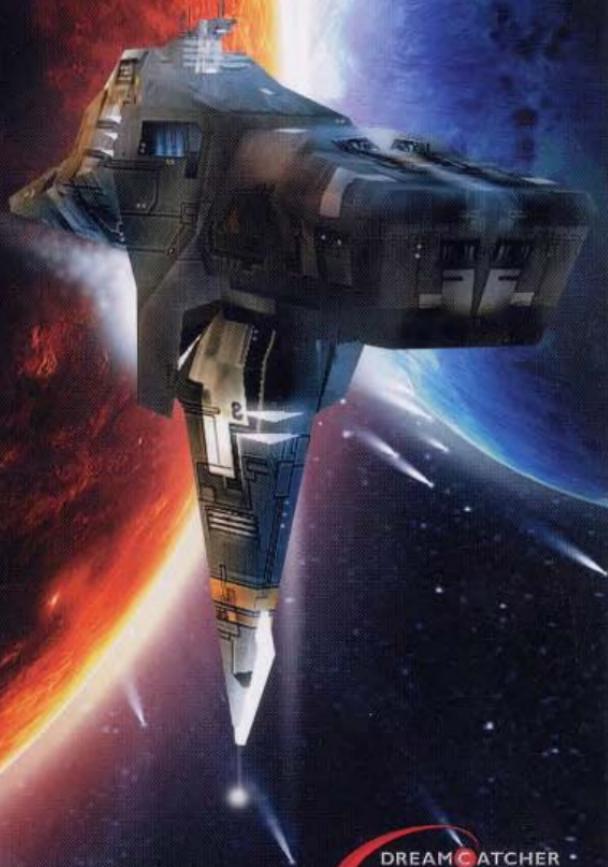


PROJECT EARTH™

STAR MAGEDDON



TEEN



WINDOWS®
98/ME/XP

CONTENT RATED BY

DREAMCATCHER •

PROJECT EARTH™

STARMAGEDDON

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INTRODUCTION



It wasn't our idea to call ourselves 'Sundivers'. Some poetic journalists coined the phrase and it caught on. Sundiver... A man able to command spaceships the size of a small city with nothing more than the power of his brain. Years ago, it was just the wild dream of a mad scientist. Today, we're mankind's only hope.

Earth has managed to colonize another planet – Cognita – near Rigel Kentaurius (Alpha Centauri A). This is the only place where humans can not just survive, but lead a life just like on their home planet. A further search has discovered a third "Earth" near Aldebaran, one of the Taurus constellation's stars, 68 light years from Earth.

Earth sends a fleet of 'Sundivers', city-sized ships controlled with the power of the mind, to the new planet. But on the way there, the Sundivers are intercepted by a league of alien ships.

In Project Earth, you play a role of Sundiver, mining asteroids for necessary minerals and fighting with your army against the alien fleet.

If you have ever played RTS (real-time strategy) games before, you will instantly recognize standard gameplay conventions of this genre, such as left-clicking on a unit to select it, left-clicking on the enemy unit to attack it (if you have your fighters selected), or automatic harvesting. However, because Project Earth is a 3D game, you will need to learn how to move the camera using our special user interface, described in detail later in this manual. Most RTS games are 2D, usually with overhead views of the battlefield. In Project Earth you can freely roam through space, looking at the action from any angle and from any distance.

SYSTEM REQUIREMENTS

The minimum system requirements are:

Windows 95/98/ME/XP with DirectX 8.0 or better

500 MHz CPU

128 MB RAM

TNT2-class 3D video card with OpenGL support

Sound card

The recommended system is:

Windows ME/XP with DirectX 8.0 or better

1000 MHz CPU

256 MB RAM

G-Force II/III or ATI Radeon class 3D video card

Sound card with DirectSound 3D support or EAX (SoundBlaster Live)

INSTALLATION

Installation copies all game files to hard disk (no minimum or medium install, only full install available) and adds the following shortcuts under /Games/Project Earth:

- Play Project Earth (runs the game)
- Readme (opens text file with the latest info not included in the manual)
- Uninstall (fully uninstalls the game)
- Web links folder (opens the game's or publisher's website)

TO INSTALL THE GAME:

- Insert the PROJECT EARTH CD into the appropriate drive.
- The installation screen is automatically displayed.
(If the installation screen does not appear automatically then:
 - Click the Start button on the taskbar and choose Run.
 - Type D:\INSTALL.EXE in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.)
 - Click the OK button
 - Select the button INSTALL PRODUCT
 - Follow the instructions on-screen

GAME MENU



The game launches with a small window, where you can set the following options:

- Display Mode (resolution x bits per pixel, e.g. 800x600x32)
- Texture Compression (on/off, off for lower-end PCs)
- Texture Quality (high/mid/low, low for lower-end PCs)
- Texture Resolution (high/mid/low, low for lower-end PCs)
- Level of Detail (high/mid/low, low for lower-end PCs)
- Play the Game (choose to run the game)
- Quit (choose to immediately quit the game)

Turning off the texture compression or lowering the quality of texture quality, texture resolution and level of detail will decrease the visual quality of the game, but will make the game require less processing power.

MAIN MENU

Main menu has the following options:



RESUME

The RESUME option becomes available when you are playing the game and access the menu by pressing ESC key. Clicking RESUME will return you to the game. You can also just press ESC again.



NEW GAME

Starts a new game. The screen shows two playable races (Earth Forces and Daemons) and you can choose which single-player story you want to play. We recommend that you start with Earth Forces, because the first mission of EF is easier than the first mission of Daemons.

TUTORIAL

Starts the tutorial level for the game. This is the recommended way to learn the game's user interface, and teaches you almost everything you need to know to play the game. However, we recommend you read this manual for additional info.

MULTIPLAYER GAME

Starts a multiplayer game, where you can play with or against your friends or computer-controlled opponents. The multiplayer game supports up to 8 players.

When you enter the next screen, you will see the list of available LAN games (if you have your PC connected locally with others through a LAN – Local Area Network). If you don't have a LAN or if there is no server set, the list will be empty. You can always click "Search" to check the LAN again.

When you know the IP of the server (meaning that someone connected to the Internet has started the game, created the server and is waiting for players to join), enter it in "Internet IP" window, then click "Search."

When you see the list of available sessions, click on one then click on "Join" to join the game. In the "Player Nick" window, please type in the nickname that you want the other players to see.

If you want to start your own server, just type in your nick and click on "Create game."

CREATE GAME: (setting up the server):

When you choose to create your own game session, a screen with various settings appears.

GAME TYPE:

You can set up 3 different kinds of games:

- Skirmish: you play against computer-controlled opponents
- Deathmatch: you play against your friend(s)
- Teamplay: your team plays against another team

Skirmish mode is useful when you want to practice your skills. Depending on the map, you will fight against one or more computer opponents.

Deathmatch is a simple multiplayer game, where the goal is to destroy the enemy. The enemy can be your friend or friends (who can join the session while you finalize all settings). Teamplay is a mutation of deathmatch, because you can team up with other friends and play against the other team.



MAP:

Choose the map you want to play on. Different maps have different settings, like the maximum amount of players who can play on it, or the default amount of resources.

PLAYER:

You can set the player to:

- Open: your friend can join and take this slot
- Close: you have closed this slot and no one can take it

When the slot is Open, anyone can join your game and take this spot. If you want to kick this player out, just choose to close the slot. This is very useful, for example when you choose a map that 4 players can play on, but want to play only with one friend, close 2 slots and only 2 will remain open (available for you and your friend).

RACE:

Choose whether you want to play with Earth Forces or Daemon units.

COLOR:

Choose the color of your units. To avoid confusion, you cannot select the same color as the other players.

TEAM:

Choose the symbol for your team. Anyone who has the same symbol will be in your team; anyone with a different symbol will belong to the enemy team(s).

OPTIONS:

- Research: turn it off to make Research unavailable in the game
- Repair: turn it off to make Repair unavailable in the game
- Sell: turn it off to make Sell unavailable in the game
- Harvesting: turn it off to make the harvesters unavailable for production



RESOURCES:

- Small: check this to have only a small amount of resources on the map
- Normal: check this to have the default amount of resources on the map
- Huge: check this to have a very large amount of resources on the map

CPU:

- Weak: activate to play against an easy computer opponent
- Normal: activate to play against the default computer opponent
- Hard: activate to play against a very smart computer opponent

CASH:

Enter the amount of resources everyone will have at the beginning

DEFAULT:

Click to restore the default settings for any given map.

Click "Apply" to apply the new settings.

JOIN GAME:

When you choose to join the game hosted by your friend, you get access to the same screens as when hosting your own game (the screen with list of players and the screen with map settings), but you cannot change anything (because you are not the host, but the guest on someone else's server).

LOAD GAME:

Shows the load game menu with a scrollable list of all saved games.

SAVE GAME:

Shows the save game menu with a scrollable list of the saved games and additional free slots. You can either click on the saved game to overwrite it or choose the free slot for a new save game. The save game name is automatic, in the following format: "[race,level,date,time]." For example: "Daemons - Level 1, 2002-03-30, 20:45".

OPTIONS:

Shows Options submenu, with the following options:

CONTROLS:

you can set the mouse sensitivity (slider), mouse wheel sensitivity (slider), camera movement speed (slider), and toggle "Invert Mouse" and "Invert Roller" (mouse wheel) options.

"Highlight at start" option means that whenever playing the game the Highlights will be on (normally you would have to press the Insert key for that). Activating Highlights will surround all onscreen units with a half-transparent halo, making them easier to spot.

SOUND:

You can set the volume of speech (cut-scenes and unit communications), sound effects, and music. There are also "test" icons next to each volume slider for speech and sound effects, so you can test the volume immediately (there's no test icon for music, as it's playing all the time in the background).

You can also click on "Credits" to see the list of the people behind the game.

EXIT:

Click this option to exit the game and return to your Windows desktop. To avoid accidentally exiting the game, you will be asked for confirmation.

GAME SCREEN OVERVIEW



A) Zoom in: Radar zoom in

B) Zoom out: Radar zoom out

C) Radar: The radar shows your nearest surroundings. Light blue triangles are Earth Forces, orange ones are Daemons, and resources are grey. When the triangle is upside down, that means the object is above you; otherwise the object is below you. Blinking triangles are your selected units.

D) Distance: This number is the distance (in meters) from you to the object you point at, or to the place where your 3D mouse pointer is (if you are pointing at nothing).

E) Power Level: This is your power level. When it's too low, map and radar stop working and all units become less efficient (production and harvesting are slower, etc). Each produced unit uses energy, so remember to check your power level all the time. You can increase power by producing special units like Solar Battery (Earth Forces) or Power Station (Daemons).

F) Map: The map is a 2D overhead view of the whole level. Just as in the radar's case, differently colored dots represent different objects (for example grey dots are resources).



The orange circle represents the distance between you (the camera) and your mouse pointer. The orange highlighted area around your position (displayed as the camera angle) shows the actual range of the Radar above the map (can be changed by Zoom in and Zoom out buttons or "plus" and "minus" keys on your keyboard).

G) Super weapon Counter: This counter shows the reload progress of the special super weapon. This weapon is available – after research – in the last levels of the game.

H) Time: The clock shows how much time has passed since the start of the mission.

I) Money: The amount of money at your disposal. You earn money by harvesting the asteroid fields. Earth Forces can harvest ice asteroids 2 times faster than the ordinary ones, but harvesting radioactive asteroids is 5 times slower. The Daemons can harvest radioactive asteroids 2 times faster than the ordinary ones, but harvesting ice asteroids is 5 times slower.

J) Aggressive Mode: When you have a unit selected and click this icon, unit will switch to Aggressive Mode. In this mode it will attack and follow any enemy unit in sight until the enemy is destroyed. Turrets will attack every enemy unit, not just attackers.

K) Defensive Mode: When you have a unit selected and click this icon, unit will switch to Defensive Mode. In this mode it will attack any enemy unit in its line of fire, but will not follow it. Also, turrets will not shoot those enemy units that are not fighters. This is

the default mode for all newly produced units.

L) Self-destruct: When you have a unit selected and click this icon, the unit will self-destruct. You will not get any money back, but the explosion will hurt all nearby enemy units.

M) Super weapon: After you research the super weapon, click this icon to activate it. The super weapon invention becomes available for research in the last few levels of the game.

N) Sell: When you have a unit selected and click this icon, the unit will be sold for 50% of the initial price. Only bigger units can be sold (except the mothership).

O) Repair: When you have a unit selected and click this icon, the unit's armor will slowly regenerate until the unit is fully repaired. Only bigger units can be healed.

P) Unit list: A list of all selected units is displayed here. Left-clicking on the line with given units will select only those units from the list.

Q) Mothership: Clicking this icon will display the list of units that can be produced by the mothership.

R) Factory: Clicking this icon will display the list of units that can be produced by Hi-Tech Mounting Bay (Earth Forces) or War Factory (Daemons).

S) Worker: Clicking this icon will display the list of units that can be produced by Deadalus (Earth Forces) or Limbo (Daemons).

T) Research: Clicking this icon will display the list of the potential inventions you can research.

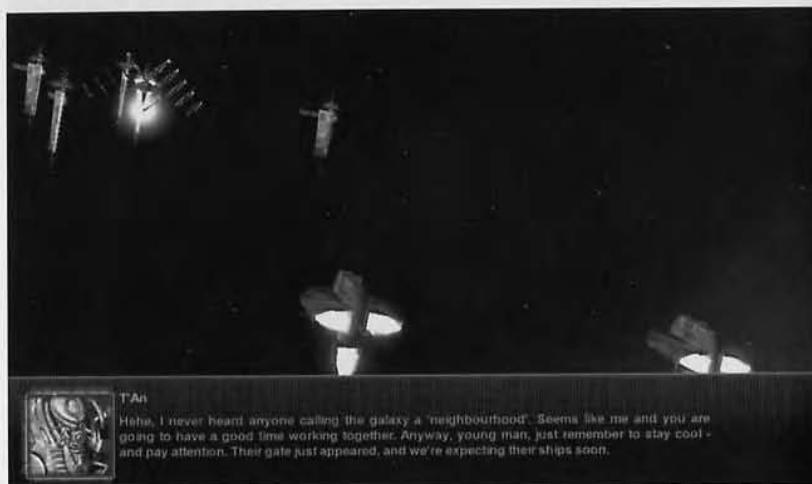
U) Produce Unit/Research: Clicking this icon will produce a unit. Click again to queue another unit for production. Right-click to cancel the production and get the money back. If you are in Research mode, clicking this icon or the icon below will start the research of given invention. Right-click to cancel the research.

V) Battlefield #1 info: This window displays messages about the most important events happening on the main battlefield. You can switch to this battlefield by pressing F1.

W) Battlefield #2 info: If the mission is played on two or three battlefields, this window displays the messages about the most important events happening on battlefield #2. You can switch to this battlefield by pressing F2.

X) Battlefield #3 info: If the mission is played on three battlefields, this window displays the messages about the most important events happening on battlefield #3. You can switch to this battlefield by pressing F3.

PLAYING THE GAME



In Project Earth, every mission starts with a cut-scene, advancing the epic storyline. The mission then starts and you will have specific objectives to perform so you can advance to the next mission. Cut-scenes are non-interactive; you just watch them as you would watch a movie.

As in most real-time strategy games, you earn money by harvesting resources, and then use this money to build units, either to protect you (like turrets) or to attack the enemy (like fighters). When you complete the mission goal (like "destroy all enemy units"), you win the mission and progress to the next cut-scene and next mission. If you fail (for example your mothership is destroyed), you get a chance to start the mission all over again and try a different strategy. Of course you can always load a previously saved game.

The next section is structured as a question-and-answer session where you can quickly reference the solution to your particular problem.

HOW DO I MOVE AROUND IN SPACE?

To look around just move the mouse. If you move your mouse to the left, it's like your head turns left, etc. This allows you to look freely in any direction.

To move the camera forward (in the direction you are looking at) press UP arrow key. To move the camera backwards press DOWN arrow key.

To strafe left press LEFT arrow key. To strafe right press RIGHT arrow key. Remember, this is strafing, not turning. This allows for "circle-strafing," so when you keep pressing left and turn your mouse to the right, the camera will circle around the object you're looking at.

The combination of mouse free look, moving forward/backward and strafing left/right allows for completely free movement of the camera in the 3D reaches of space.

IS THIS ALL? ANY SPECIAL TIPS TO MAKE MY LIFE EASIER?

There are additional bonus movements to make it all even easier. First one is, pressing the right mouse button(RMB) + moving the mouse up or down will move the camera up or down.

If you point at a unit, hold down RMB and move the mouse, the camera will become virtually attached to this unit and will rotate around this unit. If you don't point at a unit, you will rotate around your 3D pointer.

If your mouse is equipped with a middle button, you can click it to speed up the movement. If the cursor is pointing at an object (any ship, meteor, etc.), this object becomes surrounded by a 3D frame, so you know you are pointing at something. Clicking the middle mouse button will zoom in on the object. If you are not pointing at anything (just empty space), clicking the middle mouse button moves you forward to the location of your 3D pointer. If you don't have a middle mouse button, you can zoom in by pressing the NUM 5 key (the 5 key on your numerical keypad).

To move the mouse pointer closer to you, roll the mouse wheel down. To move the mouse pointer away from you, roll the mouse wheel up. Note: do not point at an object, just empty space. If you point at object, using the mouse wheel will zoom in/out to the object you point at! If you don't have a wheel on your mouse, you can zoom in by holding CTRL and using the arrow up and arrow down keys.

OK, BUT THIS IS 3D - IT'S EASY TO GET LOST!

A few things can help you. One is radar, second is a map.

The radar is the ellipse in the top left corner of the screen; it shows your nearest surroundings. The map is the circle right below the radar. It is a 2D overhead view of the whole level. More details about the map and radar were described in the previous chapter.

There is also a Highlight Mode (press Insert or NUM 0 key). When it's turned on, all your units are highlighted and are much easier to spot (highlight color is the same as the race color).

Also there are additional keys like H or Home (moves you to your mothership) or W or End (zoom out to see whole battlefield). All those keys are described in the next chapter.

OK, I KNOW HOW TO MOVE THE CAMERA AROUND. NOW, HOW DO I SELECT THE UNITS?

Left-clicking selects a unit. Dragging the mouse pointer over a few units will select them all, just like in any standard RTS. To see the name of the unit, point at the unit and wait a second - a tool tip will appear.

To deselect the units, just click the right mouse button in open space.

You can also press 'A' to select all units, or 'P' to select all combat units.

The list of selected units is displayed right below the map. You can go into LOCKED mode (hold the CTRL key) and left-click on a line with given units and you will select only those units from the list.

Finally, you can double-click on a unit to select this unit and all other units of the same class (e.g. clicking on the fighter will select this fighter, and clicking on it again will select all fighters).

Let's say you have a couple of units selected and want to add another one. Just hold down SHIFT and left-click on the unit, you will add it to the group.

You can also group selected units into squadrons. Select the units you want to make the squadron out of, then press CTRL + x, where x is any key from 1 to 9 (so for example press CTRL + 1 to make group #1). You can then call the group anytime by pressing x (so in our example, by pressing '1'). If you press x again, the camera will focus on the group.

ISN'T IT THE TIME YOU TELL ME ABOUT LOCKED MODE?

When you fly around using mouse/keys described above, you are in MOVEMENT mode. So how can you move your cursor, which is always at the center of the screen, to various menus, like the building menu or the unit list?

Press and hold down CRTL anytime to switch from MOVEMENT to LOCKED mode. The screen "freezes" and the camera will not move. So when you move the mouse, this time instead of changing the camera view it actually moves the mouse pointer. Release CRTL to get back to MOVEMENT mode.

When you are in LOCKED mode, you can access the Build menu in the upper edge of the screen. Click once on the unit icon to build one unit. Click more for additional units.

Right click to cancel production and get the money back.

As mentioned earlier, in LOCKED mode you can also access the unit list (if you have any selected or selected them with 'A' or 'P') on the left.

Of course, when in LOCKED mode you can also select units on the main screen, order them to move, etc. It's just that you have locked the camera and freed the cursor, which you can move all around the screen.

NICE. BUT HOW DO I ISSUE AN ORDER TO THE SELECTED UNIT(S)?

You can do two things with selected units: move, or execute an action like attacking, harvesting, etc.

The selected unit(s) will always go to where your cursor is pointing.

To execute an action, select the unit(s) and point at the object you want to interact with. If the interaction is possible, the pointer will change into an action icon. For example, if you have selected a group of fighters and pointed at the enemy unit, the enemy unit would have red arrows around him indicating you can attack it. If the arrows are white, that means other action will be executed (like harvesting, using teleports etc.). You can always force an attack by holding down ALT.

Of course, dragging the mouse over more than one enemy unit (assuming you have selected your fighter units) will order your units to attack all selected enemy units. Forcing an attack with ALT also works, so for example you can select your fighters, then hold down ALT and drag the mouse over the asteroid field to issue the order: "Destroy all selected asteroids."

WHAT IS THE EASIEST WAY TO POSITION MY UNITS IN SPACE?

In Project Earth, if you keep your pointer over a unit for half a second, it will automatically show you the distance value to this unit. To test it, roll the mouse wheel up to move your pointer far away from you (the distance is displayed to the right of the radar), then point at any close unit, wait half a second and see the distance value dropping to the new value, which is the same as the unit you were pointing at. This way you can easily place units near each other! For example, select your turrets, point at an asteroid for a moment to get its distance value, move the pointer a little to the left and left-click. All your turrets will go near the asteroid!

WHAT ARE THESE WHITE LINES I SEE?

Sometimes you can see white lines connecting the units/objects and your pointer. It means that the units that are connected to the pointer are at the same distance from the camera as your 3D pointer. This way it's easier to position units the same distance from the camera.

HEY, ANY COOL KEYBOARD SHORTCUTS?

The whole game can be played with just mouse, arrows and CTRL key. But you may find some additional keyboard shortcuts interesting; they are listed in the "User Interface Summary" section of this document. This section is the most important part of the document. Every action that you can do in the game is described there. Learn how to use the interface, try everything – we have tried to make sure the game is easy to play, but without understanding the interface you probably won't be able to beat those nasty Aliens so easily!

ANY LAST WORDS?

Once again, we cannot stress enough the importance of the "User Interface Summary" section. Did you know that you can press 'F' to glue the camera to the unit, so it follows the unit everywhere? Or that selecting the turrets and ALT + left-click on the mothership will force them to form a sphere around the mothership (great defense!)? Did you know that pressing 'S' will immediately stop the selected units?

USER INTERFACE SUMMARY

LMB - Left Mouse Button

RMB - Right Mouse Button

MMB - Middle Mouse Button

Movement	Condition	Action
move mouse around		looking around
up/down		move forward/backward
left/right		move left/right
RMB + up/down or PgUp/PgDown		move up/down
hold RMB and move mouse	point at selected object	rotate around object
hold RMB and move mouse	nothing selected	rotate around 3D pointer
MMB	pointing at nothing	move to pointer position
MMB	pointing at object	zoom in on the object
mouse wheel up/down	pointing at nothing	change pointer position
mouse wheel up/down	pointing at object	move forward/backward

Movement	Condition	Action
LMB	on player's unit	select player's unit
LMB	again on the unit	select all units of given class
LMB on enemy unit	fighters selected	attack the enemy
LMB on object	white arrows around object	execute action (e.g. harvest)
Shift + LMB	point at unit	add unit to the group
drag mouse over units		select group of units
Shift + LMB + drag mouse over units		add units to the group
ALT + drag mouse over enemy units	attacking units selected	attack group of enemy units
RMB	units selected	deselect
RMB (click 2 times)	in Follow Mode	cancel Follow Mode
LMB on teleport	units selected	teleport units (smaller ones)
RMB	point at unit being repaired	cancel repair
hold LMB + RMB and drag	various	select/attack in freezed screen
ALT + LMB on harvester		immediately bring resources
ALT + LMB on transporter		deploy units
ALT + LMB on V-Lab		shockwave (destroy)
ALT + LMB on Berserker		shockwave (destroy+harvest)
ALT + LMB in space	building unit selected	show new deploy point
ALT + LMB on asteroid	fighters selected	attack asteroid
ALT + LMB + drag over asteroids	fighters selected	attack asteroids
ALT + LMB (when turrets selected)	on large unit	guard large unit

Keyboard shortcuts

Movement	Condition	Action
CTRL + 1...9	unit(s) selected	create group
1...9		select group
1...9	group selected	focus on group
SHIFT + 1...9	unit(s) selected	add group to selection
ALT + 1...9		select & focus on group
TAB		select & focus next group
SHIFT + TAB		add next group to selection
S	unit(s) selected	stop unit(s)
F	unit(s) selected	Follow Mode (on/off)
A		select all units
P		select all military units
T	unit selected	select all units of the same type
C or NUM 5	unit(s) selected	center view on selected unit(s)
[or .		select & focus on previous unit
] or .		select & focus on next unit
X	units selected	scatter units
D	unit(s) selected	switch to defensive mode
O	unit(s) selected	switch to aggressive mode
Del	unit(s) selected	self-destruct
E or L	unit(s) selected	sell
R or K	unit(s) selected	repair
ALT + R or ALT + K	unit(s) selected	stop repairing
H or Home		focus on most important unit
W or End		show whole battlefield
Insert or NUM 0		highlight units (on/off)
I		show mission info
- or NUM -		radar zoom out
+ or NUM +		radar zoom in
F1 / F2 / F3		switch to battlefield #1/2/3
Space		select next battlefield
CTRL + F9...F12 or SHIFT + F9...F12		save camera position
F9...F12		move to recorded position
Esc	in-game	call main menu
Esc	cut-scene	skip cut-scene
M	on selected units	retreat selected units
V		recall all harvesters

UNITS & RESOURCES
EARTH FORCES

Resources:

Ice asteroids: the best source. Ore quality = 100%

Asteroids: backup source. Ore quality = 50% (harvesting takes 2 times longer)

Radioactive asteroids: almost unusable. Ore quality = 10% (harvesting takes 10 times longer)

OFFENSIVE UNITS:

FURY



The fastest fighting unit for humans. Suitable for fast and efficient actions thanks to a powerful engine, relatively small mass, great manageability and fast, although weak laser guns. In short: great speed, but weak guns and armor.

The Erinys or Furiae were attendants of Hades and Persephone, and lived at the entrance to the lower world. Their first duty was to see to the punishment of those of the departed who, having been guilty of some crime on earth, had come down to the shades without obtaining atonement from the gods. At the command of the higher gods, sometimes of Nemesis, they appeared on earth pursuing criminals. Nothing escaped their sharp eyes as they followed the evil-doer with speed and fury, permitting him no rest.

THANATOS



Armed with 2 homing missile launchers, the Thanatos has stronger armor than the Fury, but is a little slower. Homing missiles are effective against slower units or in a close-range fight.

Thanatos was the personification of death itself. He was the son of Night and the twin brother of Hypnos (Sleep). In early accounts he was seen as a very powerful figure, armed with a sword, with a shaggy beard and a fierce face. His coming was marked with pain and grief. Death is hated by mortals, who call him black and evil and grievous. For they think that darkness will enfold them when Death lays his heavy hands on them. His arrival is often regarded as unannounced or sudden, causing even surprise. And yet there are no doubts about Thanatos' coming, and no man knows for certain whether he will still be living the next day.



NEMESIS

Armed with projectile-style guns, it has average armor, speed and firepower.

Nemesis – meaning "Divine Vengeance" – is a personification of the vengeance of the gods. In Greek mythology,

Nemesis is the goddess of divine justice and vengeance. Her anger is directed toward human transgression of the natural, right order of things and of the arrogance causing it. Nemesis pursues the insolent and the wicked with inflexible vengeance.

KRAKEN



The biggest fighting unit. It is rather slow and not easily maneuverable, but is compensated with strong armor and firepower (2 missile launchers and a laser gun).

In Norse Mythology, it was believed that Kraken was the biggest creature imaginable. Kraken had so many arms and all sorts of underwater daemons lived on its skin.

KAMIKAZE



Small but effective "one time use" unit. When ordered, it zeroes in on the enemy and crashes into it. In connection with tactics mode set for this unit it can serve as standard kamikaze, or "twisted" turret.

In 1281 Japan was under attack by a Mongol invasion. The attack was led by none other than the great Genghis Khan. But, just as it seemed that the invading Mongols were about to overwhelm the Japanese, a great typhoon swept through the land, destroying the entire Mongol Army. From that point on the typhoon that saved Japan has become known as the Kamikaze or Divine Wind.

LORELEI



Thanks to ancient Alien technology, when this unit shoots an enemy unit, the enemy navigators lose control over the ship for 30 seconds.

According to German legend, there was once a beautiful young maiden, named Lorelei, who threw herself headlong into the river in despair over a faithless lover. Upon her death she was transformed into a siren and could from that time on be heard singing on a rock along the Rhine River, near St. Goar. Her hypnotic music lured sailors to their death. The legend is based on an echoing rock with that name near Sankt Goarshausen, Germany.

DEFENSIVE UNITS:

CERBERUS

A defensive unit, usually guarding a selected object (groups of Cerberuses form a sphere around the object). Emits short waves of laser beams.

Cerberus, a three-headed dog with a mane and a tail of snakes; offspring of monsters Typhon and Echidna. Cerberus guarded the land of Hades, he allowed only shades or spirits of the dead to



enter the Underworld and then savagely barred their escape. However, three living mortals successfully overcame him: Orpheus, who used the magical power of his music to charm Cerberus into submission; Hercules, who used his great strength; and Aeneas, who entered the underworld with the help of an old woman called the Sibyl, who lulled Cerberuses to sleep with drugged food.

AEGIS

A very expensive unit guarding the selected object as a form of a shield. It orbits around the object, and tries to shoot down any enemy projectiles.

Aegis, in Greek mythology, is a garment of Zeus, the king of the gods, and of Athena, his daughter. A short cloak with golden tassels, generally worn over the shoulders, the aegis served as the symbol of Zeus's power; it not only protected him but terrified his enemies. In art, Athena's aegis was frequently depicted as a breastplate or as a shield fringed with serpents. The garment was also occasionally used by other gods.



NON-COMBAT UNITS:

BAHAMUT

The mothership unit where the sundiver - linked through thousands of cables - is located and is commanding his/her fleet. The mothership itself has no defense. The Bahamut is able to produce basic units: Fury, Kamikaze, Cyclops and Daedalus, and also Solar Batteries (after Mounting Bay is produced). The Bahamut rarely takes part in battles; usually this unit gives orders from distance. In most missions destroying this ship means "mission failed." In addition, it can render visible all otherwise invisible enemy units.



Bahamut, according to Edgerton Sykes (Who's Who of Non-Classical Mythology), is "The enormous fish on which stands Kujara, the giant bull, whose back supports a rock of ruby, on the top of which stands an angel on whose shoulders rests the earth, according to Islamic myth."

CYCLOPS

The harvester, this unit collects resources from various objects, like asteroids.

The Cyclops were gigantic one-eyed monsters and the first smiths. A group of Cyclops known as the encheirogateres - bellyhands - worked for their living doing various jobs: they are credited with building the walls of Tiryns, Mycenae and the Lion Gate. This group worked also as metal smiths with a forge under Mt. Etna, where they made thunderbolts for Zeus and created armor for Aeneas.



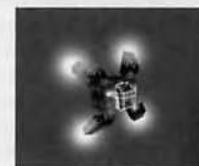
DAEDALUS

The constructing unit. It moves to the place of construction and starts to build. Daedalus builds: Hi-Tech Mounting Bay, V-Lab Perdix, Charon (after the Mounting Bay is produced) and Kraken (after V-Lab is produced).

Daedalus was an Athenian architect and the first inventor of images. He received his craftsmanship from Athena. Famous for many inventions, two successful and legendary exiles, and the creation of the Labyrinth.

HI-TECH MOUNTING BAY

The factory where hi-tech objects and ships are produced. This is the second production unit after Bahamut, and gives the player the ability to build bigger units: Thanatos, Cerberus, Nemesis and after V-Lab is produced Aegis and Lorelei.



V-LAB PERDIX

The unit that expands technology. It is rather slow and weak, but a working V-Lab can add some new tricks to the player's fleet (new units: Lorelei, Aegis and Kraken). The V-Lab has the special ability to produce a shockwave that destroys all nearby enemy units. In addition, it can render visible all otherwise invisible enemy units.



Daedalus, the famous inventor, was held responsible for the murder of one of his pupils, Perdix, because Daedalus feared that Perdix, with his talents, might surpass him. Perdix was the inventor of the saw, he is said to have invented the compass as well.



CHARON

Very heavy, with strong armor, a giant engine and no weapons. This unit stores all resources collected by Cyclops harvesters so the harvesters have a choice to unload at the mothership or at Charon.

Charon ("Fierce Brightness"), for the fee of an obol, placed in the mouth of the dead at the time of burial, would ferry souls across the river Acheron and Styx into Hades. Those who did not have a funeral (and thus no payment for Charon) were condemned to wander the shore for a hundred years before being allowed to cross. Exceptions to this include Orpheus who charmed him with his lyre, Hercules who scared him, Aeneas who bribed him with the golden bough, and Theseus. For letting Hercules across, Hades had Charon chained to his oar for a year. Some mythologists write of back-doors to Hades by which Charon and his fee could be avoided. Odysseus entered the Underworld in this way.



SOLAR BATTERY

The Solar Battery has almost no protection. After it stops it always sets itself to face the sun to capture energy.



GATE

Gates are the machines used to transport ships through space, using mobile wormholes. Everything has its price though: only units of a particular size can pass through. Because of the high complexity of construction, Gates are fragile and subject to damage. To use the Gate one has to activate two Gates (just two, a larger amount would rift a special field generated by the Gates), then the chosen unit flies into one of them. After a few seconds this unit appears out of the exit Gate.

Black holes suck in objects but – according to Einstein's general theory of relativity that time reversal is possible – objects that travel through black holes could theoretically be spewed out of other holes. Such holes are called white holes. There is also a theory that black and white holes are connected by tunnels, which are called wormholes.

DAEMONS

Resources

Ice asteroids: almost unusable, ore quality = 10% (harvesting takes 10 times longer)

Asteroids: backup source of ore, ore quality = 50% (harvesting takes 2 times longer)

Radioactive asteroids: the best source, ore quality = 100%



OFFENSIVE UNITS:

IMP

It's the smallest, lightest Daemons unit. Shoots a single missile at a time.

Imp is a small demonic spirit, the soul of a human turned to evil and given favor by the Demons.



INCUBUS

Incubus is a small unit that also shoots single missile at a time, but has very fast reload time.

Incubus is a demon in male form that seeks to have sexual intercourse with sleeping women; the corresponding spirit in female form is called a succubus. In medieval Europe, union with an incubus was supposed by some to result in the birth of witches, demons, and deformed human offspring.



SUCCUBUS

A middle-size unit that attacks the enemy with an electric blast. The attack is pretty powerful, however the ships have to be very close to each other.



BEAST

A unit that is surrounded with an electric field that simultaneously attacks all enemy units within range.



NIGHTMARE

Nightmare is a large and expensive – but extremely powerful – kamikaze unit. It can destroy most bigger enemy units alone.



ABBADON

The biggest fighting unit, it's almost indestructible when not shooting. However, when it starts firing its front minigun, it becomes "open" and can be damaged much easier.

Abbadon ("destroyer") – the Hebrew name for the Greek Apollyon, "angel of the bottomless pit," and the angel (or star) that binds Satan for 1,000 years.



DEFENSIVE UNITS:

HELLHOUND

A turret that shoots a single homing missile. Such missiles have problems with faster enemy units, though.

Hellhound is a fiend in a dog form, also a dog represented in mythology (such as that of ancient Greece and Scandinavia) as standing guard in the underworld. In Greek mythology this was Cerberus, a three-headed, dragon-tailed dog.



FIEND

Very powerful turret that spins around and has 3 guns mounted symmetrically on the rim. The ship can shoot one missile from one gun only, so when it focuses on the target, it shoots, spins a little to set another gun on the target, shoots and so on.

Fiend means a demon, or even the Devil, and also a person of great wickedness and cruelty. Old English "fiend" means "enemy."



NON-COMBAT UNITS.

MOLOCH

This is the Daemon mothership. It has a small gun which fires 2 missiles at a time and is capable of taking out small and slower units. The mothership is capable of producing only harvesters (Slaves) and production units (Limbos). In addition it can render visible all otherwise invisible enemy units.

Moloch (in Hebrew, Moloch means "king") – a divinity worshipped by the idolatrous Israelites. The offerings by fire, the probable identity of Moloch with Baal, and the fact that in Assyria and Babylonia Malik, and at Palmyra Malach-bel, were sun-gods, suggest to many that Moloch is a fire- or sun-god.



SLAVE

The harvesting unit for Daemons.



LIMBO

Every bigger unit is produced by Limbo: War Factory, Doppelganger, Power Station, Minion, and Abbadon (only after War Factory is built).

Limbo – in Roman Catholic theology – is an abode of the souls of those who died before receiving Christian baptism and are barred from heaven.

WAR FACTORY

Every fighting unit has to be produced in War Factory: Imp, Incubus, Succubus, Beast, Nightmare, plus Hellhound, Fiend and Berserker.

MINION

Strong armor and no weapons, this unit stores all resources collected by Deamon harvesters.

"Minion" means servile attendant, but it originates from early French word "mignon" which means "darling".

BERSERKER

Has special ability to produce a shockwave that affects all nearby enemy units and also "harvests" all nearby asteroids (in the shockwave range). In addition it can render visible all otherwise invisible enemy units.

Berserkers are the remnants in Christian times of older stories. In pre-Christian Scandinavia, berserkers seem to have been members of cults connected with Odin in his capacity as god of warriors. Snorri Sturluson in Ynglinga Saga, describes Odin's warriors in this way: "His men went to battle without armor and acted like mad dogs or wolves. They bit into their shields and were as strong as bears or bulls. They killed men, but neither fire nor iron harmed them. This madness is called berserker-fury."

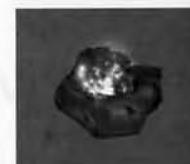
DOPPELGANGER

A transport unit, it can hide up to 8 smaller units. It's almost indestructible thanks to very powerful armor.

Fantasy books have no doubts: the doppelganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids. Doppelgangers are bipedal and generally humanoid in appearance. They are, however, rarely seen in their true forms.

POWER STATION

A very expensive power station. It causes visual errors for the human player.



VITECHY

Vitechy is non-playable race that is very important to the storyline. They are absolutely convinced of the superiority of their technology. Their spacecraft are a mystery to us!



RESOURCES

The Vitechy race requires energy, energy and more energy. That's why their harvesters are very unique: they do not work like "standard" harvesters, but leech energy out of enemy engines.

OFFENSIVE UNITS:

KOSAI

The basic fighting unit for Vitechy.

Japanese: kosai = greatness and smallness

MEIMEI

This unit is invisible until it shoots. After it fires, it is visible for 30 seconds, and then it becomes invisible again.

Japanese: meimei = invisible

KEIKAN

Strong armor and firepower, although slow frigate class unit.

Japanese: keikan = strong and fierce

HEIDON

This unit "sucks in" smaller enemy units and asteroids so it can consume the enemy resources.

Japanese: heidon = swallowing up

HARUMAGEDON

The most powerful Vitechy fighting unit, it has a very slow reload time, but its one shot can destroy 95% of the human mothership.

Japanese: harumagedon = armageddon

DEFENSIVE UNITS:

MIRA

This turret attacks using the mirror principle; with the unit always positioned towards the sun so when the sunbeams touch the surface they are powered up and reflected upon the enemy unit.

Japanese: mira = mirror

DIFENSU

Vitech's turret.

Japanese: difensu = defense

NON-COMBAT UNITS:

SENTA

This is the main Vitech base with two interesting capabilities. First, when this unit notices that a nearby war factory is damaged below 50% it automatically beams energy to the factory and "heals" it to 100%. Second, when destroyed, it produces a huge shockwave that affects all nearby enemy units.

Japanese: senta = centre

HIRU

A small harvesting unit that leeches energy out of the enemy unit's engine (positions itself right behind the unit and "harvests" the produced energy).

Japanese: hiru = leech

FAKUTORI

The factory that produces almost all war units: Kosai, Meimei, Keikan, Heidon, Mira, Difensu, Hiru.

Japanese: fakutori = factory

ALIEN WARP GATE

Vitech version of the warpgate.

MUTEKI

This unit is present only in the first and last mission for Daemons and the last mission for humans. It seems indestructible, but in reality can be damaged by a special trick. The unit itself causes extreme damage to enemy fleet.

Japanese: muteki = invincible

RESEARCH TREE

There are 7 (for Earth Forces) or 8 (for Daemons) research spots in the research menu (click Research icon in the upper menu when in Locked mode). When pointed at, each spot "rolls down" a list of 2 inventions/improvements. If the player selects a given invention to be researched, the other one from this spot becomes unavailable until the next mission (when all inventions reset). For example if the player chooses Psychokinetic Blast, then Psychostatic Blast is greyed out and unavailable until the next level.

EARTH FORCES

Name	Mission	Price	Description
Psychostatic Blast	1	200	Non-moving enemies get 10% more damage
Psychokinetic Blast			Moving enemies get 10% more damage
Last Word	3	200	Unit explosion hits all nearby enemies for 50%
Last Favour			Unit explosion heals all nearby friendly units by 50%
Critical Hit	4	200	Chance is that the enemy will be destroyed by a single shot
Chaos Control			Chance is that the enemy shot will miss the target
Nullify	5	300	All enemy projectiles do 10% less damage
Repulse			Non-projectile enemy weapons do 10% less damage
Hydra Shield	6	1000	Units get the ability to regenerate slowly in time
Mind Screen			Units get only 90% of the damage
Power Shift	7	1000	All units are built 10% faster
Gamma Absorption			Better harvesting of radioactive asteroids
Outburst	9	1000	Move all nearby meteors onto the enemy ships.

RESEARCH TREE : DAEMONS

Name	Mission	Price	Description
Harvest Faster	1	400	Increases the harvesting speed by 20%
Harvest More			Increases the harvester's capacity by 10%
Improve Harvester Speed	2	400	Harvesters move faster by 10%
Improve Harvester Shield			Harvesters take 10% less damage
Produce Stronger	3	500	New units initially have 105% of the energy
Produce Faster			Units are produced 5% faster
Save Energy	4	500	Units require 10% less energy to operate
Salvage			When destroyed, 5% of the unit's initial price is refunded
Regenerate Mothership	5	1000	Mothership's shields slowly regenerate in time
Improve Mothership Shields			Mothership gets only 80% of the damage
Sell Better	6	500	Unit are sold for 60% of their initial price
Heal Faster			Units heal 5% faster
Lucky Strike	7	600	Chance is that the enemy unit will be damaged by 99%
Lucky Save			Chance is that the damage will be lessened by 90%
Spark	8	2000	Traveling deadly energy bursts

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