A long time ago, the master builders' guild banished Basaltface to the lowest level, where he is held captive by the sentinels. That is, until one day you happen by and let him out of his prison ...

### \* TREVAYNE \*

#### FROM THE GREY MARKET



After returning from the Sea of Flames laden with master builders' artifacts, Trevayne set up the Grey Market, a neutral meeting point on the lowest level. Over the years, the Grey Market developed into a town. Other nomads settled there and these now live

and do business protected by the defensive fortifications of the Grey Market. In the center is Trevayne's artifact store, in which old and new technology is piled up together. Here everything is for sale ... for the right price.

Trevayne deals in artifacts and machines, and he is glad to help nomads in distress repair their vehicles and islands - if they can pay ...

### \* SERAPHIM \*

#### THE LEADER OF THE SENTINELS



Seraphim is the leader of the sentinels. Originally he came from the third level and lived in the master builders' machine city. His task is to watch over Basaltface. He has lived on the lowest level for many

years now. Aboard his heavily armed airship, he patrols the boundaries of the sentinel territory and commands his fighter wings.

### \* THE ENEMIES \*

**Sharks** are the sentinels' fighters. They are fast and maneuverable, but only lightly armed.



These are mighty island battleships with gun batteries and energy generators. Arm yourself well before you challenge one. Only if you have heavy guns do you stand a chance.

**! Tip !** If you manage to destroy the enemy lighthouse by aiming carefully at it, your attacker will plummet into the depths of the Sea of Flames.



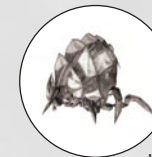
**Barrage balloons** are filled with explosive gas. They are easily destroyed, but if your island collides with one, the explosion will rip your island apart!



### \* THE SKRITS \*

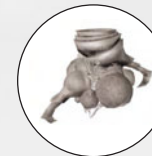
Skrits - if you come across these insect creatures, you can either run for it or fight for your life. They attack all humans on sight and know no mercy, so arm yourself well before entering their territory.

You'll find **ground Skrits** all over the world. Fully grown, these can reach up to six meters in size. They inhabit old buildings, forests and dark corners, where they build their nesting places.



Everything and everyone who comes near them is attacked immediately. They spit deadly poison and in close combat they attack relentlessly without regard for their own losses. In the open you can defend yourself without difficulty by using offensive spells, but if you are cornered you can easily fall prey to the Skrits.

**Destroy Skrit** nesting places wherever you find them - only then can you avoid being constantly attacked by new enemies.



**Flying Skrits** are in the second stage of development. They are between 9 and 15 meters in size, fast, deadly and extremely aggressive.





Lead by the queen Skrit, they attack their target without regard for their own losses. Only by reacting quickly and without hesitation can you win a fight against a horde of Skrits.

**\* THE QUEEN SKRIT \***

The queen Skrit is the monarch of the Skrits. Very little is known about the queen, but the old legends tell of unimaginable horrors. She rules over the merciless hordes of insect creatures. After the Skrit wars, the master builders erected the gigantic control machines in the machine city in which the queen is imprisoned.

But remember, the world is full of surprises - who knows what may cross your path on your travels. Be prepared for anything ...



**\* 12 \***

**Multiplayer mode**



In the multiplayer mode of *Project Nomads* you are pitted against other players and their islands over a local area network (LAN). After choosing your character, the battle begins - a merciless battle of island against island. Use your island as a mighty battleship and eliminate your enemies.

To play *Project Nomads* in multiplayer mode, at least two PCs must be connected together in a network. In multiplayer mode the game supports up to eight players over a LAN.



A full version of *Project Nomads* must be installed on each computer. Start the game on each computer; select the multiplayer option using the navigation keys and press action key 1 to confirm your selection.

This will bring up the multiplayer menu:

**\* Multiplayer MENU \***





## \* CREATE GAME \*

This starts a new multiplayer game. A game is created on one computer which the other players then join.



After you have created a game, you must choose your game character. Select a character using the navigation keys and press action key 1 to confirm your selection.



Now you can select a game map. *Project Nomads* offers 15 different game maps for two to eight players. Select a map using the navigation keys and press action key 1 to confirm your selection.

The game has now been created and waits for the other players to join. In the top left corner you'll see some colored buttons which show you how many



clients (players) have joined the game. Once all the players have joined, select the option "Start" using the navigation keys and press action key 1 to start the game. To stop the game, select the option "Stop game".

This will return you to the main menu.

## \* CHOOSE GAME \*



Use this option to join a multiplayer game that is waiting for clients.

**! NOTE !** You cannot join a session that has already begun, but must wait until a new game is created

## \* DIFFERENCES TO SINGLE PLAYER MODE \*

In multiplayer mode you can navigate your island freely through the game by using the watchtower. Take your character to the watchtower and open the building menu with action key 1. Select "Use" and press action key 1 once more to take over control of the watchtower.

Use the navigation keys to turn right or left. When you are faced in the direction in which you want to go, press action key 1 to start the island drive.



**! Tip !** You can change course while moving by activating the drive first and then using the arrow keys to change direction.

To shut down the island drive, press action key 1 once more.

Your island will fly in the direction you have chosen until either the drive is shut down, or an obstacle is encountered.

**! Tip !** It will stop automatically if something is in the way.

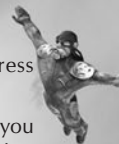
In multiplayer mode your character has unlimited power for the flight backpack. Fly your character through the game world and collect artifacts to equip your island for battle.



To activate your backpack, press the jumping key twice quickly. Use the navigation keys to steer.

If your character is attacked while exploring other islands and his energy level sinks to zero, he will automatically be returned to your island and the island energy will replenish his life energy.

In order to defeat enemies you must destroy their lighthouses. Their islands then crash into the abyss and the game is over for them.





**! Tip !** If your lighthouse is destroyed you can move the camera freely around the game map. This means that, despite being eliminated, you can still follow the multiplayer session to the end.

When all the other players have lost their lighthouses or have left the game, the remaining player wins.



## \*13\* Credits



### Radon Labs

#### GAMEDESIGN

Bernd Beyreuther

#### LEAD PROGRAMMER

Andre "Floh" Weissflog

#### HEAD OF LEVELDESIGN

#### STORY

Bernd Diemer

#### SOUND DIRECTOR

Sylvius Lack

#### PROGRAMMING

Andreas Flemming  
Mark Thiele  
Peter Haider  
Jeremy Bishop

#### Graphics

Katharina Sebald  
Henning Gawrisch  
Sven Assmuss  
Jana Wolf  
Patrick Lehmann  
Klaas Krüger

#### LEVELDESIGN

Sven Fahrenwald  
Eric Werner  
Torsten Rübiger  
Mathis Hardach  
Stefan Warias  
Jonas Buschmann

#### Tools

Sebastian Rothe  
Ivo Rasmuss Stock

#### DESIGNS

Marcus Koch  
Thorsten Kiecker  
Silvio Ullrich  
Olaf Bastigkeit  
Mario Kuchinke Hofer

#### COVER

Julian Goethe

#### VOICES

Joachim Kerzel  
Hans Teuscher  
Jana Kozewa  
Otto Strecker

#### VOICE RECORDING

BIKINI STUDIOS

#### Additional Graphics

4K ANIMATION

#### TESTING

Ivo Strugar  
Kevin Lehmann  
Karl-Heinz Reisenauer  
Davina Prachnau  
Daniel Olschewski  
Robert Ladig  
Martin Kammerer  
Andrew Karpow

#### BUSINESS AFFAIRS

Andre Blechschmidt

#### SUPPORT

Gerd Hahn  
Christian Seltmann  
HAHN FILM AG



### **DEVELOPMENT**

#### **DEVELOPMENT DIRECTOR**

Dirk Weber

#### **PRODUCER**

Friis Torben Tappert

#### **PRODUCT COORDINATOR**

Jochen von Nida

#### **LOCALIZATION MANAGER**

Thomas "Tom" Kröll  
Oliver Silski  
Gabor Modos  
Sebastian Lindig

#### **SENIOR QA MANAGER**

Peter Oehler

#### **QA MANAGER**

Thomas Heil

#### **LEADTESTER**

Dietmar Heß

#### **CO-LEADTESTER**

André Dordel  
Stefan Hertrich

#### **TESTING**

Tobias Henken  
Johannes Hauer  
Stefan Thomé  
Sebastian Merkel  
David Spak  
Per Piper  
Pascal Renschler  
Thomas Heilbronner  
Christian Schüpff  
Aleksandar Opatić  
Julia Schulz  
Frank Heim  
Karin Daiß  
Tony Bernardin  
Christian Treiling  
Eric Schreiber  
Torsten Weinstein  
Stefan Schreiber  
Daniel Schömperlen  
Güven Altun

#### **QA Technical Advisor**

Thomas Steg

#### **MARKETING**

#### **MARKETING DIRECTOR**

Anita Gallitzendörfer

#### **SENIOR GRAPHIC DESIGNER**

A. Adrian Alonso

#### **GRAPHIC DESIGNER**

Christina Gorenflo  
Sara Stehlin

#### **Web & Multimedia Development UK**

Edward Willey

#### **PR**

#### **PR DIRECTOR**

Eric Standop

#### **PR MANAGER**

Anita Rodic  
Milene Rijcken

#### **PR MANAGER UK**

Kate Osman

#### **SPECIAL THANKS**

Martin Löhlein  
Mario "Mayo" Gerhold  
Axel "Papa" Rathgeber  
Sven Schmidt  
Thorsten "Ice T" Feld  
Ulf Neumann  
Claudia Rieflin  
Thomas Emser  
Gregor Bellmann  
Daniel Grunder  
Daniel Jänsch

description (when, how and where the error occurred, what exact were you doing?), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

Please provide us with the following information:

#### **Personal details:**

- E-mail address
- If you contact us from outside Germany, please provide us with information on your location and the language version of the program you are using.

#### **Computer details:**

- Computer make and model
- Windows version
- Speed and manufacturer of the processor

- Speed and manufacturer of the CD ROM of your computer and an exact

- Total System RAM
- Video card make and model
- Sound card make and model
- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line, before confirming it by pressing the "Enter" key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference ...

#### **CONTACTS :**

24 hours via email at:

[support@project-nomads.de](mailto:support@project-nomads.de)

Please do not address support requests to our company address or phone number as there we cannot answer any technical questions.

## \* LICENSE CONTRACT \*

### With the use/installation of the CD *Project Nomads*, you agree to the following license agreement:

IMPORTANT: PLEASE READ THROUGH THIS CAREFULLY!

This end-user-license ("EULA") is a legal binding contract between you and CDV Software Entertainment AG for the above mentioned software product, consisting of the computer software and possible relevant media, printing material and electronic operating instructions (the "software product"). By installing the software product, copying it or using it in any other way, you admit to the conditions of this EULA unlimited. Should you not agree to the conditions of this EULA, do not install this software product, but hand it back to the person you received it from, in return for refund of the licence fee within 30 days.

Product name: *Project Nomads*

### Software product licence

This software product is copyrighted (by national law and international contracts.). This software product has not been sold to you, but is only licensed to you.

#### 1) Licence warranty

This EULA warrants you a licence with the following rights: Use of the delivered software. This software product must only be used by you. You are allowed to install this software product and use it on one computer only.

#### 2) Description of further rights and restrictions

Restrictions concerning Reverse Engineering, Decompilation and Disassemblierung. You are not allowed to change the software product, subject it to a Reverse Engineering, decompilize, or disassemble it. The software product is licensed in a whole. Its parts must not be separated, to use them on more than one computer.

**Hiring out:** You must never lease, rent or lend the software product to anybody.

**Software negotiation:** You are allowed to negotiate all rights you are entitled to under this EULA completely and durable, as far as you (a) do not retain any copies (of the whole software product or single parts of it), (b) negotiate the whole software product (including all covering material (in media- or form), upgrades, and the EULA durable and completely to the consignee.

#### 3) Copyright and trademark rights

The software product (inclusive all illustrations, photos, animation sequences, video-, audio-, music- and text parts, which were embedded in the software product), as well as all the connected trademark and rights of usufruct, the covering, printed materials and all copies of the software products are property of CDV Software Entertainment AG or a connected enterprise and Radon Labs. The software product is protected copyright and trademark-legal by national law, international law and international contract stipulations. With regards to archives purposes, you must handle the software product like any other by copyright protected work, and you must not make copies of the printed materials which are covering the software product. You must not remove, modify or change the hints about copyrights and trademarks from the software product. This particularly regards to hints on the packing and the data media, in hints which are published on the web site or which are accessible by internet, or others which are included in the software product or are created from this.

#### 4) Limited warranty

Limited warranty. CDV Software Entertainment AG warrants, that (a) the software product essentially works in agreement with the written records being supplied with the software product from CDV Software Entertainment AG. This warranty covers 90 days, beginning with the date stated on the receipt.

Legal remedy of the customers. The responsibility of CDV Software Entertainment AG and their suppliers as well as their excluding guarantee claims limit to - by choice of CDV Software Entertainment AG - (a) the payback of the licence fee you payed, as far as those was payed and do not overstep the recommended retail price, or (b) repair or replacement of the part, or the parts of the software product, which efficiency CDV Software Entertainment AG must guarantee for, as far as the software product is given back to CDV Software Entertainment AG, including a copy of your receipt. This limited warranty is not valid, if the defect is based on an accident or misused or faulty handling. For each replaced software product, the guarantee for a period of 30 days, or, as far as it causes a longer period of warranty, is taken over from the first guarantee period CDV Software Entertainment AG yields this guarantee steps and product services only, when it is proved, that the software product was obtained legally. No further warranties. CDV Software Entertainment AG and their suppliers exclude, as far as this is permitted by practicable law, any further warranty, as well as the liability for occurring or failure of an explicit or tacitly agreed condition. This includes especially the concluding legal warranty for marketable quality, for the suitability for a special aim, for property, for the non-violation, concerning the software product and the stipulation, which assigns service activities, respective for shortcomings in the field of service activities.

#### 5) Limited liability

As far as this is permitted by practicable law, CDV Software Entertainment AG and their suppliers are not liable for special damages being based on accident, or mediate damages, just as little as for any following damages, especially for compensation for the loss of business takings, for the interruption of business operation, for the loss of business information or any other financial damages, arising from the use or an impossibility of the use of the software product, or from the guarantee or abstained guarantee of service activities. This even applies, if CDV Software Entertainment AG was drawn to the possibility of such damages. In any case, CDV Software Entertainment AG's entire liability will be, by instruction of this EULA, limited to the amount you actually paid for the software product. All this restrictions are not valid, if CDV Software Entertainment AG caused the damage wilfully.

#### 6) Final restrictions

Should restrictions of this contract be not legally binding in whole or in part, and/or not practicable, and/or loose their legal force later, the validity of the remaining restrictions of the contracts shall not be touched. This also applies, if it should be proved, that the contract includes a settlement gap.

Instead of the ineffective and/or impracticable restriction or for filling the gap, an adequate settlement shall be valid, which, as far as legally possible, approaches best to the intended settlement.





[www.project-nomads.com](http://www.project-nomads.com)

**RADON**  
LABS **cdv**

POWERED BY  
**game**spy