
CONFLICT 3048
USER MANUAL
mattiesgames.com
TANHOSIM


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“I say we take off, nuke the entire site from orbit, it’s the only way to be sure.” - Ellen Ripley, Aliens.

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Steam should handle all the installation process for you with Conflict 3048.

The game currently supports English only.

More languages may come in the future.



Troubleshooting

If you have problems in the game then please contact Matt at contactus@mattiesgames.com.

As a solo developer some problems may be beyond my ability to fix.

If your problem is with playing the game and winning rather than a technical issue Matt is also happy to discuss. If the game is too hard - well, there's always the text data files and scripting system you can play around with to cheat and make it easier! No cheat codes are present in the game, but the game's data and scripts are all easily accessible meaning you can alter anything you wish.

Introduction to Playing the Game

Conflict 3048 is a tactical strategy game between humans and aliens over land.

The humans use advanced technology, while the aliens are more insectoid in nature.

The game is controlled with the mouse and keyboard.

It is possible to play with the mouse only but some features are available only through the keyboard.

Mouse control includes selecting soldiers by left clicking and left drag selecting. It also includes issuing move orders, and targeting orders, with right clicking on either the map or the mini map.

The keyboard can be used to assign groups (CTRL-number) and also to quickly assign formations to the selected units.

On the lower right in the battle is a minimap that shows the location of your soldiers and visible enemy soldiers.

On the lower left and top centre are icons indicating the number of each soldier present in the battle on both sides.

At the top left is an indicator of your objectives.



Unit Characteristics

Each creature has a profile that includes some numerical ratings as well as descriptive abilities.

The numerical ratings include:

MV - This is the speed the unit moves around the map.

ATT - This is the amount of damage the unit inflicts on another unit per second when engaged in combat.

DEF - This is the amount by which damage received from other units is reduced to a minimum of 1 point.

Base HP, HP - This is the total damage points the unit can receive before it is destroyed.

Other Abilities - These are things like extra damage, alternative attacks and so on.

Campaign

Conflict 3048 centres around a campaign.

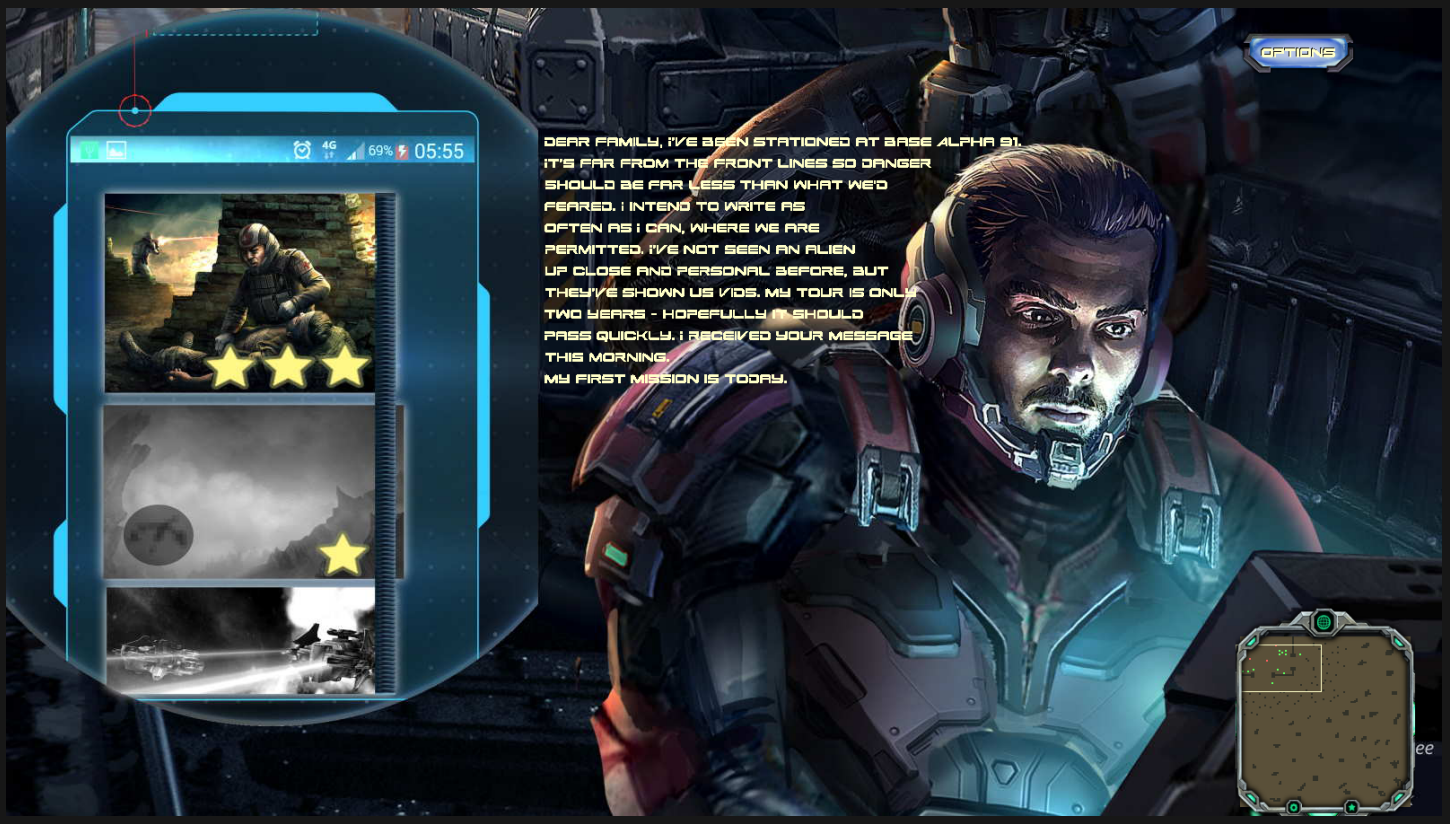
Any battle may be chosen from the list available.

Scroll through the list using your mouse wheel.



Campaign Story

The Campaign follows the career of one of the Commanders in the Human force.



Overview of Gameplay

Selection

Select units by left clicking or dragging a selection box around the units and then releasing the mouse button.

Units can be grouped into up to 10 different groups by pressing CTRL and a number 0-9 on the keyboard to assign a group. Pressing the number again will select that group's units. Pressing it twice quickly will centre the view on that group of units.

Movement

When a group of units is selected they can be issued an order to move with the right mouse button.

Clicking either the main play area or the mini map will issue a move order to the units.

Combat

Combat takes place when units move into range of enemy or when you target an enemy soldier by right clicking on them while you have units selected.

Combat either occurs as a melee attack, a ranged attack.

All attacks do some damage, even if it is only a single point of damage.

Damage is increased by having a higher ATT score on the attacking unit.

Damage is reduced by the DEF score on the target unit.

Many abilities interact with combat between units to either increase or decrease the effectiveness of combat.

Construction

New units can be constructed. This is done at a Barracks or Factory.

By left clicking, or double left clicking on a barracks the available units to build will show on the left.



Each time you click on one of these green icons on the left another unit will be placed in the build queue up to a maximum of 10 units per builder/barracks.

Your barracks will then begin producing the unit.

The more powerful the unit the more time and army points it requires to build.

Some units are created very quickly and cheaply - such as the Marine.

Research

Factories and Barracks can research improved abilities for your units.

Only one type of research can be performed at a time, if more than one is chosen then the first will be paused.

Artillery / Air Strikes

The HQ and Helipad structures give you the option to launch artillery and air strikes.

These do damage to a random number of enemy units on the entire battlefield.



Transports

VTOL aircraft and other specialised units can transport other units around the battlefield.

Simply right click on the VTOL while the units are selected and they will get inside.

When you wish to release the troops from inside, press the icon that appears when the transport is selected.

Night Fighting

Some battles take place at night time. At night, weapons' firing range is reduced.

The battlefield looks slightly different at night as well:



Seasons

The game takes place in a temperate zone, however there are Winter and Summer effects. In Winter, ranged weapons are less effective against enemy units and land units have a top speed that is limited.

The map changes its appearance in different seasons.

Winter



Summer



Other Seasons



Replay

A replay of the battle is able to be watched after it has been completed.

Editor

Conflict 3048 contains a full editor and scripting system.

For details of how to use the editor and scripting system, see the additional help manual pdf included with the game.

Keyboard Commands

CTRL-Number - Assign Group
Number - Select Group

E(11 times) - Open the Editor for this Map

Ability Descriptions

Each unit has a series of different characteristics in game beyond their numeric scores.

These scores affect their gameplay.

Note - not all abilities are available in this game but are accessible for use if you wish to make your own units, or maps, or campaigns.

The abilities are:

+ Damage

These units do more damage on the initial attacks but as the battle wears on they return to their normal level of attack strength.

Flames

These units deal flaming damage to an area.

Heal

These units heal other friendly units in battle.

Ignore Def/Armour Piercing

These units ignore the enemy unit’s DEF value when causing damage.

Fast Shot

These units attack multiple times per second doing twice as much damage.

Splash

These units damage an area as well as the target potentially affecting multiple units.


GUNS &
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