PARAWORLD

Manual

auran presents

JOWOOD PRODUCTIONS
PRESENTS
A PIRANHA BYTES GAME

Gothic
3

| M | Moderate Violence |

PIRANHA · JoWooD Productions · PC DVD

auran presents

CALL OF JUAREZ

| MA 15+ RESTRICTED | Strong Violence |

techland

PC DVD

Contents

1. Installation

1.1 System Requirements

Minimal Configuration:
* Pentium® with 1.6 GHz or equivalent Athlon™ processor
* 512 MB RAM
* DirectX® 9-compatible graphics card with 128 MB RAM
* DirectX® 9.0c
* Windows® XP or Windows® 2000

Recommended Configuration:
* Pentium® with 3 GHz or equivalent Athlon™ processor
* 1 GB RAM
* DirectX® 9-compatible graphics card with minimum 128 MB RAM
* DirectX® 9.0c Windows® XP or Windows® 2000

1.2 DirectX®

1.2.1 What is DirectX®?

DirectX® is a component of Windows® 2000 and XP, which enables Windows® to access certain parts of your processor very quickly, thus ensuring that current games run at optimum speed.New technologies, e.g. state-of-the-art 3D graphics cards, are also optimally supported by DirectX®. In order to guarantee that PARAWORLD runs smoothly on your PC, you need to install the latest DirectX®-Version, DirectX® 9.0c or higher.

For further information regarding DirectX® go to the official website: http://microsoft.com/directx.

1.2.2 DirectX® 9.0c Installation

PARAWORLD automatically checks whether DirectX® needs to be installed or updated.
If you want to install or update DirectX yourself:
Please insert the PARAWORLD-DVD in your DVD-ROM drive and left-click on START in the Windows® task bar at the bottom left of your screen. Choose "Run", type D:\DirextX\dxsetup in the dialog box, and click on OK. (If your DVD-ROM drive is not "D", please change your entry in the dialog box accordingly.) The DirectX® installation menu will now lead you through the necessary steps to install the software.

1.3 Installing the Game

To install PARAWORLD on your PC, please follow the instructions below.
1. Start your PC and the Windows® operating system

2. End all running programs and tasks. In order to ensure a smooth installation process, please end all active virus scanning programs, too.
3. Insert the PARAWORLD-DVD in your DVD-ROM drive. After a few seconds, the PARAWORLD autostart menu appears on your screen.
4. If the PARAWORLD autostart menu does not appear after a few seconds, the autostart option is deactivated on your PC. Left-click on START in the Windows® task bar at the bottom left of your screen and choose "Run". Now enter D:\autorun.exe in the dialog box and click on OK. (If your DVD-ROM drive is not "D", please change your entry in the dialog box accordingly.)
5. Click on the "Install" button. The installation program InstallShield Wizard is activated. Now follow the instructi ons of the installation program in order to install PARAWORLD on your hard disk.

1.4 Starting the Game

In order to play PARAWORLD, the PARAWORLD game DVD needs to be inserted in your DVD-ROM drive.
Starting the program with the game DVD already inserted:
1. End all programs running in the background and fore ground. If you encounter any problems when trying to start the program, it is re-commended that you end the virus scanner as well.
2. Left-click on START on the Windows® task bar at the bottom left of your screen and choose Programs > Sunflowers > PARAWORLD > Start PARAWORLD.
Starting the program with the game DVD not yet inserted:
1. End all programs running in the background and fore ground. If you encounter any problems when trying to start the program, it is re-commended that you end the virus scanner as well.
2.Insert the PARAWORLD game DVD into your DVD-ROM drive. After a few seconds, the PARAWORLD autostart menu appears on your screen.
3. If the PARAWORLD autostart menu does not appear after a few sec-onds, the autostart option might be deactivated on your PC. Left-click on START on the Windows® task bar at the bottom left of your screen and choose "Run". Now enter D:\autorun.exe in the dialog box and click on OK. (If your DVD-ROM drive is not "D", please change your entry in the dialog box accordingly.)

1.5 Uninstalling the Game

In order to delete PARAWORLD from your PC, please follow the instructions below:
1. Left-click on START on the Windows® task bar at the bottom left of your screen and choose Programs > Sunflowers > PARAWORLD > Uninstall PARAWORLD.
2. Follow the onscreen instructions to finish the de-installation process for PARAWORLD.

2. What is PARAWORLD?

2.1 Introduction

Your warriors are perched in dizzying heights on the heads of powerful battle dinosaurs and command them through a prehistoric world as breathtakingly beautiful as it is dangerous. Armed with devastating weapons and covered in fearsome war-paint you go to battle.

This is PARAWORLD, fought over by the giants of primeval times, powerful heroes and the ruthless SEAS organization. Dinosaurs, humans and other fantastic life forms coexist in this magical place – but how can that be possible?

2.2 Background

When the hitherto accepted world view started to fall apart due to new findings in physics, many physicists resisted the new ideas, as not everybody was wiling to accept the new theories.

Based on these theories, in 1957 an American scientist stipulated that events do not just take place in our world, but could quite possibly occur in other, parallel realities, too.

The hypothesis resulting from this concept – the theory of multiple worlds – states that, apart from our own, there are many other dimensions which were separated from this world at some point in time and are now developing individually. However, until this day, nobody can be sure whether these dimensions are in some way connected, and if so, whether it is possible to travel between them?

This, in short, is the general scientific opinion regarding parallel worlds. But secretly, and without anybody in this world even suspecting as much, a genius mind succeeded as far back as the 19th century to open a gate into another dimension and foray into one of these parallel worlds. In the prehistoric PARAWORLD, as its discoverer named it, primeval creatures and dinosaurs roam, but concurrently, mankind developed alongside.

2.3 What really happened

At the beginning the 19th century, a group of elite scientists flocks around brilliant mathematician Jarvis Babbit. This secret society is searching for parallel worlds our ancestors had only vague notions of, and whose existence has not been verified – until now.

After decades of work, Babbit succeeds in disclosing the secret behind the warp gates: Using a mechanical computer, he manages to calculate the position, location and time these doors between the two worlds open. As a result, Babbit and his team discover the ParaWorld, which is inhabited by warring tribes, dangerous dinosaurs and other primeval creatures.

The newly discovered ability to travel between worlds offers unprecedented opportunities to the secret society: The parallel world is subject to different laws of nature and has the effect of a fountain of youth on the scientists – they stop aging.

But three young scientists lift the veil of this secret: excitable geologist Anthony Cole, nature-loving biologist Stina Holmlund, and the somewhat shy physics genius Béla András Benedek. In the course of their research, the three discover evidence which points towards the existence of a parallel world.

With a cunning trick, Babbit lures the three young scientists into a trap, and they end up in the PARAWORLD.

And time is running out...

2.4 The Heroes and their Special Actions

In order to survive the prehistoric world of PARAWORLD, you need extraordinary skills. The average human of our world would barely stand a chance to withstand this hostile environment. Fortunately, in PARAWORLD you have access to various special units who can assist you during this awesome adventure. These exceptional inhabitants who stand out from the other characters of the three tribes due to their special abilities and skills are the heroes in PARAWORLD. The three young scientists Anthony Cole, Stina Holmlund and Béla András Benedek are examples for the sheer heroism which must be mustered to carry out extraordinary, sometimes even unbelievable feats in the extremely dangerous environment of PARAWORLD.

In PARAWORLD, you have the three tribes' standard units as well as different heroes at your disposal. Some of these characters are from our world, some of them are from the parallel world, but all of them are considerably stronger than the standard units, and they also have various Special skills available to them. Depending on the game mode and progress in the campaign, various different Heroes are made available.

Heroes cannot die, as opposed to regular units. If heroes lose their lives, you can re-create them. The prerequisite for this action is that you have the necessary buildings, e.g. the Dragon Clan Teahouse, as well as resources which need to be invested to "recreate" the hero. Below are the individual heroes' biographies and the individual strengths and Special skills of each hero, as well as the bonuses each hero provides for an entire tribe of specific units.

Anthony Cole

Cole is a spontaneous, direct man with a great deal of joie de vivre, who always says what he thinks and fights for the things he believes in. Occasionally, his hot-headedness gets him into trouble. He has a degree in geology and, through his work, discovered a place where the various stratums were almost inextricably conglomerated. He wrote a paper about this extraordinary discovery, but some unknown person made sure that it was never published. Babbit was not going to tolerate that amount of potential attention and interest.

Type: Strongest close combat unit in the game
Strengths: Close combat
Weaknesses: None
Special abilities:
Level 1: Large amount of Hit points
Level 2: Automatically increases the combat strength of all close combat units in the vicinity
Level 3: Shotgun
Level 4: For each tribe, one Special skill becomes available.
Level 5: All own close combat units receive additional Hit points

Stina Holmlund

Stina is the daughter of a very dedicated Swedish politician and a Danish diplomat. Her mother instilled in her an understanding of the beauty of nature. Stina went to university to read biology and animal health. She often goes on expeditions to remote areas and is actively involved in animal protection issues. Her research has been watched by Babbit for quite some time - so it was easy for him to intervene at the crucial moment.

Type: The best warrior against any kind of animal
Strengths: Combat against animals
Weaknesses: None
Special abilities:
Level 1: Very fast
Level 2: Lancers and Spearmen in the vicinity receive increased defense values
Level 3: Animal hypnosis
Level 4: For each tribe, one Special skill becomes available.
Level 5: All close combat animal units receive stronger close combat armor

Béla András Benedek

Béla comes from Hungary where his area of specialization was theoretical physics. Béla is an open and affable person. During his research, he came to the conclusion that the existence of parallel worlds is not only a distinct possibility but that there should even be a way to enter them. Warned by his experiences with Nikolaj Taslov, Babbit had made sure that Benedek and his research work were closely monitored. Even if Benedek had no idea, his involuntary journey into a strange parallel world had been decided a long time ago.

Type: His arrows always hit their target. He is the best Archer by far.
Strengths: Ranged combat unit
Weaknesses: None
Special abilities:

Level 1: Fires further than any other ranged combat unit
Level 2: Ranged combat units in the vicinity can fire further
Level 3: Sniper Shot
Level 4: For each tribe, one Special skill becomes available.
Level 5: All Ranged weapons cause more damage

Béla András Benedek

The Arch Druid

He lives a lonely existence on an island in the parallel world where he follows the mysterious ancient ways of magic and takes care of the holy mammoths. As the last descendant of a long line of holy men and women who once were the Norsemen's priests, many of the ancient secrets are known only to him. His companion disappeared a long time ago, and it burdens him that he still doesn't know anything about her fate in the hostile vastness of this other world.

Type: A very effective Healer and at the same time a passable if not exceptional close combat unit.
Strengths: Combat against animals
Weaknesses: None
Special abilities:

Level 1: Automatic self-healing
Level 2: Heals friendly units in the vicinity
Level 3: Can completely heal all animals within a certain radius
Level 4: For each tribe, one Special skill becomes available
Level 5: Healing increases

Arch Druid

Nikolaj Taslow

On earth, Taslow used to be a scientific genius of his time and hence, due to his enormous knowledge, posed a serious potential danger for the SEAS. After he refused to join the SEAS, they initially tried to discredit him. When this proved to be futile, he was taken to the PARAWORLD against his will. His limitless knowledge in the research area of electricity was suddenly completely useless, as, for unknown reasons, electricity does not work in the PARAWORLD. Nevertheless, he has never given up and continues to fight on, aided by his exceptional intellectual capabilities and his indefatigable exploring spirit.

Type: A good ranged combat unit and, at the same time, by far the best worker around.

Strengths: Producing ranged units and buildings

Weaknesses: None

Special abilities:

Level 1: Constructs all buildings faster than a regular worker
Level 2: All buildings in the vicinity are automatically constructed faster
Level 3: Can completely destroy an enemy vehicle on contact
Level 4: For each tribe, one Special skill becomes available.
Level 5: Construction costs of a destroyed enemy building are credited to the player as resources

James Warden

Warden had published a few ground-breaking biological reference books on earth. When some of his findings turned out to be too close for comfort for the SEAS, they abducted him before he could publish them. Hence, his theories regarding fantastic creatures and other worlds never reached the public.

Type: Only Warden is a better animal handler than Stina. However, he is not an exceptional warrior, but makes up for this slight shortcoming in other ways.

Strengths: Combat against animals

Weaknesses: None

Special abilities:

Level 1: Wild animals do not attack him
Level 2: All units in the vicinity will also escape attack by wild animals
Level 3: All units in the vicinity will not be damaged by enemy units or wild animals for a short period of time
Level 4: For each tribe, one Special Skill becomes available
Level 5: The production of all animals is cheaper

Nikolaj Taslow

18.13 — 4.59 ; 61.8
16.10 — 7.80 ; 34.
18.68 - 10.73 — 7.09   (22-6

James Warden

Heinrich Kleemann

(only in Singleplayer campaign)

On earth, Kleemann was an eminent archaeologist and made some minor discoveries, which is what attracted the interest of the SEAS. When he found himself in the PARAWORLD, he succeeded in gaining the trust of the Governor.

Type: A very secretive character and a bit of an enigma who knows how to hide his strengths. His success in the new world, however, proves that he does have them. Nobody knows anything about his specific abilities.

Governor

(only in Multiplayer mode)

Born as the illegitimate son of the High priest in the temple of the Holy city, he was abandoned in the desert and saved by a small tribe of the Dustriders. After they had raised him, he eventually succeeded in becoming Governor. The council of the Holy city puts a great deal of trust in him.

Type: Apart from Cole probably the strongest close combat unit the parallel world has ever seen.

Strengths: Combat against buildings

Weaknesses: None

Special abilities:

Level 1: Can destroy enemy buildings very swiftly

Level 2: Enemy infantry in the vicinity causes less damage

Level 3: Special attack causes considerable area damage in the vicinity

Level 4: For each tribe, one Special skill becomes available.

Level 5: All workers of the own tribe learn to protect themselves better against attacks and to cause more damage

Heinrich Kleeman

Governor

Ada Loven

Loven has been Babbit's assistant and confidante for a long time. With her extraordinary knowledge and skills, she has continually supported and furthered Babbit's work. Lately, however, she has started to doubt the motives of the SEAS.

Type: Ada is not particularly strong in defense but offers deadly attacks
Strengths: None
Weaknesses: Weak defense
Special abilities:
Level 1: Range of sight increases
Level 2: The attack frequency of enemies in the vicinity decreasesLevel 3: Her Special skill "Head shot" kills an enemy unit immediately or causes a lot of damage
Level 4: For each tribe, one Special skill becomes available.
Level 5: All units are produced faster

Jarvis Babbit

(only in Multiplayer mode)

Babbit is the head of the SEAS. It was him who first came across the antique records which revealed the mystery of the new, fascinating PARAWORLD. He led the first expedition into the parallel world and subsequently established the secret society named SEAS. Apart from his role as a scientific genius, he also rules this mighty organization with an iron grip.

Type: Not only can Babbit cause a considerable amount of damage, his main feature is his ability to absorb unbelievable amounts of damage, too.
Strengths: Very high defense values
Weaknesses: None
Special abilities:
Level 1: Extremely high Armor value
Level 2: Friendly units in the vicinity cause more damage to buildings
Level 3: Minigun
Level 4: For each tribe, one Special skill becomes available.
Level 5: All buildings are constructed faster

2.5 The Tribes

The Norsemen

They are strong, proud warriors who cannot deny that their roots lie in a northern Europe long since gone. Tall and equipped with powerful weapons and heavy armor, they are the perfect warriors for close combat. Hardened by their rough customs and strengthened by their incomparable courage and fighting spirit, they never avoid an enemy. Due to the fact that they are equipped with strong armor and various metal weapons forged by their own weapon smiths, they are almost invincible in close combat situations. For the rough and ready Norsemen, there are only two options: victory or death.

The Norsemen are able to construct a large variety of buildings and, more importantly, massive defensive fortifications. Furthermore, the Norsemen have many units which are very efficient in close combat.

The Dustriders

There is a theory that the birthplace of the Dustriders can be found somewhere in the Africa of our world. The Dustriders live in harmony with nature and consider themselves an essential part of the parallel world with all its secrets and perils. They are nomads and have managed to integrate a great number of primeval animals into their daily life. But they don't just make use of the PARAWORLD creatures in their day-to-day existence. They have managed to train the awesome giants as strong mounts and fierce combat units which will make their enemies freeze with terror or run for their lives.

The nomadic Dustriders have the fewest buildings of all tribes. As they use light tents and mobile units instead of buildings, they are extremely fast and flexible. Due to this fact and the large amount of very varied and awesome animal units used by the Dustriders, they are a force to be reckoned with – even without massive walls.

The Dragon Clan

Apart from Babbit and his henchmen, the mysterious Dragon Clan boasts the highest technological proficiency in PARAWORLD. These inhabitants of the parallel world are of Asian descent and absolutely determined in their efforts to exceed their own technological achievements over and over again. The Dragon Clan always conducts combat actions cunningly and with thorough deliberation. Frontal attacks are not their idea of warfare. They are much more likely to use their defensive strengths and rely on their ranged weapons, clever traps and other defense facilities to rout their enemies.

Even the other inhabitants of the parallel dimension don't know much about the Dragon Clan. Those brave enough to have tried find out more often suffered injury in one of the Dragon Clan's cunning traps without ever having laid eyes on the fabled tribe. The majority of these adventurous spirits, however, never made it back.

2.6 Enemy Alliances

The SEAS

The abbreviation SEAS stands for "Society of Exact Alternative Sciences". This inscrutable secret organization is led by Jarvis Babbit. After discovering the parallel dimension of PARAWORLD, Babbit soon realized that he could not achieve his aims on his own and needed the help of an organized group of experts. The SEAS is a tightly structured hierarchy not dissimilar to a military organization, despite being lead by a scientific genius. The other tribes in PARAWORLD tell of ground troops but also of vehicles under the SEAS banner. There is talk of even more fantastic combat machines, but even in the sometimes obscure history of the PARAWORLD, this might simply be an unsubstantiated rumor.

The Barbarians

They could easily be mistaken for Norsemen, as due to their mutual extraction and similar looks, they resemble each other like brothers. But nothing could be further from the truth. Whilst the Norsemen follow honorable principles and do not use violence unless it is absolutely necessary, the Barbarians are the exact opposite. They are brutal and violent and use any means, no matter how foul, to achieve their goals. Any imaginable gruesome deed will be done without remorse in order to scare and terrorize their enemies.

2.7 The Island Worlds

The prehistoric parallel world of PARAWORLD consists of a number of islands which can be divided into five different climatic zones. These zones are home to many animals and plants and feature completely different geological structures.

The Northlands

Home of the Norsemen, this cold, hostile climate is only suitable for a small number of animals.

The Icewaste

Only few plants and creatures can survive in this cold region. With its sparse vegetation, it makes for a hostile environment.

The Savanna

The Savanna is the Dustriders' habitat. This vast steppe territory is home to a large variety of animals.

The Jungle

The jungle vegetation is much lusher than that of the other climatic zones and makes it easy for the animals to hide.
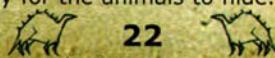
Volcanoes

This volcano landscape is even less accommodating than the Ice Wastes. Even though the temperature is quite pleasant and warm, even the hardiest heroes cannot stand lava and ashes for a very long time.
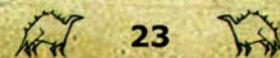
3. Playing PARAWORLD

Now that you have familiarized yourself with the background and basic information regarding PARAWORLD, the following paragraphs will provide you with further details as to the controls and to playing PARAWORLD. Please read this manual thoroughly to learn more about the basics of the game, the Singleplayer and Multiplayer modes, and the game tactics.

It's best to become familiar with PARAWORLD by simply playing the included introductory game before you move on to the campaign or other elements of PARAWORLD.

3.1 Basics

PARAWORLD features various Game modes which enable you to enjoy the game on your own or with other players. Furthermore, you can choose specific settings or Save games in order to resume them later. Where you perform specific tasks, and which gaming possibilities PARAWORLD provides, is explained below.

3.2 Main Menu

After starting PARAWORLD and watching the Intro movie, you get to the Main menu. The Main menu is the screen you use to change and adjust all basic settings. Furthermore, you can select and play all available Game modes.

These are the Main menu options:

Start campaign
Left-clicking on this button gives you access to the Campaign menu where you find the Campaign tutorial.

Continue campaign
Use this to resume the campaign from the point you last reached.

Load game
Selecting this option lets you continue a previously saved game.

Multiplayer mode
Left-clicking on this button takes you to the Multiplayer menu.

Skirmish
This takes you to a menu where you can change the settings for a Skirmish.

Options
This is where you determine a variety of settings for PARAWORLD.

Credits
Find out who was involved in the production of PARAWORLD.

Quit
Leave PARAWORLD and return to Windows®.

3.2.1 Options

Clicking on Options in the Main menu will take you to the Options Menu. This screen provides you with the opportunity to change a variety of settings in order to adjust PARAWORLD exactly to your personal requirements. These are the settings you can adjust:

Graphics
Choose your graphics settings like screen resolution, gamma correction, texture details etc.

Advanced
These settings should only be tackled by experienced PC users, as they can have a major impact on your computer's processing speed. Settings like range of sight, shadows, particle density etc. can be adjusted here.

Sound
Adjust the volume levels for various game areas or change to EAX surround sound.

Gameplay
This is where you determine global settings regarding the user interface as well as the Artificial intelligence (AI) of your computer opponents.

Controls

Adjust various settings like mouse and camera controls for PARAWORLD.
Profiles
Choose another player profile, create new profiles, edit and delete existing profiles.

Back
Go back to the Main menu.

3.2.3 Basic Controls

In the PARAWORLD game world, you can choose and control your own units. Select a unit by left-clicking on it. Select more than one unit by pressing and holding the left mouse button whilst dragging the frame around the desired units. If one or more units are highlighted, right-click on a position in the game or on the Minimap to place the unit/units there.

One of the special features of PARAWORLD is the Army Controller, which will be explained in more detail later on. You can left-click on units in the Army Controller, i.e. you won't need to select them directly in the Game view. This also enables you to select units which are not currently displayed. It makes no difference whether you select a unit in the Game view or in the Army Controller.

When playing PARAWORLD, you will frequently come across the basic playing technique of "Selecting by left-clicking" and "Action by right-clicking" described here. It will be further explained in this manual on the basis of a number of different game situations.

3.2.4 Controls
Army Controller

Left-click on a unit	Select unit
Shift + Left-click on a unit	Add unit to selection
Double Left-click on a unit	Select unit and centre camera on it.
Hold down left mouse button and drag selection box	All units within the selection box are selected. Mouse cursor must not be on a unit.
Shift + hold down left mouse button + drag selection box	All units within the selection box are selected or added to a selection
Hold down left mouse button + mouse movement	Move unit within the Army Controller
Right-click on a unit	Unit is promoted (as long as sufficient Skulls are available)
Right-click on the Epoch display	Sorts units in the Army Controller. Can be done individually for each Level. Right-click on Epoch display Level 5 sorts all units in the Army Controller.
TAB or Left-click on the Epoch display	Toggle the Army Controller On/Off
Alt + Right-click on a unit	Moves die selected unit to this unit. If the target is a Transporter, the unit gets on. If the selected unit has a healing ability, the target will be healed (if injured).
Alt + Double-click on a unit	Selects all units of a type and level

Camera Control

Hold down middle mouse button	Move camera (scroll)
Arrow Keys	Move camera (scroll)
Alt + hold down right mouse button	Move camera (scroll)
Alt + hold down left mouse button	Rotate camera or zoom in our out
Left-Click on the Minimap	Camera jumps to mouse cursor position
Hold down left mouse button on the Minimap	Move camera (scroll)
Turn **mouse wheel** or **PgUp & PgDn**	Zoom in or out
End	Return to default settings
Page	Return to default settings

General Controls

Left-click on an object (e.g. unit or building)	Select objekt
Shift + Left-click on an object	Add object to existing selection
Shift + Left-click on an object belonging to a selection	Delete object from existing selection
Double-click left on unit or building	Select all units or buildings of this type within the visible area
Ctrl + Double-click left on a Building	Select all visible buildings
Right-click on Game area	Selected unit or group moves to the destination, regardless of attacks
Right-click on Game area + hold down **right mouse button**	Like „Right-click on Game area", but with info regarding viewing direction after reaching destination
Shift + Right-click	Sets one or more waypoints
Ctrl + Right-click	Sets Patrol points
Right-click on Game area (Building selected)	Set Rallypoint (Right-click on Bunker; units will move directly into the Bunker after production)
	Exception: Dustriders (Rallypoint only via Action menu)
Right-click on Bunker or Transporter	Unit moves into Bunker or on Transporter (If the unit has healing capabilities and the Transporter is injured, it will be healed
Right-click on injured unit (Healer selected)	Heals injured unit

Worker

Right-click on a source of resources	Worker walks to the source of resources and begins to harvest.
Right-click on an enemy or neutral animal	Worker attacks and (after a successful attack) begins to harvest the resource. After harvesting the loot, the next wild animal is automatically attacked (if sufficient storage capacity is provided)
Right-click on a damaged building	Building is repaired
Ctrl + Right-click on a damaged building	Worker begins to repair the target building, and then all damaged buildings in the vicinity
Ctrl + Right-click on an Bunker	Worker begins to repair the Bunker, and then all damaged buildings in the vicinity.
W	Selects an individual idle worker
Shift + W	Adds idle worker to the current selection
Ctrl + W	Selects all idle workers

Hotkeys

F1 — Online help
Ctrl + S — Quicksave
TAB — Toggles Army Controller On/Off
ESC — Toggles Game menu On/Off
Print Screen — Saves a Screenshot
Num (Numlock) — Toggles the Health meter for all units On/Off. If the key is held down for more than a second, this display will only remain visible until the key is

Backspace — Activates/Deactivates the Userinterface
Del (Delete) — Destroys the selected building or unit
Shift + Del — Destroys all selected buildings and units

Enter — Opens Chat window
Alt + G — Send Mapping to allis
X — Set stance – "Hold Position" ("Defensive", "Aggressive")
For a quick selection, "X" and one of thee number keys (1, 2, 3) can be used to select a stance.

Y, A, Q
(Production Building needs to be selected) — Production Menu (in most cases the default setting is: On). Production projects can be selected with the number keys on each level. Example:
Q selects the top row=Construction menu with top row Hotkeys (economy construction).
A selects the middle row=Construction menu with middle row Hotkeys (military construction).
Y selects the bottom row=Construction menu with bottom row Hotkeys (defensive construction).

V — Attack (Cursor turns into Attack cursor). Unit (or Units) advance(s) and attack(s) all enemies (even dangerous animals) it (they) meet(s) along the way to the destination.

B — Move (Cursor becomes Movement cursor).

C — Special attacks. For a quick selection, "C" and the number keys can be used to activate a special attack.

Groups

Ctrl + Number key (1-0) — Adds the selected units to one group
Number key (1-0) — Selects the allocated group
Number key (1-0) – pressed twice in quick succession — Centre view on respective group

4. Singleplayer Mode

In PARAWORLD, there are two ways to play the game in Singleplayer mode. You can go for the full Campaign or conduct a Skirmish against one or more Computer opponents.
Firstly, we would like to tell you about the basic Singleplayer game techniques, followed later on by a detailed description of the Campaign and a Skirmish.

4.1 Singleplayer Basics

In the Main menu, click on Campaign to enter the fascinating world of PARAWORLD in many exiting missions. If you want to play against a CPU opponent on one of the Multiplayer cards, click on Skirmish.
When you start a new Campaign, a list of all available missions appears to the right of the screen. This is where you choose a difficulty level and adjust other settings, if possible. Click on Back to get back to the last menu, or on Start Mission, to start the game.
In the top left corner of the screen, you will find the Mission tab under the header Game info. If you have successfully completed the Tutorial and the first mission, another tab called My Army appears next to it. The Mission tab provides you with access to information regarding the selected mission and its particularities.
Once you have started a Skirmish, a list of available game types appears to the right. The list of available cards is automatically adjusted to the number of players set by you. Click on Back to return to the last menu, or Continue to start the game. Use the next menu to choose the type and number of computer opponents, adjust additional settings. Now use Start Game to begin your Skirmish game.
Click on the tab My Army. The units appear on the left in the Army Controller, with the resources available to you underneath. The order of the unit fields in the Army Controller corresponds to the order in the game. On the following page, you see which resources are available to you at the beginning of the game.
A characteristic feature of all game variations is that you are not forced to take part in combat without having the chance to prepare your resources and units beforehand. You can adjust them according to your personal requirements or preferences.
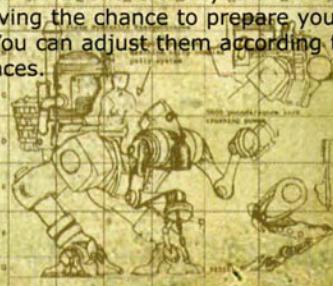
Open the Army Builder – which provides you with this fantastic opportunity – by clicking on the My Army button. You will see the following window:

④ Point buy menu
Provides a list of all recruitable units.

① Unit costs (depends on the particular level)
The higher the unit's level, the higher the unit's costs. By left-clicking the recruiting arrow, the selected unit is recruited und follows your army. You can right-click on the unit in the Army Controller if you want to remove this unit from your own army.

② Army Controller:
Army Controller including all available units for the game

⑥ Tribe Selection
Select one tribe to go into combat.

6.1 Presets
(only in Skirmish and in Multiplayer mode)
Selection of Tribes, adjusting, as well as saving and loading your own armies.

6.2 Adjustment of the Army
Setting the army to act offensively, balanced or economically orientated. Depending on this selection, the presets of the Army Controller will be changed.

6.3 Saving and Deleting of own Army Profiles
Saves or deletes your own army profile. You can label the profile by typing the desired name on the line next to the "Save" button. This profile will be saved und can be used or changed at any given time.

⑦ Score
Total amount of available points which can be used to recruit units and to buy resources.

③ Recources
In order to increase or decrease the amount of resources, click on the Plus and Minus symbols under the resources.
Left-click on „+/-" increases/decreases the resource by 1
Shift+Left-click on „+/-" increases/decreases resource by 10
CTRL+Left-click on „+/-" increases/decreases resource by 100
Shift+CTRL+Left-click on „+/-" increases/ decreases resource by 1000

⑤ Tooltip
The Tooltip provides further information about the unit underneath the mouse pointer.

⑧ Chat Window
The Chat Window is only available in Multiplayer mode.

In the new area under My Army in the center of the screen you can add or delete units to/from your army.

4.2. Game View and User Interface

The PARAWORLD User Interface provides you with full control of your units. It can be divided into four areas: Army Controller, Status and Menu area, Minimap and Action menu. The various elements are explained in detail below.

4.2.1 Army Controller

The Army Controller provides you with a new and innovative method to manage your units and to receive current information about them. It offers the best possible unit overview and access at any time. The Army Controller is divided into five vertical areas. The various areas of the Army Controller in the epoch status bar at the very left of the screen are represented by crystals and stars. The Army Controller can be used in two different views. Left-click on the epoch status bar to the left of the screen, or click the TAB button to open or close the Army Controller. When the Army Controller is opened all the player's units are visible. When it's hidden the player only sees idle, fighting, or newly produced Units. In the Army Controller, each unit is represented by a unit portrait. Underneath the portrait is a small horizontal bar which shows the remaining life energy of this unit. If one unit looses some life energy, its portrait will flash in red. The unit's current activity is displayed in the bottom right corner of the portrait.
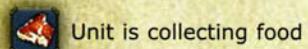
Unit is collecting food
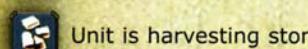
Unit is harvesting stones
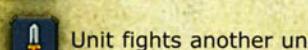
Unit fights another unit

Unit is idle

Unit can be promoted

Unit is inside a bunker or on/inside a transporter

Unit is harvesting wood

Unit is repairing

Unit is constructing a building

Worker is idle
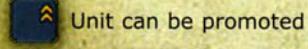
Closed Army Controller slot

Promotion

You can promote your units in various ways:
A right-click on the unit's portrait within the Army Controller directly moves the unit up one level. Alternatively, you can promote a unit by pressing the Level Up-Button on the Action bar at the bottom of the screen. You can promote a unit by "drag-and-drop", too. Hold down the left mouse button while moving the unit's portrait to the desired level. Then release the mouse button.

Selection

By left-clicking on a unit's portrait, you select this unit in the Army Controller. Double-clicking the portrait with the left mouse button activates the appropriate game view. If one of your units gets into trouble, you can thus react very swiftly.
Via the selection frame ("selection box") you can select several units at the same time. Hold down the left mouse button and put a selection frame inside the Army Controller. All units within this frame are now selected.
Hold down the CTRL button and left-click one unit to add this unit to the present selection. To add more then one unit to the present selection, you can also hold down the CTRL button and then drag a selection frame to the desired position.
To select all units of one type hold down the ALT button and then double-click on the unit's portrait inside the Army Controller.

Sorting

In order to gain quick access to your units, you can sort them within the Army Controller according to your personal requirements or preferences. Hold down the left mouse button and drag the unit to the desired slot. The unit's portrait will immediately appear at the chosen slot. The units can be sorted automatically, too. By right-clicking on the respective epoch area, you sort all the units within it by unit type (worker, collector, close combat and ranged combat units). By clicking on the epoch information next to Epoch 5, the whole Army Controller will be sorted automatically.

Loading and Unloading

To load one unit into a transport unit (ashore or waterborne) first select the unit(s) you want to move into the transport unit. By clicking the ALT button and right-clicking on the unit's symbol in the Army Controller, you order these units to move into the transport unit. Alternatively, you can find the transport unit in the game view and right-click on it as soon as the mouse pointer turns into the load symbol.

4.2.2 Status and Menu Area

① Menu
Back to the Main menu, load saved games, save a game, change options, end game.

② Army-Controller
Weitere Infos zum Army-Controller im Handbuch.

③ Groups
This is where the pre-defined groups are displayed. The groups can be selected by left-clicking on the appropriate button.

④ Counter
In the Campaign and in Multiplayer mode, countdowns or remaining mission targets are shown here.

⑤ Unit behavior
To set the units' behaviour towards enemies:
- Hold Position: Unit will hold its position, regardless of attacks.
- Defensive: Unit does not attack unless prompted.
- Offensive: Unit attacks enemy on sight.

⑥ Detail view
Displays information regarding a selected unit or object. The name of the unit/object is above its Portrait; underneath it is the player name. The remaining as well as the maximum number of Health Points are displayed under the portrait. Information regarding attack power, armour value, attack range etc. can be found to the right of the portrait. At the bottom left, the possible auras which might influence the unit are listed.

⑦ Resource display
Information regarding available amounts of wood, stone, food, and skulls. Yellow background: Storage capacity is nearly reached. Red background: Storage capacity is reached (workers stop harvesting resources and will only continue once additional storage capacity is provided).

⑧ Action menu
This adapts to the respective game action and situation. Via this menu, players can delete or upgrade units, issue exact orders or determine how a selected unit will react when enemies are approaching.

⑨ Diplomacy (Only in Multiplayer)
Provides access to information regarding the diplomatic relations between all parties: View or change the status of relationships with other parties or players, or demand/pay tribute. In addition, resources can be sent to other players from here.

⑩ Production menu
Reacts dynamically to all available Construction options. It is automatically opened at the bottom of the screen when one or more worker(s) is/are selected.

⑪ Quest (Only in Campaign)
Opens the assignment window with the current mission and its main/sub-quest. Starts flashing when new assignments have been allocated or a mission has successfully been accomplished.

⑫ Chat and Messages
This is where messages can be sent to all other players, specific groups or individual players.
To the left of the input field, players can select whether only a specific player or one of the teams will receive the message. The Chatlog is opened by right-clicking on the Chat button and provides an overview of all previous chat messages. It also displays messages, help info and hints (e.g. attacks).

⑬ Tooltips
When the mouse cursor is moved over an object, some relevant information is displayed on the transparent background (top right of the Minimap). On the Menu screens, this information is displayed at the bottom left.

⑭ Minimap
Players and opponents are represented by the respective player colour. Resources, for instance stone or shoals of fish, are represented by white symbols. Artefacts and enemy buildings are only displayed once the Fog of War above these objects has been lifted. To the left of the Minimap, players can determine whether resources and landscape features are shown in the game. Using the button to the upper right of the map, visible "Map-pings" can be set for allies. The Plus and Minus buttons (bottom right) can be used to zoom the Minimap in or out.

4.2.3 Help

Apart from the so-called Tooltips, PARAWORLD also offer an extensive Online help feature which you can access in a separate menu window by pressing the F1 key. If you press the F1 key when you have selected a unit or building, the Online help takes you directly to the respective chapter.

5. Singleplayer Campaign

The Singleplayer campaign presents you with the fantastic world of PARAWORLD, the tribes living there and of course the brave heroes who are at the very core of the PARAWORLD story. You become part of the gripping tale about courageous heroes, warring tribes and gigantic dinosaurs.

The campaign is divided into individual missions which are framed by intro sequences. For each successfully completed quest and sub-quest within a mission, you receive points. These Bonus points can be used in subsequent missions to adjust your heroes and units individually. Before beginning a mission, click on "My Army" and use your available Bonus points. If the maximum number of points is not available to you, you can play the previous mission again and complete all sub-quests in order to accumulate additional points for the subsequent mission. But the adventure starts with the Tutorial – here you will have yet no Bonus points at your disposal.

5.1 Tutorial

The PARAWORLD Tutorial teaches you basic techniques needed to familiarize yourself with, and eventually master the game. You learn how to move units, harvest resources, fight, and construct buildings. In addition, you find out about your Hero units and their special abilities. To start the Tutorial, click on Campaign in the Main menu. Select and click on Tutorial.

The Tutorial is fairly self-explanatory. Follow the on-screen tips and instructions. Throughout the Tutorial, you receive important information through text boxes as well as audio help.

Inexperienced and experienced PC strategy players alike should play the PARAWORLD Tutorial in order to familiarize themselves with the special features of the game.

5.2 Skirmish

In this mode, you can play against the computer or the so-called AI (Artificial Intelligence). The same game modes as in Multiplayer mode are available to you. Furthermore, you can adjust the AI settings. You can, for instance, select a difficulty level and decide whether the AI will act offensively or defensively. You can even choose the AI as an ally.

5.3 Structure

In most PARAWORLD games, only a small number of units are available to you in the Army Controller. Your first aim is to increase the size of your tribe and the number of buildings. You can do this by managing your resources as effectively as possible and use them in the appropriate buildings to acquire additional units, new buildings and upgrades.

A common and reliable method is to ensure a constant supply of resources. To do this, you need a considerable number of workers. By constructing buildings which are collection points for resources, you shorten the paths for your units and increase the production speed for your resources. This way, you should be able to build up and strengthen your settlement in no time at all.

If your settlement is not very well established, you are less protected against attacks, and those units which are on a low level of development or without any upgrades will find it difficult to survive various zones of PARAWORLD.

You will soon find out that the valuable resource "Skulls" is an important factor for the outcome of the game. You need them mainly to improve your units. The Dustriders are the only tribe where Skulls are also necessary for level upgrades for the entire tribe.

5.4 Combat

Apart from your potential opponents – the other tribes – many of the wild animals pose a constant threat. You will experience attacks from aggressive dinosaurs on your units fairly early in the game.

As mentioned above, one of the special features of PARAWORLD is the fact that you receive Skulls for each successful battle. As soon as you've won a fight, the number of Skulls in your resource bar is increased. Strong and dangerous opponents provide you with more Skulls than weaker ones. Even a small army can accumulate some Skulls by killing small herbivores in the vicinity of your village. If you manage to kill one of the scary PARAWORLD giants – e.g. an Allosaurus – you receive considerably more Skulls.

5.5 Fog of War

If the Fog of War is activated, you can only ever see the territory directly within the area of sight of your units. At the start of the game, large parts of the game environment will be hidden from view by the Fog of War. Resources and wild animals can always be seen through the Fog of War.

Areas which your units were able to see at an earlier time, but which have now vanished, could have changed without your knowledge. The Minimap always shows the state of the world your units saw. What exactly does this mean?

Let's assume that you have sent your Scout on a reconnaissance mission and he has discovered an enemy building. This building will now appear on the Minimap. Your Scout moves away from the building, until it is not within his area of sight anymore. As you decide to attack the building, you send a small army to the respective pint of the map. As soon as your army comes within the line of sight of the building, you realize that your enemy has established a basis with good defensive structures there, and your small army doesn't stand a chance. Resources are shown underneath the Fog of War, and you will also be able to see whether these resources are harvested.

Buildings and enemy units are not shown underneath the "Fog of war". This means that you might suddenly come across an enemy tower.

5.6 Using Various Units

The units in PARAWORLD are very different for a good reason. For each terrain, each opponent and, last but by no means least, for each game situation, there is a particularly well suited unit. In combination with your heroes, the special abilities for research, and the various levels of your units, you have almost unlimited options to deal with the challenges PARAWORLD has to offer.

As you can only place a specific number of units in your Army Controller, i.e. in your tribe, it is important to try to always put together the most appropriate selection of units, heroes and upgrades for the task.

Thanks to the Army Controller and the various units' skills, you can easily change your strategy in the middle of a mission and adapt your tribe to the new strategy in PARAWORLD.

5.7 Epochs and Researching New Epochs

You already know that the various tribes' units can act on different levels. However, another fascinating fact of this prehistoric world is that an entire tribe can be lifted to another epoch.

Selecting the respective main building of your tribe will access a symbol in the Action menu which can be used to move your entire tribe up to a new epoch, i.e. a whole evolutionary level. The considerable cost for researching new epochs is also reflected in the Action menu – simply move the mouse cursor over the epoch symbol.

There is a total of five different epochs, starting with Epoch 1 and proceeding all the way to Epoch 5. Similarly to the promotion of individual units, researching new epochs results in changes for the entire tribe. With each new epoch, new buildings can be constructed and better units can be produced. Obviously, the most awesome units only become available in the last, highest epoch.

6. Units, Buildings and Upgrades

The units and buildings of the various tribes in PARAWORLD are very different in terms of appearance and skills. This is due to the origin of the three tribes (or peoples) and their totally different ways of life. Nevertheless, there are some irrevocable facts in the PARAWORLD reality which are valid for all tribes.

Units can fight each other over various different distances. A typical melee (or close combat) unit will have a range of only a few meters. A mid-range unit can damage an enemy within a distance of up to 30 meters. Real ranged units can hit the enemy over a distance of 30 meters and more – but ranged units are very vulnerable in close combat situations. Most ranged units can defend themselves over a short distance, but not very efficiently. A close combat unit is not able to do this, which means you need to try and move the close combat unit as near as possible to the opponent.

Units also have different ranges of sight. You will notice that some units register enemies over huge distances without them realizing. Other units have a shorter range of sight and notice potential dangers quite late. Always try to select the appropriate unit for reconnaissance and attack actions.

Another point to remember is that the inhabitants of the game world move at different levels of speed. For instance: A heavily armored Norsemen warrior on foot cannot keep up with a mounted Dustriders Scout with light armor.

For a successful game, you need to find the best combination of various units for a mission, but you also need to choose the appropriate unit for the respective task.

7. Norsemen

The Norsemen are able to construct a large variety of buildings and, more importantly, massive defensive fortifications. Further-more, the Norsemen have many units which are very efficient in close combat.

7.1 Buildings

Town Center
The Center is the central resource collection point; in addition, workers can be produced and new epochs researched. Each addi-tional center increases the storage capacity for all resources and the maximum number of inhabitants.

Cottage
Cottages are necessary to increase maximum population figures. They can only produce new units if sufficient accommodation is provided.

Forester's Lodge
The Forester's lodge is a collection point for food and wood. In ad-dition, it increases the storage capacity for both resources.

Stone Quarry
The Stone quarry is a collection point for stone. In addition, it in-creases the storage capacity for the resource stone.

Corn Field
Up to two workers can be sent to a Corn Field to harvest food. Corn fields are a source of food independent of natural resources like fruit bushes and animals.

Warehouse
The Warehouse increases the storage capacity for all resources. It is also a resource collection point for all resources. It can be up-graded to Marketplace in the third epoch.

Marketplace
The upgrade to Marketplace enables the player to produce market wagons and use them to increase resources. Market wagons en-sure a constant supply of resources: Build a market wagon and al-locate it to a second Marketplace – your own or that of an ally. The market wagon will now move back and forth between the two Mar-ketplaces and deliver resources at each of them. The amount of resources depends on the distance between the Marketplaces.

Bunker
The Bunker can be used by infantry units in case of attack as it protects them for damage. Whenever units are in a Bunker, they automatically fire arrows on attackers. Bunkers can be added to Walls.

Improved Bunker
The Improved Bunker is more protected against hits, can fire over greater distances, and can cause more damage than the standard bunker.

Palisade
The Palisade's main function is to protect the player's own areas from attacks by opponents and animals. Gates can enable your own as well as allied units to enter through Palisades.

Wall
Not only are Walls stronger than Palisades, but they are also mountable. Archers can be placed on them to fire arrows.

Reinforced wall
The strongest of all walls is very difficult to damage due to its enormous stability.

Gate
A Gate provides a passageway though a fortified wall and can be used by the player's own as well as allied units.

Barracks
Barracks are used to produce infantry units. They also provide the ability to research Special Attacks.

Small Animal Farm
Light animal units which are usually fast but not very strong are trained in the Small Animal Farm. The Small Animal Farm can be upgraded to a Large Animal Farm in the third epoch.

Large Animal Farm
The upgraded Small Animal Farm can now produce larger and stronger animals and research special abilities for them.

Harbor
All ships are built in the Harbor. Furthermore, the Harbor is a re-source collection point for the fishing boats, which harvest food. All ships close by are automatically repaired.

Small Tower
Small towers fire at enemies automatically. The can stand alone or be integrated into walls.

Large Tower
The Large Tower has a greater range than the Small Tower and causes more damage. It can be upgraded to a Ballista Tower.

Ballista Tower
The upgrade to Ballista tower gives the Large Tower an even greater range and more damage points.

Weapon Smith
The Weapon Smith is the place where inventions are researched. This improves the various units' weapons and armor. If a tribe has a hero who can unlock a special unit, it can be produced here. The Lancer unit can be produced without a hero

Improved Weapon Smith
The Improved Weapon Smith upgrade unlocks a number of poten-tial upgrades for various units, e.g. animal armor.

Engineer
The Engineer produces the Norsemen's steam engines. In addition, the ram can be upgraded here.

Temple
The Temple has a healing effect on all units nearby, The Druid unit is produced here. In addition, Special Skills for different units can be researched here.

Tavern
Additional Heroes can be hired in the Tavern. When heroes are killed in battle, they can be re-recruited here in exchange for re-sources.

7.1.1 Special Buildings

Eusmilus Kennel
(Prerequisite: Hero "James Warden" on Level 4)
Eusmilus positioned around this small kennel attack any approach-ing enemy unit.

Magic Cauldron
(Prerequisite: Hero "Arch Druid" on Level 4)
These small, inconspicuous objects increase the battle strength of your units in the vicinity to an enormous degree.

Falling Rocks
(Prerequisite: Hero "Governor" on Level 4)

An upgrade for walls. If an enemy unit approaches the wall, rocks fall down on it, causing damage.

7.1.2 Warp Gate

By using the Warp gate you can leave the parallel world and win the game. Warp gates are only available in the fifth epoch, are ex-tremely expensive and tricky to build.

7.2 Units

Workers
The Workers' job is building and maintaining the settlement. Their indefatigable efforts earn them the respect of their fighting com-rades.
Type: Worker unit
Strengths: Hunting wild animals
Weaknesses: Weak defense
Special skill: Construct and repair buildings
Production site: Town center

Warriors
Warriors are simple-minded guys who fight for fame and glory. Bravely, they face any danger – even if it is as big as a house and armed to the teeth.
Type: Close combat infantrymen
Strengths: Attacking infantry, buildings and vehicles
Weaknesses: Combat against animals
Special skill: Defensive mode; researchable upgrade
Production site: Barracks

Scout
Scouts consider it their mission to detect potential perils before they can turn into real threats. They love to feel the wind in their faces, and their Megaloceros flies past any dangers.
Type: Close combat animal unit; scout
Strengths: Speed
Weaknesses: Weak defense
Special skill: None; researchable upgrade
Production site: Small animal farm

Druid
Druids represent the mystical connection with nature, based on the ancient beliefs of the Norsemen. The Druids are the wise men and advisors of their tribe, possess mystical powers, and can magically heal the injured.
Type: Supporting unit
Strengths: None
Weaknesses: Weak defense, no skills in combat
Special skill: Healing, reveal traps and cloaked units; re-searchable upgrade
Production site: Temple

Spearman (female)
Spearmen are specialized in fighting the prehistoric creatures in PARAWORLD. This difficult combat technique has only been mas-tered by the womenfolk of the Norsemen.
Type: Close Combat and medium range infantryman
Strengths: Attacking Animals
Weaknesses: Combat against infantry, buildings and vehicles
Special skill: None
Production site: Barracks

Lancer
Lancers are the elite version of the Spearman. They are slightly more expensive, but are stronger attackers and possess higher de-fensive values.
Type: Close combat infantryman
Strengths: Attacking Animals
Weaknesses: Combat against infantry, buildings and vehicles
Special skill: None
Production site: Weapon smith

Archer
Archers are ranged units but can also defend themselves with a short sword if an enemy gets to close.
Type: Ranged combat infantrymen
Strengths: None
Weaknesses: Very weak close combat
Special skill: None
Production site: Barracks

Wild Boars
It takes a very brave person to mount a prehistoric Wild Boar. This fast unit is very aggressive.
Type: Close combat animal unit
Strengths: None
Weaknesses: Combat against buildings
Special skill: None; researchable upgardes
Production site: Small animal farm

Chariot
The Chariot is one of the fastest units and is controlled by stout-hearted Amazons. An additional Archer can also be transported.
Type: Close combat and ranged combat transport unit
Strengths: Speed
Weaknesses: Weak defense
Special skill: One additional infantry unit can be transported
Production site: Small animal farm

Kentrosaurus
By nature, the Kentrosaurus is a fairly harmless herbivore, but with the right training, he turns into a very dangerous animal in-deed. His natural quills are reinforced and very sharp, which makes a fight with him a seriously unpleasant experience.

Type: Close combat animal unit
Strengths: Combat against infantry and animals
Weaknesses: Combat against buildings
Special skill: In close combat, attacking enemies receive injuries
Production site: Small animal farm

Battle Rhino
The Woolly rhino is a very irritable animal and its opponents face an enormous mass of muscle, stubbornness and vengeful anger.
Type: Close combat animal unit
Strengths: Combat against animals, infantry and buildings
Weaknesses: None
Special skill: Horn pierces armor; researchable upgrades
Production site: Large animal farm

Rhino Transporter
Rhino fighters are not quite as courageous in battle as the infan-try; instead, they fire their arrows from the relatively save dis-tance of their mighty mount.
Type: Close combat and ranged combat transport unit
Strengths: Combat against animals, infantry, buildings and vehi-cles
Weaknesses: None
Special skill: Horn pierces armor; two additional units can be transported
Production site: Large animal fram

Ballista Rhino
The ballista marksman sits on a pivoting ballista seat which en-ables him to fire bolts at anything in his vicinity.
Type: Ranged combat animal unit
Strengths: Combat against animals, buildings and vehicles
Weaknesses: No skills in close combat
Special skill: Arrows pierce armor
Production site: Animal farm

Battle Mammoth
Mammoths are slow, but very strong. Battle Mammoths are par-ticularly loyal creatures which would give their lives for their rider.
Type: Close combat animal unit
Strengths: Combat against animals, infantry, buildings and vehi-cles
Weaknesses: Moves slowly
Special skill: Causes area damage
Production site: Large animal farm

Mammoth Harvester
The Mammoth can be used as a working animal. In addition, it is also an efficient fighter.
Type: Worker and close combat animal unit
Strengths: Combat against animals, infantry, buildings and vehi-cles
Weaknesses: None
Special skill: Can collect wood and stone and causes area damage
Production site: Large animal farm

Log Cannon
This heavy construction is carried by a huge Mammoth which, as a consequence, moves slowly and awkwardly. It fires entire tree trunks.
Type: Ranged combat animal unit
Strengths: Very high range; very effective against buildings
Weaknesses: Weapon's minimum attack range against animals, vehicles and infantry
Special skill: Causes area damage
Production site: Large animal farm

Battle Ram
If this reinforced steel tip is being rammed into the base of a build-ing, it breaks down even the strongest walls.
Type: Close combat vehicle
Strengths: Combat against buildings and protection against arrows
Weaknesses: Slow combat against animals, infantry and vehicles
Special skill: None
Production site: Engineer

Steam Tank
At first glance, the Steam Tank might look unwieldy, but it makes up for it in strength and armor. Not all passengers can shoot from within it, but it also boasts a massive cannon.
Type: Transport and ranged combat unit
Strengths: Combat against animals, infantry, buildings and vehi-cles
Weaknesses: Moves slowly
Special skill: Up to ten additional units can be transported
Production site: Engineer

Market Wagon
The Market Wagon is used to transport goods between various marketplaces, thus increasing the supply of resources.
Type: Trade unit
Strengths: None
Weaknesses: Weak defense
Special skill: Harvesting resources
Production site: Marketplace

7.2.1 Aquatic Units

Fishing Boat
Fishermen are a solitary bunch. They are not very interested in what is happening on shore. With their small boats, they face the perils of the open seas and ensure a constant supply of food.
Type: Fishing boat
Strengths: None
Weaknesses: Weak defense
Special skill: Exploiting fish resources
Production site: Harbor

Transport Ship
Transport Ships are very hardy constructions which can effortlessly carry

even the heaviest animals and Steam Tanks.
Type: Transport Unit
Strengths: None
Weaknesses: None
Special skill: Up to ten units can be transported
Production site: Harbor

Dragon Boat
These boats look remarkably like the Viking ships of our world. They are light, yet sturdily built.
Type: Vehicle
Strengths: None
Weaknesses: None
Special skill: Combat against buildings
Production site: Harbor

Battle Ship
By using steam technology this ship is stronger, but not faster, than the Dragon boat.
Type: Vehicle
Strengths: Combat against buildings and very good range
Weaknesses: Weapon's minimum attack range against animals, infantry and vehicles
Special skill: Causes area damage
Production site: Harbor

Ram Ship
The motley crew of the Ram Ship enjoys a jug of mead and a song. In battle, they don't rely on ranged weapons but steer their armored ship with its awesome pike directly towards the opponent.
Type: Vehicle
Strengths: Combat against other ships
Weaknesses: None
Special skill: None
Production site: Harbor

7.2.3 Special Units

Berserker
(Prerequisite: Hero "Anthony Cole" on Level 4)
In combat, the Berserker shows the fighting spirit of an injured bear. As soon as battle commences, the Berserker succumbs to a murderous frenzy which only stops once there is no enemy to be seen anymore.
Type: Close combat infantryman
Strengths: Attacking animals, infantry, buildings and vehicles
Weaknesses: None
Special skill: Cannot be controlled when sighting an enemy
Production site: Weapon smith

Jetpack Warrior
(Prerequisite: Hero "Nikolaj Taslow" on Level 4)
Jetpack Warriors are specially trained fighters equipped with a new

invention: Their mini rocket engine enables them to perform huge jumps.
Type: Close combat infantryman
Strengths: Attacking infantry, buildings and vehicles
Weaknesses: Combat against animals
Special skill: Jumps above walls and out of the danger zone
Production site: Weapon smith

Killer
(Prerequisite: Heroine "Ada Loven" on Level 4)
Killers believe in the theory that the best battle strategy is it to in-jure opponents as badly as possible before they have time to de-fend themselves, even if it means neglecting one's own defense. Many enemies had to learn to their dismay that this is a very ef-fective combat method.
Type: Close combat infantryman
Strengths: Causes great damage with every attack
Weaknesses: Weak defense and combat against buildings
Special skill: None
Production site: Weapon smith

Crossbowman
(Prerequisite: Hero "Béla András Benedek" on Level 4)
Crossbowmen are elite fighters who are understandably proud of their marksman skills. They can shoot more accurately and much further than Archers.
Type: Ranged combat infantryman
Strengths: None
Weaknesses: Combat against buildings
Special skill: Projectile pierces armor
Production site: Weapon smith

Eusmilus Rider
(Prerequisite: Heroine "Stina Holmlund" on Level 4)
The fast Eusmilus is even more dangerous with a stout-hearted rider. These large cats attack their opponents with great speed and agility.
Type: Close combat animal unit
Strengths: Combat against infantry, animals and vehicles, very fast unit
Weaknesses: Combat against buildings
Special skill: None
Production site: Small animal farm

Exoskeleton
(Prerequisite: Hero "James Babbit" on Level 4)
This construction is a mixture of robot and battle suit, powered by steam technology. The Exoskeleton is equipped with extremely strong armor and boasts massive attack power.
Type: Close combat vehicle
Strengths: Strong armor
Weaknesses: None
Special skill: None
Production site: Engineer

7.2.4 Titan Units

Triceratops Titan
The Triceratops titan is the Norsemen's most powerful battle unit. This giant battle dinosaur is also equipped with strong armor and a number of guns. Its appearance fills even the strongest opponent with dread.
Type: Close combat and ranged combat animal unit
Strengths: Combat against animals, infantry, buildings and vehi-cles
Weaknesses: None
Special skill: Liberation strike, Titan rage after upgrade
Production site: Large animal farm

8. Dustriders

The nomadic Dustriders have the fewest buildings of all tribes. As they use light tents and mobile units instead of buildings, they are extremely fast and flexible. Due to this fact and the large amount of very varied and awesome animal units used by the Dustriders, they are a force to be reckoned with – even without massive walls.

8.1 Buildings

Tent
Tents are needed to increase the maximum number of units. Tents can be upgraded to big tents.

Big Tent
The Big Tent provides more space than the regular tent, i.e. the Unit Limit can be increased without buildings. In addition, every Dustrider infantry unit can construct buildings, albeit more slowly than a worker.

Barracks
Infantry troops are trained at the Barracks. Furthermore, some in-fantry upgrades can be researched here.

Small Dino Farm
The first smaller animal units and the Mobile center are built in the Small Dino Farm. Upgrades for the animals can also be researched here. The small farm can later be upgraded to a medium or large one.

Medium Dino Farm
Medium-sized animals are produced in the Medium Dino Farm; up-grades can also be researched here. The Medium Farm can be changed into a small or large farm.

Large Dino Farm
The largest animal units are produced in the Large Dino Farm. Again, upgrades for them can be researched here. It can be changed into a small or medium farm at any time.

Floating Harbor
The floating harbor is built on the shore, but it can cast off from there. It can fish, i.e. produce food. In addition, the Harbor auto-matically repairs all of the player's aquatic units. Even though it is a building, the Floating Harbor also appears in the Army Controller.

Bazaar
Bazaars and the Trade Dinos built in them help to establish trade routes which provide additional resource income.

Slaughterhouse
In terms of a food source, the Slaughterhouse is an alternative to hunting or harvesting fruit bushes. Up to four workers can be as-signed to it.

Small Tower
Small Towers automatically fire at enemies. They can stand alone or be integrated into a Bone Palisade.

Large Tower
The Large Tower is much stronger and has a larger range than the small one. Like all towers, it can stand alone or be integrated into the Bone Palisade.

Bone Palisade
The Bone Palisade is used to keep both enemies and wild animals away. Gates provide access to the player's own as well as allied units.

Gate
Gates can be used as passageways through the Bone Palisade. Gates provide access for the player's own and allied units.

Weapon Builder
The Weapon Builder is used to research upgrades for the various units' weapons and armor. He can also produce the "Poisoner" unit. If the tribe has a hero who is able to unlock a Special Unit, it can be produced here.

Temple
The Temple has a healing effect on all land units in the vicinity. It is here that the unit Shaman is produced. In addition, Special Skills for the Shaman can be researched here.

Tavern
Additional Heroes can be hired in the Tavern. If Heroes are killed in combat, they can be re-recruited in exchange for resources in the Tavern.

8.1.1 Special Buildings

Taslow Tower
(Prerequisite: Hero "Nikolaj Taslow" on Level 4)
The Taslow Tower is the best tower in all respects. It has more Hit Points, causes more damage, and has a larger range.

Scarecrow
(Prerequisite: Hero "Arch Druid" on Level 4)
The Scarecrow frightens all animals in the immediate surroundings and decreases the fighting power of enemy animal units in the vi-cinity.

Wall
(Prerequisite: Hero "Governor" on Level 4)
This Wall is climbable, which means that Archers can be placed on it. Furthermore, it is stronger than the Bone Palisade.

8.1.2 Warp Gate

By using the Warp Gate you can leave the parallel world and win the game. Warp Gates are only available in the fifth epoch, are ex-tremely expensive and tricky to build.

8.2 Units

Mobile Center

The Mobile Center is the central, mobile resource collection point; Furthermore, workers can be produced and new Epochs re-searched. Each additional Mobile Center increases the storage ca-pacity for all resources and the maximum number of inhabitants.
Production site: Large dino farm

Workers

The Workers' job is building and maintaining the settlement and collecting resources. Their indefatigable efforts earn them the re-spect of their fighting comrades.
Type: Worker unit
Strengths: Hunting wild animals
Weaknesses: Weak Defense
Special skill: Construct and repair buildings
Production site: Mobile center

Spearman (female)

As the Dustriders are experts in the art of battle against animals, a career as a specialized fighter against enemy beasts stands to rea-son.
Type: Close combat and medium range infantryman
Strengths: Attacking animals
Weaknesses: Combat against infantry, buildings and vehicles
Special skill: None; researchable upgrades
Production site: Barracks

Warrior

Warriors are strong, courageous guys whose main aim is to protect their tribe. They adorn themselves with the bones of their victims as they believe this will give them strength.
Type: Close combat infantryman
Strengths: Combat against infantry, buildings and vehicles
Weaknesses: Combat against animals
Special skill: None
Production site: Barracks

Archer

Archers are a specialized ranged unit and, as a consequence, of very little use in close combat.
Type: Ranged combat infantryman
Strengths: None
Weaknesses: Combat against buildings
Special skill: None; researchable upgrades
Production site: Barracks
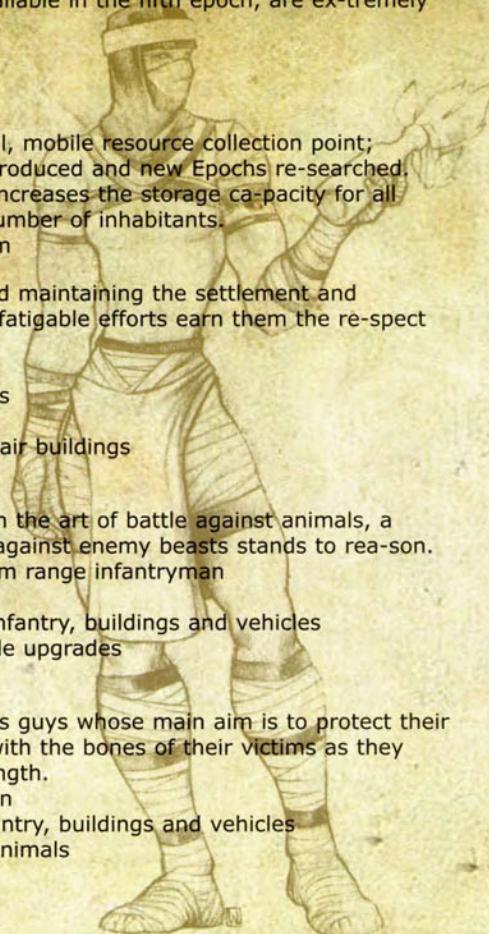
Shaman

Shamans commune with the spirits of the dead and can even per-suade them to come back to life. They are also able to whisper to the animals and befriend them.
Type: Supporting unit
Strengths: None
Weaknesses: Weak defense, no combat skills
Special skill: Resurrect, reveal traps and cloaked units; researcha-ble upgrades
Production site: Temple

Poisoner

The Poisoner is a cunning unit who can produce a cloud of poison. In order to do this, he needs to deliver his dangerous load directly to the position where he wants to use it. The Poisoner is a Kami-kaze unit und dies as a result of his own attack.
Type: Kamikaze unit
Strengths: None
Weaknesses: Combat against buildings, vehicles and ships
Special skill: Area attack and poison damage
Production site: Weapon builder

Trade Dinos

Trade Dinos transport goods from one marketplace to the next and generate additional resources for the Dustriders.
Type: Transport unit
Strengths: None
Weaknesses: Weak defense
Special skill: Harvesting of resources
Production site: Marketplace

Raptor Handler

Cheap unit which, together with its feisty companions, sets upon the infantry in close combat.
Type: Close combat infantryman
Strengths: None
Weaknesses: None
Special skill: None
Production site: Small dino farm

Scout

The Dustriders Scout is fast and agile and not entirely helpless, due to the Dilphosaurus' poison spitting attack.
Type: Scout
Strengths: High speed und visibility
Weaknesses: Weak defense
Special skill: Causes poison damage
Production site: Small dino farm

Tracker dino

(Prerequisite: Hero "James Warden" on Level 4)
Tracker Dinos are small, fast dinosaurs, which are being trained and

then released into the wild. They search for enemies inde-pendently - and relentlessly.
Type: Close combat animal unit
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: Not controllable, needs no Slot in the Army Controller
Production site: Medium dino farm

Ankylosaurus
The Ankylosaurus is fairly small and relatively weak, but makes up for it in terms of speed and price. In addition, it can be equipped with a catapult.
Type: Close combat animal unit
Strengths: Attacking buildings and vehicles
Weaknesses: Combat against infantry and animals
Special skill: Can be converted into a Ankylo Catapult from Epoch 2 onwards; researchable upgrades
Production site: Medium dino farm

Ankylo Catapult
This unit is very versatile. It can launch stones at buildings and even fire fierce Raptors. It can also be reverted to the standard version.
Type: Ranged unit
Strengths: Attacking infantry (Raptors) and buildings (stones)
Weaknesses: Close combat
Special skill: Ammo can be toggled between Raptors and stones
Production site: Medium dino farm

Stegosaurus
The Stegosaurus is a fairly cheap, versatile unit. He combines me-dium speed and combat strength.
Type: Close combat unit
Strengths: Attacking close combat units
Weaknesses: Combat against buildings and vehicles
Special skill: Can be converted into a Stego Transporter from Ep-och 2 onwards; researchable upgrades
Production site: Medium dino farm

Stego Transporter
The Stego Transporter is an upgraded version of the standard unit and can also transport troops. It can be changed back into the standard version.
Type: Close combat and ranged combat unit
Strengths: None
Weaknesses: Combat against buildings and vehicles
Special skill: Up to four infantry units can be transported
Production site: Medium dino farm

Brachiosaurus
This colossus marches towards enemies slowly but purposefully. Nothing can stop a Brachiosaurus. It is a powerful multi-purpose weapon and the Dustriders use all of its many skills.

Type: Close combat animal unit
Strengths: None
Weaknesses: None
Special skill: None; researchable upgrades
Production site: Large dino farm

Brachio transporter
The Brachio Transporter is manned with a ranged unit and can carry additional ranged units.
Type: Close combat and ranged combat unit
Strengths: None
Weaknesses: None
Special skill: Up to four infantry units can be transported; re-searchable upgrades
Production site: Large dino farm

Brachio catapult
In this variation, a huge catapult is attached to the Brachiosaurus' back, which makes this unit an effective siege tool.
Type: Close combat and ranged combat animal unit
Strengths: Good range against buildings
Weaknesses: Weapon's minimum attack range against animals, infantry and vehicles
Special skill: Causes area and poison damage; researchable up-grades
Production site: Large dino farm

Mobile Camp
This unit isn't called "walking fortress" for nothing. On the back of this giant, a special type of building is mounted, which protects the passengers whilst they can fire from a great height. Furthermore, the Mobile Camp can be used as a resource collection point and can also (like the barracks) train infantry units.
Type: Ranged combat animal unit
Strengths: None
Weaknesses: Combat against buildings
Special skill: Projectile pierces armor; researchable upgrades
Production site: Large animal farm

Allosaurus
A dangerous carnivore which uses its sharp fangs to cause massive injuries.
Type: Close combat animal farm
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: None; researchable upgrades
Production site: Large animal farm

8.2.1 Aquatic Units

Transport Turtle
The Transport Turtle is fairly slow, but it is able to swim as well as walk on shore, which makes for great versatility. The Transport Turtle is the only transport ship that can defend itself.
Type: Transport unit
Strengths: None
Weaknesses: None
Special skill: Up to ten units can be transported
Production site: Harbor

Torpedo turtle
Torpedo Turtles have a fairly low life-expectancy: Either they take their explosive charge directly to the enemy or they disappear without a trace.
Type: Aquatic unit
Strengths: None
Weaknesses: Limited life expectancy
Special skill: Kamikaze attack, causes area damage; not contro-lable; needs no slot in the Army Controller
Production site: Harbor

Kronosaurus
With the Kronosaurus, the Dustriders tamed a dangerous sea car-nivore which they can use systematically against their enemies. In a group, these awesome animals can be a danger even to the largest ships.
Type: Aquatic unit
Strengths: Combat against ships and other Aquatic units
Weaknesses: None
Special skill: None
Production site: Harbor

Catamaran
This elegant aerodynamic ship is on a par with the other tribes' large ships. What it lacks in armor, it makes up for in terms of mobility.
Type: Vehicle
Strengths: Considerable range of fire against buildings
Weaknesses: Weapon's minimum attack range against infantry, vehicles and animals
Special skill: Causes area damage
Production site: Harbor

8.2.3 Special Units

Venom Thrower
(Prerequisite: Hero "Béla András Benedek" on Level 4)
This unit throws effective poison bombs which cause damage to all opponents in the vicinity and have a lingering effect even after the explosion.
Type: Medium range infantryman
Strengths: None

Weaknesses: Close combat and combat against buildings
Special skill: Area attack and poison damage
Production site: Weapon builder

Eusmilus Rider
(Prerequisite: Heroine "Stina Holmlund" on Level 4)
The fast Eusmilus is even more dangerous with a stout-hearted rider. These large cats attack their opponent with great speed and agility.
Type: Close combat animal unit
Strengths: Combat against infantry, animals and vehicles, very quick unit
Weaknesses: Combat against buildings
Special skill: None
Production site: Dino farm

Rammer
(Prerequisite: Hero "Anthony Cole" on Level 4)
The Ram Unit uses its awesome destructive force against immobile objects. However, it has no effect on moving targets which can avoid the line of fire.
Type: Close combat unit
Strengths: Combat against buildings
Weaknesses: Combat against vehicles, infantry and animals
Special skill: None
Production site: Weapon builder

Assassin
(Prerequisite: Heroine "Ada Loven" on Level 4)
The Assassin is a true master of his art. He mercilessly makes use of any gap in the enemy's defense and causes huge damage. He is, however, weak in defense and should not be deployed against groups of enemies.
Type: Close combat infantryman
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: Poisons his victim
Production site: Weapon builder

Triceratops Transporter
(Prerequisite: Hero "Jarvis Babbit" on Level 4)
With Babbit's help, this huge animal from the SEAS arsenal can be used by the Dustriders.
Type: Close combat and ranged combat unit
Strengths: None
Weaknesses: Combat against animals and vehicles
Special skill: None
Production site: Dino farm

8.2.4 Titan Unit

T-Rex Titan

Many enemies take flight as soon as they catch sight of a T-Rex Titan, but whoever comes face to face with this "King of Dino-saurs" will most definitely freeze with sheer terror. This mighty Ti-tan causes unbelievable damage when attacking.
Type: Close combat animal unit
Strengths: Incredible attack values
Weaknesses: None
Special skill: None; researchable upgrades
Production site: Dino farm

9. Dragon Clan

Even the other inhabitants of the parallel dimension don't know much about the Dragon Clan. Those brave enough to have tried find out more often suffered injury in one of the Dragon Clan's cunning traps without ever having laid eyes on the fabled tribe. The majority of these adventurous spirits, however, never made it back.

9.1 Buildings

Center
The Center is the central resource collection point; in addition, workers can be produced and new Epochs researched. The Center increases the maximum number of units.

Stone Quarry
The Stone Quarry is a cheap building which serves as a collection point for stone and increases the limit for that resource.

Lumbermill
The Lumbermill is a collection point for wood and increases the storage capacity for that resource. Furthermore, upgrades for lum-berjacks can be researched here.

Paddy
Up to two workers can work on a Paddy, harvesting constant sup-plies of food. Paddies are an alternative source of food to fruit bushes and animals.

Bamboo farm
Wood is produced in Bamboo Farms, which means the Dragon Clan does not rely on forests for this resource. Two workers can harvest here simultaneously.

Emporium
The Emporium is the central resource collection point and increases the global storage capacity. If Trade Dinos are produced at the Em-porium, they can follow the trade routes. This generates additional income.

Dojo
Various infantry units are produced in the Dojo. Furthermore, you can research special actions and upgrades for warriors here.

Hunting Lodge
The Hunting lodge increases the storage capacity for food. In addi-tion, it improves the workers' capacity to carry food.

Engineer
The Engineer produces a variety of devices and machines.

Dino Farm
This is where all of the Dragon Clan's animals are bred and addi-tional Special Skills for them are researched.

Temple
The Temple has a healing effect on all units in the vicinity. The dreaded fighting Monks are also trained here. Some of the Dragon Clan's Special skills can be researched in the Temple, too.

Teahouse
The Teahouse is the more civilized equivalent to the Taverns of other tribes. Additional heroes can be hired here. If Heroes are killed in combat, they can be re-recruited here.

Defense Skewers
The Defense Skewers keep opponents outside the fortifications, and all attacking close combat units will be damaged if they come too close.

Mine Field
The Mine field is a terrifying trap. If an unassuming opponent steps on a Mine Field, he triggers off devastating explosions.

Snare Trap
The Snare Trap can catch and hold infantry units and damage them lightly. Trapped enemies will become easy targets.

Spike Trap
The Spike trap damages all enemies who walk into it. It is invisible at first, but can be seen from a great distance once it's been acti-vated.

Fire Trap
The Fire Trap seems harmless to the enemy. But when the resin is set alight by the player, it becomes a deadly trap.

Defense Tower
The Defense Tower is one of the best means of protecting build-ings quickly and effectively. Towers can be integrated into Defen-sive Skewers – like walls.

Sordes Tower
The upgraded defense tower exceeds the standard tower's range and the damage caused.

Harbor
All ships and other aquatic units are built in the Harbor. Further-more, the Harbor serves as a resource collection point for the Fish-ing boats, which produce food. All ships close by are automatically repaired.

Rocket Ramp
The Rocket Ramp fires effective projectiles over large distances. Even though the potential damage is considerable, the Rocket Ramp's accuracy can vary.

Smoke Tower

The Smoke Tower spreads smoke over the surrounding area, so that units and buildings become invisible to the opponent. The player who owns the Smoke Tower, however, can see through the fog. The Tower itself is not invisible.

Telescope Tower

The Telescope tower lifts the Fog of War across a large area. It can serve as an ideal early warning system.

Weapon Builder

The Dragon Clan's Weapon builder is the place where inventions are researched which improve weapons and armor for various units. Furthermore, some of the special units can be produced here. They can be unlocked through specific heroes. The units Mortar and Ninja can be produced without any Hero.

9.1.1 Special Buildings

Poison Trap
(Prerequisite: Hero "NikolajTaslow" on Level 4)
Once opponents have fallen victim to the Poison Trap, their Hit Points continually decrease. A damaged or weaker unit won't make it out alive.

Cauldron
(Prerequisite: Hero "Arch Druid" on Level 4)
If Archers are in close proximity to a Cauldron, they automatically shoot fire arrows, which cause considerably more damage than standard arrows.

Dilophodinosaurus Nest
(Prerequisite: Hero "James Warden" on Level 4)
All around this nest, small battle dinosaurs patrol the area and attack anybody who approaches.

Palisade
(Prerequisite: Hero "Governor" on Level 4)
The Palisade serves as a defensive wall and protects the player's own areas from enemies and animals. Gates can provide access for the player's own and to allied units through Palisades.

9.1.2 Warp Gate

By using the Warp gate, you can leave the parallel world and win the game. Warp gates are only available in the fifth epoch, are extremely expensive and tricky to build.

9.2 Units

Workers

The Workers' job is to build and maintain the settlement and to collect resources. Their indefatigable efforts earn them the respect of their fighting comrades.
Type: Worker unit
Strengths: Hunting wild animals
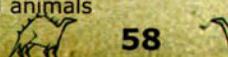
Weaknesses: Weak defense
Special skill: Construct and repair buildings
Production site: Town center

Archer

The art of archery is an old Dragon Clan tradition. For this inexpensive unit, archery is second nature.
Type: Ranged combat
Strengths: None
Weaknesses: Combat against buildings
Special skill: None; researchable upgrades
Production site: Dijo

Spearman (female)

The life of a Spearman revolves around iron discipline, daily practice and meditation. These fearless women are specialized in fighting primeval beasts.
Type: Close combat and medium range infantry
Strengths: Attacking animals
Weaknesses: Combat against infantry, vehicles and buildings
Special skill: None
Production site: Dojo

Ninja

Ninja are experts in the art of secretive conduct. Their clothing is light and black, enabling them to move quietly und without being detected.
Type: Close combat and ranged combat infantryman for medium range
Strengths: Very strong in close combat
Weaknesses: Combat against Buildings
Special skill: Weapon pierces armor; researchable upgrades
Production site: Weapon builder

Samurai

Samurai are proud of their history. They always face their enemies with respect.
Type: Close combat infantryman
Strengths: None
Weaknesses: Combat against animals
Special skill: None
Production site: Dojo

Scout

The Scout rides a very fast Gallimimus which helps him cover a lot of ground. He is famous for his good eyesight and hence for his range of sight. He can see enemies from a great distance.
Type: Scout
Strengths: Speed, very high range of sight
Weaknesses: Weak defense
Special skill: None
Production site: Animal farm
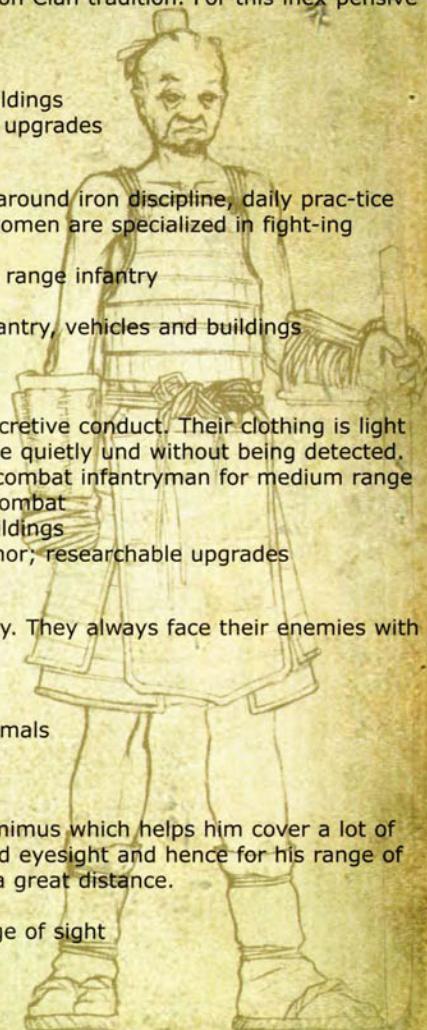
Monk
The Monk is a peaceful healer.
Type: Supporting unit
Strengths: None
Weaknesses: Weak defense, no combat skills
Special skill: Healing and revealing; researchable upgrades
Production site: Temple

Market Wagon
The Market Wagon is used to transport goods between various marketplaces and to increase resources.
Type: Transport unit
Strengths: None
Weaknesses: Weak defense
Special skill: Harvesting Resources
Production site: Marketplace

Scorpion
This device is designed to help harvest wood or stone. However, a skilled driver can use this vehicle in battle to cause terrible inju-ries.
Type: Close combat animal unit
Strengths: None
Weaknesses: None
Special skill: Its spike pierces armor and he can collect wood; re-searchable upgrades
Production site: Engineer

Dragon tank
This awesome ranged weapon of the Dragon Clan can fire over much greater distances than it can actually see. It causes huge damage. Enemy buildings are more affected than units.
Type: Ranged combat vehicle
Strengths: High attack range
Weaknesses: Weapon's minimum attack range
Special skill: Causes area damage
Production site: Engineer

Trike
This vehicle resembles the trikes of our world, but its function is very different. Not only is it fast, but it is also equipped with a flame-thrower, which is sure to make all enemy and neutral units who come to close hot under the collar.
Type: Ranged attack vehicle
Strengths: Combat against infantry
Weaknesses: Combat against buildings and vehicles
Special skill: Causes area damage
Production site: Engineer

Mortar
The Dragon Clan really enjoys fireworks and rockets. The Mortar launches highly explosive charges at enemies.
Type: Ranged combat unit

Strengths: Combat against buildings, good range of fire
Weaknesses: Combat against infantry and vehicles
Special skill: Causes area damage
Production site: Engineer

Gatling Rider
These fast units are armed with an effective ranged weapon and provide invaluable support for close combat units.
Type: Ranged combat animal unit
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: None
Production site: Animal farm

Smoke Bomber
The thick smoke caused by the mobile Smoke Bombers hides allied units in the vicinity, but not the Smoke Bomber itself. Smoke Bombers cannot fight or be camouflaged themselves. Their smoke camouflage moves with them.
Type: Others
Strengths: Camouflage
Weaknesses: Cannot fight itself
Special skill: Camouflages all units in the vicinity
Production site: Engineer

War Drum
The War Drum is a passive instrument of war, which motivates friendly units. All player units in the vicinity fight more relentlessly and bravely than usual.
Type: Others
Strengths: None
Weaknesses: Cannot fight or defend itself
Special skill: Increases the fighting power of all own units in the vicinity
Production site: Animal farm

9.2.1 Aquatic Units

Fishing Boat
The Dragon Clan's fishermen celebrate their work. They face the open seas in their amazing boats and provide a constant source of food.
Type: Fishing boat
Strengths: None
Weaknesses: None
Special skill: Harvest fish resources
Production site: Harbor

Transport Ship
Transport ships are unarmed as their bulk consists of a huge cargo hold. The crew is unbelievably skilled in finding space for even large animals and machines in the massive hull.
Type: Transport unit
Strengths: None

Weaknesses: None
Special skill: Up to ten units can be transported
Production site: Harbor

Minelayer
This small special ship does not have its own weapons, but carries a large amount of water mines which can be dropped in order to damage enemy ships.
Type: Ship unit
Strengths: None
Weaknesses: None
Special skill: Can lay water mines
Production site: Harbor

Water mine
These inconspicuous objects explode on contact with enemy ships and leave huge holes in any hull without appropriate armor.
Type: Close combat
Strengths: None
Weaknesses: None
Special skill: Causes area damage
Production site: Minelayer

Baryonyx
The Baryonyx is really only a mediocre combat animal. But as a mount, it is very popular, as it can not only walk, but swims ex-tremely well, too. Almost no opponent can out-swim a Baryonyx.
Type: Close combat animal unit
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: Can move on land and in the water
Production site: Animal farm

Fire Boat
The Fire boat launches fireballs at enemy units. Whoever doesn't succeed in avoiding them in time is doomed.
Type: Ranged combat unit
Strengths: None
Weaknesses: Combat against vehicles and buildings
Special skill: Causes area damage
Production site: Harbor

Rocket Boat
The fireworks emanating from this ship are pretty to look at, but also deadly for the enemy. The long-range rockets hit their target very accurately.
Type: Ranged combat unit
Strengths: Combat against buildings, extremely high range
Weaknesses: Weapon's minimum attack range against units, vehi-cles and ships
Special skill: Causes area damage
Production site: Harbor

Muraeno Submarine
The combination of advanced technology and aquatic dinosaur make this unit more dangerous than it looks at first glance. Like an invisible predator, the Muraeno submarine roams the open sea.
Type: Ranged combat unit
Strengths: None
Weaknesses: None
Special skill: Invisible until attack
Production site: Harbor

9.2.3 Special Units

Ice Spearman
(Prerequisite: Heroine "Ada Loven" on Level 4)
This elite troop can temporarily freeze enemies to the spot with its blessed spears. The magical powers behind this gift are only passed on within the family.
Type: Close combat and medium range infantryman
Strengths: None
Weaknesses: Causes only light damage, weak defense against buildings
Special skill: Opponents are temporarily frozen to the spot
Production site: Weapon builder

Eusmilus rider
(Prerequisite: Heroine "Stina Holmlund" on Level 4)
The fast Eusmilus becomes a true threat only with a brave rider. These large cats attack their opponent with great speed and agil-ity.
Type: Close combat animal unit
Strengths: Combat against infantry, animals and vehicles
Weaknesses: Combat against buildings
Special skill: None
Production site: Animal farm

Marksman
Instead of the traditional bow and arrow, these fighters use fast-firing projectile weapons. This cheap unit is very effective.
Type: Ranged combat infantryman
Strengths: None
Weaknesses: Combat against buildings
Special skill: None
Production site: Animal farm

Sumo wrestler
(Prerequisite: Hero "Anthony Cole" on Level 4)
The Sumo Wrestler possesses the power of the mountains. When he unleashes his amazing strength, he hits his immediate target as well as other enemies in the vicinity.
Type: Close combat infantryman
Strengths: Many Hit points
Weaknesses: None
Special skill: Causes area damage
Production site: Weapon builder

Corsair
(Prerequisite: Hero "Jarvis Babbit" on Level 4)
This light unarmed ship is filled with building materials up to the railing. They can be used to build floating turrets. The Corsair can-not be involved in combat or even defend itself.
Type: Ship unit
Strengths: None
Weaknesses: None
Special skill: Can build floating turrets
Production site: Harbor

Floating turret
(Prerequisite: Hero "Jarvis Babbit" on Level 4)
This combination of unit and building is similar to a regular De-fense Tower, but it can be operated on water, too.
Type: Ranged combat unit
Strengths: None
Weaknesses: None
Special skill: None
Production site: Corsair

9.2.4 Titan Unit

Seismosaurus titan
The Seismosaurus titan is a mobile fortress with a number of tur-rets for ranged units, but it is also effective in close combat. Even though the animal is not aggressive as such, it becomes a fright-ening Titan in the hands of the Dragon Clan.
Type: Close combat and ranged combat animal unit
Strengths: Extremely strong ranged combat
Weaknesses: Main projectile has minimum attack range
Special skill: None; researchable upgrades
Production site: Animal farm

10. The SEAS

Not much is known about the units and buildings of Babbit's SEAS. The PARAWORLD inhabitants tell tales of some earsplitting screams they have heard, and of members of their tribes who disappeared. An old Norsemen Druid even mentioned a huge fish he claims to have seen, which allegedly swallowed members of the SEAS and prisoners of the Norsemen.
Be that as it may, it is up to you - as the explorer of this mysterious parallel world – and your heroes to lift the veil of secrecy around the SEAS and to find out how the organization works.

11. Artifacts

Various artifacts from millenniums long gone are strewn all across the islands in PARAWORLD. If one of your units finds an artifact and picks it up, its power has a positive impact on various game areas.
If a unit carrying an artifact is killed, its impact on the tribe ends and the artifact is dropped right there and then. Once the artifact becomes available again, it can be collected by any unit, friend or foe.

Below is a list of all known artifacts and their effects once they are in the hands of the player:

Scroll of steam mechanics
All units are produced faster than this is normally the case.
Incubator
All animal units and all vehicles can be produced faster than be-fore.
Steam turbine
All ships and others aquatic units are produced faster than before.
Medallion of fertility
All human units are produced faster than before.
Telescope
The range of sight of all your units increases.
Sextant
All aquatic units have an increased range of sight.
Lens of perspective
Your human units can see further.
Eye of the pteranodon
All vehicles and animals of your tribe have an increased range of sight.
Ankh of power
All units controlled by you cause more damage.
War totem
Your human units can cause more damage.
Ship breaker
All ships of your tribe cause more enemy damage.
Aura of power
Your tribe's vehicles and animals can cause more damage.
Bony amulet
All units can defend themselves better against animals.
Ironclad amulet
The defense values of all your units are increased.
Ring of range defense
All your units can defend themselves better against ranged weap-ons.
Basalt ring of endurance
The Hit points of all your human units are increased considerably. The Hit points of infantry unit are increased, too.
Talisman
All units receive more Hit points.

SEAS multitool
Vehicles and animals receive more Hit points.
Pellet
Your animals receive an increase in Hit points.
Poseidon's shield
Ships and other aquatic units receive a Hit points increase.
Pannier
All workers can carry more resources.
Toolkit
The repair of buildings costs no resources.
Flowerpot of insanity
For each unit you destroy, you receive more skulls.
Compass
The Minimap is revealed in its entirety. You will not, however, be able to see the positions and movements of your opponents.
Healing
The healing of units is sped up.

12. Wild Animals

PARAWORLD is populated by an almost incredible number of animals and plants. The wild animals are not only a source of food, but they can also present a real danger against which you need to defend yourself. Below is a list of all animals allegedly roaming the fascinating world of PARAWORLD. Doubtlessly, even more weird and wonderful creatures can be found in these fantastic surroundings and will present you with the odd surprise.

Achelousaurus
The Achelousaurus or "Achelous' (a god of the river that could turn into a stallion, with two horns on his back plate) lizard" was a hornless, frilled, four-legged herbivore found in North America dur-ing the late Cretaceous period which grew to a length of up to 6 m. It had a large, rounded knob of bone on its nose and two long spikes behind its frill.

Allosaurus
A large carnivorous dinosaur, the Allosaurus wandered large por-tions of the Earth during the late Jurassic and early Cretaceous pe-riods.
Allosaurs belonged to the saurischian or lizard-hipped dino-saurs ranging up to 11 m in length and weighing up to an esti-mated 1,000 to 2,000 kg. The word Allosaurus means "other liz-ard".

Ankylosaurus
The Ankylosaurus was a plant-eating dinosaur found mainly in North America during the late Cretaceous period. Moderately ar-mored, Ankylosaurs were medium-sized ornithischian or bird-hipped dinosaurs ranging up to 10 m in length and weighing up to an estimated 7 - 8,500 kg. The word Ankylosaurus means "bent lizard".

Apatosaurus
The Apatosaurus or "deceptive lizard" was a large herbivore found in North America during the late Jurassic period. Growing to lengths of 20 m they weighed up to 33,000 kg.

Archaeopteryx
The Archaeopteryx, whose name means "old wing", was found in Europe during the late Jurassic. This small flying carnivore grew to between 35 and 45 cm in length and weighed approximately 300 g.

Baryonyx
A medium-sized carnivore found in Europe during the late Upper Cretaceous period, the Baryonyx reached an estimated length of up to 12 m and weighed approximately 1,500 to 2,000 kg. The name Baryonyx means "heavy claw".

Bothriolepis
Approximately 25 cm long, the Bothriolepis was an armored shark (placoderm) common in fresh or brackish waters during the Devo-nian.

Brachiosaurus
25 m in length and weighing up to 80,000 kg, the Brachiosaurus was one of the largest dinosaurs ever to have roamed North Amer-ica. This giant herbivore lived during the late Jurassic period. The name Brachiosaurus means "arm lizard".

Carcharodontosaurus
The Carcharodontosaurus was a large carnivorous dinosaur found in North Africa during the Cretaceous period. They grew to be-tween 8 and 14 m in length and weighed up to 8 tons. Massively built, it had short arms ending in three-fingered hands with sharp claws.

Carnotaurus
The Carnotaurus was a large carnivore found in South America in the early Cretaceous period. They grew to a length of up to 7.5 m and could weigh up to 1,000 kg. The name Carnotaurus means "carnivorous bull".

Corythosaurus
The "helmeted lizard" or Corythosaurus was a 4,000 kg herbivore found in North America during the late Cretaceous period.

Deinonychus
The Deinonychus, whose name means "terrible claw", was a 3,5 m long carnivore weighing 70-80 kg found in North America during the transit of the early to the late Cretaceous period.

Dilophosaurus
Small for a carnivore, the Dilophosaurus lived in North America during the early Jurassic period. They ranged from 6 to 7 m in length and had an estimated weight of between 350 and 400 kg. The word Dilophosaurus means "two-crested lizard".

Diplodocus
The Diplodocus was a large herbivore found in North America dur-ing the late Jurassic period. Up to 25 m in length, the Diplodocus weighed up to 11,000 kg. The name Diplodocus means "double beam".

Dunkleosteus
Dunkleosteus was a placoderm which grew to an estimated six meters in length and had armor plates which were up to five cen-timeters thick. The skull was about 1.3 - 1.5 meters wide at the widest point.

Eusmilus
The Eusmilus was a saber-toothed cat found in Europe, Asia and North America during the late Eocene. Growing up to a maximum of 2.5 m in length, these carnivores were known for their long, flattened sabers.

Gallimimus
The Gallimimus was a fast-running dinosaur with a long, thin, flat-tened, horny beak found in Mongolia, Africa, East Asia and western North America during the late Cretaceous. 4-6 m long, adult ani-mals weighed an estimated 150 kg. The name Gallimimus means "rooster imitator".

Henodus
Henodus was a marine reptile about 1 m long with a box-like head carrying a hard, horny beak which was used to get and crush shellfish. With its 4 legs, short, pointed tail, and flat body covered by bony plates forming a shell on its back and stomach it closely resembled a turtle, although the two are not related.

Iguanodon
Found throughout the world during the early Cretaceous period, the Iguanodon was a medium-sized herbivore reaching lengths of up to 6 to 10 m and weighing in at around 4,500 kg. The word Ig-uanodon means "Iguana-tooth", probably while their teeth resem-bled those of the Iguana lizards.

Kentrosaurus
A slow-moving medium-sized herbivore, the Kentrosaurus lived in Africa during the late Jurassic period. Fully grown, they were about 5 m long and weighed about 1,500 kg. The name Kentrosaurus means "pointed lizard".

Kronosaurus
The Kronosaurus was a short-necked carnivorous marine reptile (plesiosaur) which grew to be up to 9 m in length. It had four flip-pers, a huge (up to 2.7 m long) strong-jawed head, and a short, pointed tail. The Kronosaurus lived during the early Cretaceous pe-riod.

Lambeosaurus
Living in North America at the end of the Cretaceous period, the Lambeosaurus was a herbivore which grew from 9 to 15 m in length and weighed between 5,000 and 6,000 kg. The Lambeosau-rus was named after a paleontologist called Lambe.

Macrolemys
The Macrolemys was a small omnivorous turtle which grew to about 1 m in length and lived from aquatic plants and shellfish.

Maiasaura
The Maiasauria, whose name means "good mother lizard", was a herbivore which lived in North America in the late Cretaceous pe-riod. Up to 9 m in length, 7 m tall and weighing 3,000 kg, the Mai-asauria was a duck-billed dinosaur with bony crests located in front of the eyes.

Mammoth
Mammoths were large, shaggy-haired herbivorous members of the elephant family found throughout the world during the Pleistocene. Reaching heights of up to 4.3 m and lengths of up to 6 m, Mam-moths

had curved tusks which could reach lengths of up to 5 m.

Megaloceros
Megaloceros giganteus, often called the Irish Elk, is an extinct deer found in Europe during the Pleistocene and Holocene. Standing approx. 2 meters at the shoulder and weighing in at over 700 kg it had the largest antlers ever recorded - a full 4 meters in width.

Muraenosaurus
The Muraenosaurus was a 6 m long carnivorous plesiosaur with a very long neck and a wide body. They lived in what is now Europe during the late Jurassic. It had fins instead of legs and the name Muraenosaurus means "Sea Eel Lizard".

Ornithocheirus
Ornithocheirus was a large, fish-eating pterosaur with a long, ta-pering, toothed snout with a bony crest that lived during the Cre-taceous. With a wingspan of close to 12 m, the Ornithocheirus' skull made up approximately 1.5 m of its total length of 3.5 m. The name Ornithocheirus means "bird hand".

Oviraptor
The "egg thief" or Oviraptor was a carnivore living in Asia during the late Cretaceous period which grew to lengths of 2-2.5 m.

Panoplosaurus
The Panoplosaurus, whose name means fully-armored lizard, was a slow-moving herbivore found in North America in the late Creta-ceous period capable of weighing up to 3,500 kg.

Parasaurolophus
Found in North America during the late Cretaceous period, the Parasaurolophus was a medium-sized herbivore whose name means "near crested lizard". They grew up to 10 m in length and weighed up to 5,000 kg.

Pentaceratops
The Pentaceratops or "five-horned-face" was a herbivore which lived during the late Cretaceous period. They grew to be up to 8 m in length and about 3 m tall, and weighed up to 8 tons.

Placochelys
Found in Europe during the middle and late Triassic period, the Placochelys was a carnivorous marine reptile closely resembling a turtle which grew to a length of about 90 cm. It belonged to the Placodont or "flat tooth" family. These large, flat teeth were used to crush shellfish.

Polakanthus
The Polacanthus was an armored, spiked, herbivorous dinosaur found in Europe during the early Cretaceous period. They grew to be about 4 m long and 1.5 m tall.

Psittacosaurus
Found during the early Cretaceous period, the Psittacosaurus or "parrot lizard" grew to lengths of up to 2 m with a height of about 60 cm and a weight of about 15 kg.

Pteranodon
The Pteranodon was a large flying carnivore predominantly found in North America. They lived during the Upper or late Cretaceous period and, with a wingspan of up to 7 m and a weight of just 15 to 17 kg, are the most famous of the pterosaurs. The name Pter-anodon means "toothless flyer".

Quetzalcoatlus
The largest of all flying animals ever found, the Quetzalcoatlus grew to lengths of up to 12 m and weighed anywhere between 60 and 200 kg. These carnivores lived in North America during the late Cretaceous period. The name Quetzalcoatlus means "feath-ered snake".

Saltasaurus
The Saltasaurus was a 12 m long herbivore found in South Amer-ica during the late Cretaceous. The name Saltasaurus means "Salta lizard".

Smilodon
The Smilodon was the largest of the saber-toothed cats, weighing in at 200 kg and growing to a length of 1.2 to 1.5 m. This carni-vore lived in Europe and North America during the early Quater-nary Period.

Sordes
The Sordes was a pterosaur with a wingspan of about 0.5 m and a body covered in a thick, hairy coat. Found predominantly in what is now Kazakhstan during the late Jurassic, it is thought to have been a carnivore. The name Sordes means "demon".

Stegosaurus
The Stegosaurus was a medium-sized ornithischian or bird-hipped herbivorous dinosaur found mostly in North America during the late Jurassic period. Ranging up to 9 m in length and weighing an estimated 2,000 kg, their predominant feature was a row of large triangular plates running down their highly arched spine to a spiked tail. The name Stegosaurus means "covered lizard".

Stygimoloch
The Stygimoloch was a herbivore found in North America during the late Cretaceous. Stygimolochs grew to lengths of up to 3 m and weighed up to 80 kg. The name Stygimoloch means "demon from the river Styx".

Styracosaurus
The Styracosaurus or "thorny lizard" was a 5,5 m herbivore weigh-ing 3,000 kg which lived in North America during the late Creta-ceous period. It looked very similar to the well-known Triceratops, but was smaller.

Triceratops
Found in North America at the end of the Cretaceous period, the Triceratops was a large herbivore which grew up to 9 m in length and weighed up to 10,000 kg. Equipped with a unique parrot-like beak formed by a bone called the Rostral, Triceratops skulls could grow to a length of more than 1.8 m. The name Triceratops means "three-horned face".

Tristychius
The Tristychius was a 60 cm long fish which looked much like the dogfish. Found in the early Carboniferous era, it had a pair of large spines in front of each dorsal fin. Here the top of the tail had al-ready developed into upturned fin common to sharks.
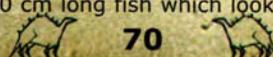
Tsintaosaurus
The Tsintaosaurus, named for the Chinese city close to where it was discovered, was a 10 m long herbivore which roamed Asia during the late Cretaceous period.

Tyrannosaurus Rex
The Tyrannosaurus Rex was a large, bipedal carnivorous dinosaur found mainly in North America during the late Cretaceous period. The largest land predator to ever have lived, the Tyrannosaurus was a fast and ferocious hunter ranging up to 15 m in length and weighing up to an estimated 8,000 kg. The name Tyrannosaurus Rex means "tyrant-lizard king".

Velociraptor
The Velociraptor, whose name means "fast looter", was a small carnivore found in Asia during the late Cretaceous period. They ranged between 1.5 to 2 m in length and weighed from 7 to 15 kg.

Wild boar
The Wild Boar was a small, tusked omnivore found throughout the world which grew to a length of about 1.5 to 1.8 m.

Woolly rhinoceros
The woolly rhinoceros (Coelodonta) was a large Ice Age mammal found in northern Eurasia during the Pleistocene. Growing to a ac-romion of about 2 m, the wooly rhino had long shaggy fur and two horns, the larger of which was located at the tip of the snout and ranged up to 1 m in length.

13. Loading and Saving the Game

You can save your current PARAWORLD game in the Campaign mode - or when fighting an AI opponent - at any time. Open the Menu and click on "Save game". You can enter an individual name for each game in order to be able to find it more easily later on.

If you want to load a previously saved game, choose "Load game" in the Main menu. You can also press the ESC key and select "Load game" in this menu.

In addition to these saving options, you can also record a combat situation or a game in Multiplayer mode. This creates a so-called Replay. You can then access this recording to check tactics, for instance. You can also use this function to check out other players' games (Multiplayer mode ones, too) and learn from their experiences and skills.

14. Multiplayer Mode

In addition to the various game modes for single players, PARAWORLD offers another game dimension. You can play exciting PARAWORLD matches via a network or the Internet with up to seven other gamers. In Multiplayer mode, you can freely choose your tribe as well as the heroes. The Army Controller let's you create your very own individual tribe according to the tactics you wish to apply. In Multiplayer mode, you can select both your tribe and your Heroes freely. Use the "My Army" menu to put together your own individual tribe in order to set the scene for a specific tactic right from the start.

You can also choose a pre-defined army and go straight into battle. You have a choice between an offensive, a defensive, and a balanced army. These possibilities are also available in Combat mode.

The game itself runs exactly as in Singleplayer mode. The only differences are the opportunity to chat with other players and the special Multiplayer modes.

14.1 Basics of Multiplayer Games

The first basic rule of any Multiplayer game is that you need to have access to the Internet.

In Multiplayer matches, there is a Host and one or more so-called Clients, who take part in the Host's game. Ideally, the Host should be equipped with the fastest computer as its performance must exceed that of the other "Clients".

The Host sets the frame parameters for the Multiplayer match, e.g. the number of players, the amount of points available for the Army Controller, the choice of map, etc.

A Client who wants to take part in a game has limited choices and can only change parameters valid for their own tribe (for instance the player color).

14.2 Multiplayer Mode

14.2.1 Settings

LAN (Local Area Network)
Main menu -> Multiplayer -> LAN
In order to play via LAN, one of the players must host the game. The browser displays all games available on LAN. To join a game you must select a game and click on "Join".

Internet
Main menu -> Multiplayer -> Internet
The player can host a game or join a game hosted by another player. The browser displays all games currently available on the Internet. To

join a game you must select a game and click on "Join".

DirectIP
Main menu -> Multiplayer -> Direct IP
Here you can host a game and determine the game mode, card, number of players and other settings at your discretion. You can even determine which port Paraworld should use – port 1905 is the default setting.
In order for other players to be able to join your game, they need the IP address of your PC. This is found by following these steps:
In Windows click on Start and select Run. At the prompt enter cmd and click on OK. Now simply enter pconfig and confirm by pressing Return. You will find the address of your computer under the entry "IP address", for example 250.250.250.0.
Main menu -> Multiplayer -> Join IP
Here you can join a game hosted by another player via "Direct IP". You must know the IP address of the host PC and the used port.

14.2.2 Game Modes in Multiplayer

There are three different game modes within the Multiplayer mode.
Deathmatch
The "Deathmatch" is the most common variation of a Multiplayer match; it refers to the battle of one or more parties against another one (or more). All partipants play until there is only one party left and all others have been destroyed.
Defender
In this spectacular mode, one player fights against all others. One selected player is the "Defender" and has to survive a specific period of time to win the game. In order to cope with the attacker's onslaught, he or she receives a large amount of resources in addition to a number of buildings and defensive facilities. If the "Defender" is killed before the time is over, the other parties have won the game.
Domination
In the Domination mode, pre-defined position(s) within the game world must be conquered and defended against the other players for a specific period of time. If the player or the team succeeds in holding the position(s) long enough, the game is won.

14.3 Army Builder in Multiplayer Mode

Regardless of the Multiplayer game type you have selected, you can select My Army and then the Army Builder before the game starts. As with Singleplayer matches, you can equip your tribe with heroes, resources and other units. The maximum number of points was set by the Host on the previous screen. Select your units for the game and confirm by ticking off your choice; the Host can then start the game.

15. Credits

We sincerely hope that you will enjoy playing PARAWORLD as much as we enjoyed creating the game for you. Below is a list of all the people involved in the development of PARAWORLD and we would also like to take the opportunity to thank all the other guys without whom PARAWORLD would never have been made.

SEK GmbH
Executives

Thomas Langhanki	Design Director
Ingo Neumann	Technical Director
Carsten Orthbandt	Developing Director
Carolin Batke	Managing Director

Game Design

Thomas Langhanki	Design Director
Steffen "BadGun" Priebus	Gameplay, Techtree & Tuning

Programming
Core

Carsten "Caos" Orthbandt	Lead

Christoph "CHP" Pech, Andrej Treskov, Marko "Minsky" Schrenker, Peggy "Teufel" Koch

3D Engine

Christoph "CHP" Pech, Andrej Treskov, Markus Oberrauter

Gameplay

Christoph "CHP" Pech, Florian Müller, Jan "Lowtec" Neugebauer, Jasmin "Solar Flux" Kassner, Marko "Minsky" Schrenker, Peggy "Teufel" Koch

AI

Jasmin "Solar Flux" Kassner, Christoph "CHP" Pech, Florian Müller, Jan "Lowtec" Neugebauer, Marko "Minsky" Schrenker

UI

Andrej Treskov, Christoph "CHP" Pech, Florian Müller, Jan "Lowtec" Neugebauer, Jasmin "Solar Flux" Kassner, Peggy "Teufel" Koch

Additional Programming

Adam Trczepinski	Axel Hylla
Daniel Hohl (jetzt Horn)	David Salz
Dennis Harms	Martin Zielinski
Mattias Ljungström	Max Malook
Patrick Harms	Robert Stoll
Sascha Gundlach	Frank "Headhunter" Hentschel

Gamespy
(Implementation)

Marco Keuthen, Marko Schrenker, Peggy Koch

Graphics (3D)

Ingo "Crux" Neumann	Lead Graphics
Steffen "Neox" Unger	Lead 3D Artist
David "Thanatos" Fraaß	3D Artist
Paul "Kapro" Janssen	3D Artist / Special FX Lead
Marcel Ludwig	3D Artist
Benjamin "Harry" Sauder	3D Artist
Conny Geppert	Level Artist
Catherine Beyer	3D Artist

Graphics (2D)

Thomas Wulff	Senior 2D Artist -Character/ Environment Design
Boris Munser	Environment Design, User Interface Design
Matthias Gira	Set-Design & Props
Ingolf Hetscher	Keyartworks,

Mattepaintings,
Set-Design, Props

Vladin Petrov	3D - Keyartworks
Conny Geppert	Character/Environment Design
Steffen "Neox" Unger	Keyartworks, Character- Design
Boris "Bob" Patschull	Keyartworks, Character- Design
Vladin Petrov	3D - Keyartworks
Conny Geppert	Character/Environment Design

Texturing

Boris "Bob" Patschull	Senior Texture Artist
Simon Murray	Texture Artist
Boris Munser	Texture Artist

Animation

Marco "Elektronaut" Röth	Lead Animation, Skinning
Bettina Grünefeldt	Senior 3D Animator
Piet Schönepauck	3D Animator
Karsten Härle	3D Animator
Julia Dufek	3D Animator

Sequences

Marco Röth	Sequence Lead, Rigging, Skinning,
Ina Marczinczik	3D Animator
Nina Wels	3D Animator, MoCap Camera
Julia Dufek	3D Animator
Marcel Ludwig	Sequence Editor
Benjamin Sauder	Sequence Editor
Marian Woller	Sequence Editor
Conny Geppert	Sequence Lighting, Level Artist

Storyboard

Ina Marczinczik

Level Design

Frank "Headhunter" Hentschel	Lead
Steffen "BadGun" Priebus	Senior Level
Claudia "Aphelia" Krüger	Level Designer
Benjamin Heidl	Senior SP Level Design
Danijel Kostadinoski	Senior MP Level Design
Pablo Tesch	Level Designer
Stefan Karau	Level Designer
Matthias Paulke	Level Designer
Stefan Wegener	Level Designer
Martin Lehmann	Level Designer
Sebastian Fietkau	external Level Designer

Script

Nico Nowarra	Men in Text
Daniel Finger	Men in Text
Sven Oswald	Men in Text
Thomas Langhanki	Idea, conception

Script - English

William H. "Bill" Thomas, Finbarr Morrin

Online Help

Claudia Krüger

Community, Marketing

Julian "Spunior" Dasgupta

Testing, In-House

David Skreiner	Lead Tester
Michael Kairat	Lead Tester
Julian Sommer	Senior QA Engineer

John-Robin Miehe, Sarah Steffen, Matthias "derBonobo" Löschenkohl, Uke Bosse, Mirko Hering, Alexander Billik, Dennis Ender, Felix Faust, Sebastian Fietkau, Ludwig Grabowski, Andreas Pursche, Sören Discher, Andrew, Kerkel, Dennis Wendt, Sebastian Schneider, Dennis Ender

Testing, external

Games Academy

Thomas Wollenzin, Marcus Trettin, Domenica Tinkiroglu, Markus Steffens, Dennis Schwarz, Stefan Schmitz, Matthäus Saternus, Malte Resenberger, Alexander Raphelt, Michael Offel, Matthias Muschallik, Robert Lüdke, Christian Knerr, Cay Benjamin Kellinghusen, Paulo Jorente, Simon Holeiter, Tristan Heitzinger, Daniel Boerk, Klaus-Pino Airoldi, Jens Kortboyer, Falk Sonnabend, Claudius Dreyer, Matthias Koenig, Katy Koziollek, Matthias Mielitz, Rober Müller, René Schmidt, Joringel Roller, Hendrik Bartinger, Tim Ranft, Wolfgang Hatzinger, Lukasz Macvan

Additional Production Management

Martin Wölk

Production Assistants

Nadine Zdanowicz	Team Assistance
Claudia Krüger	Production Assistance
Sarah Steffen	Production Assistance

Sunflowers

Adi Boiko	President
Wilhelm Hamrozi	CEO
Erik Simon	Development Director
Reinhard Döpfer	Producer
Christoph Knauz	Lead Tester
Michael Backhaus	Lead Tester
Uwe Mathon	Content Manager
Alexandra Kohler	Content Support
Carsten Bickhoff	PR & Marketing
Nadine Knobloch	PR & Marketing
André Bernhardt	PR & Marketing
Sabine Kaiser	PR & Marketing
Ralf Praschak	Web
Bettina Korb	Online Editor
Stephan Beier	QA Management
Alexander Brncic	QA Management
Alwin Magundirjo	Closed Beta Support

Special thanks to Dorina Küster, Markus Michel, Kaiss Hariri, the SEK moderators and the Team of keuthen.net

Manual:

SEK, Keyfactor, Sunflowers & special thanks to Ingo "Crux" Neumann

Testing

Rubén Alfonso Albert, Michael Bach, Philipp Balluch, Kai Bender, André Bernhardt, Johannes de Frênes, Daniel Delorette, Jan Dießler, Johannes Eunteneier, Stefan Grötzschel, Sabrina Hahn, Kaiss Hariri, Michael Juszczak, Andreas Kaufmann, Jasmin Keskin, Felix Kitschke, Christian Knickel, Daniel Kociok, Alexandra Kohler, Alexander Köhler, Dorina Küster, Oliver Landrock, Thomas Lehr, Alwin Magundirjo, Felicitas Marschik, Markus Michel, Fabian Müller, Arshia Nasserzadeh, Nils Rathmann, Daniel Rehling, Sebastian Reimer, Torben Reis, Jan Roters, Jens Schneider, Michael Schwab, Julian Sommer, Fadi Tawfik, Joannis Thomas, Nadine Wirthl, Johannes Zahn

Funatics

Thomas Häuser	Development Manager
Thomas Friedmann	Content Manager
Thorsten Kneisel	Content Manager
Florian Müller	Development Consultant
Daniel Horn	Additional Programming
Lothar Schmitt	Studio Management

Deep Silver

Sebastian Lindig	Produktmanagement
Georg Larch	Marketing
Ute Palmer	Presse
Christian Moriz	Produktion
Dieter Schoeller	International Markentingmanagement

Consultants

Ralf Adam	Game Design Consultant
Noah Falstein	Game Design Consultant
Marco Keuthen	Network Gaming Technology Consultant

HermetiCode

Copy Protection

Jürgen Schäpker, Markus Stoller

Motion Capturing

Carsten Kuhoff	Centroid Animation Berlin, CEO
Dejan Momcilovic	Centroid Animation Berlin, Recording Engineer
Ellen Rappenecker	Centroid Animatio Berlin, Mocap Operator
Tiberio Barone	Centroid Animation Berlin, Mocap Operator
Martin Hecking	Centroid Animation Berlin, Mocap Operator
Mike Stilgoe	Centroid Animation UK, CEO
Phil Stilgoe	Centroid Animation UK, Recording Engineer
Ben Murray	Centroid Animation UK, Mocap Editing

Supervisor

Lara Bühner — Production Assistance Motion Capturing

Paraworld Cinematic (by Pendulum)

Michael McCormick	Directors
Robert Taylor	Directors
Wade Ammon	Producer
Robert Taylor	Exec Producer
Ron Chan	Storyboard & Design
Michael McCormick	3D Lead
Reed C asey	3D Modeling & Texture Artists
Bryn Morrow	3D Modeling & Texture Artists
Gina Adamova	3D Modeling & Texture Artists
Scott Spencer	3D Modeling & Texture Artists
Ricardo Ariza	3D Modeling & Texture Artists
Stefan Minning	3D Shading & Lighting Artists
Florian Wild	3D Shading & Lighting Artists
Bill Spradlin	3D Shading & Lighting Artists
Mattias Jervill	3D Technical Directors
Matt Schiller	3D Technical Directors
Michael Hutchinson	3D Technical Directors
Emil Bidiuc	3D Animators
Kevin Jackson	3D Animators
Paul Jewell	3D FX Artists
Stev Kalinowski	3D FX Artists
Michael Hutchinson	Software & Tools Development
Robert Taylor	Lead Compositor
Scott Mitchell	Compositing Support
Abe Cajudo	Editor & Digital Video Assist
Josh Penix	IT & Systems Administration
Michael Converse	IT & Systems Administration

Motion Capture

Michael Frick — Stage Direction

Actors - Berlin

Hedda Oletzki	Ada
Markus Hoffmann	Governor
Kaspar Weiss	Taslow/Arch Druid/Kleemann/Leighton
Ines Thielbeer	Stina
Harvey Friedmann	Bela
Stefan Zimmermann	Cole
Sabine Walkenbach	Trader
Dzidek Starczynowski	Babbit

Actors - London

Alice Brown
Chris Newland
Jamie Treacher

Oliver Hollis

Localisation - German

Men in Text	Production, Recording and Direction

Speakers - German

Joachim Kerzel	Babbit
Detlef Bierstedt	Governor
Wolfgang Ziffer,	Leighton
Andreas Fröhlich	Bela
Dietmar Wunder	Cole
Hubertus Bengsch	Kleemann
Hans-Werner Bussinger	James Warden
Engelbert von Nordhausen	Arch Druid
Ernst Meincke	Taslov
Iris von Kluge	Ada
Anna Carlsson,	Stina
Daniel Finger.	Trader
Martina Hill	Amazon Queen

Aart Veder, Achim Barrenstein, Andreas Sparberg, Dieter Gring, Gilles Karolyi, Klaus Bauer, Linus Kraus, Mario Hassert, Monika Heusch, Silvia Heidt, Sonngard Dressler

4-Real Intermedia GmbH	Additional Production, Recording and Direction

Localisation - English

Outsource Media UK	Production, Recording and Direction

Speakers - English

Richard Epcar	Cole
Ellen Stern	Ada
Crispin Freeman	Bela
Julie Nesbitt Thornton	Stina
Robert M. Klein	Trader
Steve Kramer	Babbit
Doug Stone	Taslov
Neil Kaplan	Mayor / Warden
Michael McConnohie	Leighton
Dave Lodge	Druide
Steve Blum	Kleemann
Melodee Spevak	Tarna (Amazon Queen)

Music and Sound

Original Score written by	Pierre Langer, Tilman Sillescu
Produced by	Dynamedion
Score Layout by	Marco Jovic
Orchestra:	Magdeburgisch Philharmonie
Conductor:	Bernd Ruf
Orchestra recorded, edited and mixed by	GENUIN Musikproduktion Leipzig, Germany
Recording Engineer / Producer:	Alfredo Lasheras Hakobian
Original Sound Design by	Pierre Langer, Conny Kollet
Audio Management by	Michael Schwendler
Audio Direction by	Pierre Langer
Additional Sound	Silvius Lack

Special Thanks to: all our friendly developers, in particular:
4Head Studios, Exozet Games, Limbic Entertainment,Radon Labs,
Related Designs, Replay Studios,.Rotobee, SnapDragon Games,
YAGER Development, The whole Games Academy, in particular:
Thomas Dlugaiczyk, Britt Bolduan, the support of: the whole
Perforce-Team, Gamespy, Frank Hammerschick from COS Distribution,
Johannes P.G. Atze und Pia Mertesacker from CAT Sales, RAD Gametools,
Indigo Pearl, vm People, Markenzeichen, Getränke Zorn,
Kaffee-Service Berlin, Snackbox, Steuerbüro Vellmann,
Familie Dimic, Roby-Rob-Shop, the crew of Madonna,
the crew of "Rocco und seine Brüder", Mc Donalds and Burger King,
Keyfactor, Investitionsbank Berlin, Freaks X, Carsten Lenkeit-CEO, Marc Tast,
Project Manager NGL, Turtle Entertainment, Jan-Philipp Reining CEO,

Alexander Albrecht-Marketing Manager
Special thanks to all our beta tester!! "Thanks to all our friends which cannot be listed due to shortage of space, but in particular to:" Volker Hirsch, André Karpinski, Friis Tappert, Frank Fay, Stephan Winter, Laurianne Trimoulla, our true friend in France, Thorsten Kiecker from Stenarts, Sergei Klimov from Snowball, Christian von Duisburg

Guards of the Secrets The Mysterious Ninja Monkey Legion

16. Customer Service and Contact

Current information regarding PARAWORLD and other products can be found on the following websites:

The official PARAWORLD website: www.paraworld.com

The home of Sunflowers: www.sunflowers.de

17. Copyright & Warranty

ParaWorld © 2006 by SUNFLOWERS Interactive Entertainment Software GmbH. SUNFLOWERS and ParaWorld are registered trademarks of SUNFLOWERS Interactive Entertainment Software GmbH. All Logos or Brands are registered trademarks of the respective owners. Subject to alterations © SUNFLOWERS 2006 This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2006 GameSpy Industries, Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

BINK VIDEO

Uses Bink Video. © 1997-2006 by RAD Game Tools, Inc.

MILES

Uses Miles Sound System, © 1991-2006 by RAD Game Tools, Inc.

This software is based in part on the work of the Independent JPEG Group. This software uses the free ZLib library by Jean-loup Gailly and Mark Adler.