
THE
OUTFORCE
JORDAN
FREEMAN
GROUP
ZOOM
PLATFORM MEDIA
REAL-TIME STRATEGY
Strategy First
PC CDROM WINDOWS®95/98/2000
TEEN
T
CONTENT RATED BY
ESRB

KOHAN

IMMORTAL SOVEREIGNS







Coming Soon

Strategy First

www.strategyfirst.com

RATING PENDING
RP
CONTENT RATED BY
ESRB

CONTENTS

BACKGROUND STORY 2

GETTING STARTED
- System requirements 3
- Beginner's installation guide 3

TROUBLESHOOTING
- Installation 4
- Performance 4

KEYBOARD SHORTCUTS 5

BUILDING TREES
- Human 6
- Gobin 6
- Crion 7

END USER LICENSE AGREEMENT 8

This Booklet is to be used as a reference. For detailed information on the operation of this game, please refer to the electronic manual on the CD. The Manual is located in the "Manual" folder found in the root directory of the game CD.

BACKGROUND STORY

The game takes place in a far future, the 25th century to be more exact, where mankind is fighting for survival far away from home. The human race has left Earth, after nearly getting wiped out by an asteroid hit, and is now trying its best to settle down in a nearby star system, the Epsilon Eridani system.

We are not alone in this part of the galaxy, though. Our new home lies right in the crossfire between two alien races, who also seek control of the region. These alien empires, the stout, chubby, turtle-like Gobins and the erect, proud warriors of the Crions, have nearly eradicated each other after centuries of territorial conflict and outright war. The better part of the Crion army is about to advance on one of the major Gobin homeworlds, to take advantage of their last chance of breaking the 50-year stalemate.

In the middle of all this, the Terrans arrive, and begin to colonize a nearby Gobin planet. Both the alien empires are taken completely by surprise and, believing the humans to be a devious trick played by their opponent, furiously attack the Terran forces. The Terrans respond in kind with nuclear missiles, proving deadly effective. After a short but brutally effective war, where all three sides have taken considerable losses, they all realize peace must be made. An old abandoned Crion space station serves as neutral grounds for peace parties to meet. Negotiations seem to come along fine...

...Until the space station vanishes without a trace. One day, radio and subspace transmissions are just cut off, with no hint of problems or complications. All high leaders, diplomats and communications experts in this region have completely disappeared, and strong suspicions of treachery and conspiracy are cast in all directions. No one really knows what happened, though, and the military generals left in charge of the population has no choice but to rally their broken forces into a new offensive.

The war erupts again, with newfed hatred.

This time, peace can only be achieved by conquest.

SYSTEM REQUIREMENTS

Operating system	Windows® 95/98 or higher
Computer	100% PC Compatible
CPU	233 MHz Pentium II or faster
Hard drive	16 Mb minimal installation
CD-ROM	8x drive speed
RAM	64 Mb or higher
Input device	100% Microsoft ® compatible mouse and keyboard
Graphics	DirectX Compatible 3D Accelerator
Sound	100% Windows compatible sound adapter
DirectX	Version 7.0 or higher
Multiplayer	2-8 Players, 1 game CD per player, TCP/IP compliant network, Modem for Internet play
Network Adapter	10 MBit Ethernet Adapter for LAN gaming

BEGINNER'S INSTALLATION GUIDE

Insert The Outforce CD into your CD-ROM drive. The Outforce installation wizard will automatically launch. If not, read the Troubleshooting instructions below.

Select your desired installation path. Click next. The installation will now commence.

Once The Outforce is fully installed, you may proceed to launch the game. If this option is not offered to you at the end of the installation, look for The Outforce icon on the Desktop. Double-click it to launch The Outforce.

Note that you must have DirectX 7 or later to run The Outforce. If you have a different version, you must manually upgrade your DirextX version. An installer can be found under the DirectX directory on The Outforce CD. It is also advisable that you check www.microsoft.com/directx for upgrades.

TROUBLESHOOTING

INSTALLATION

If the installation wizard does not automatically launch when you insert The Outforce CD, you can access the installation file manually. Double-click "My Computer", locate the CD-ROM icon (typically labeled "The Outforce (D:)") and double-click it. Windows will display a window showing the contents of The Outforce CD. Locate the Setup executable and double-click it.

PERFORMANCE

If you experience unreasonable performance problems, always make sure you have no unnecessary programs running, especially CPU-intense software like media players, web browsers or games. Anti-virus programs, download managers and other administrative software may also affect performance and stability, as well as screen savers and background operating software.

Another point of importance is to always have the latest drivers for your hardware. Old and outdated drivers may cause severe performance problems. Refer to the web site of your hardware manufacturer.

You can also read the readme.txt on your CD for the latest updated information.

TECHNICAL SUPPORT

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please read the README.TXT file on the OUTFORCE CD to see any last minute recommendations pertinent to your problem. Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available :

- Computer make and model,
- Windows version,
- Total system RAM,
- Total Hard Drive space,
- Video card make and model.

Phone#:	(514) 844-2433, Mon.-Fri. 10am-5pm EST
Fax#:	(514) 844-4337, Attn: Support
Internet e-mail:	support@strategyfirst.com
Strategy First Web Site:	http://www.strategyfirst.com
THE OUTFORCE official web site:	http://www.outforce.com

KEYBOARD SHORTCUTS

ESC	Access the main menu	**NUMERIC KEY PAD +**	Zoom in on radar
S	Halt selected unit	**NUMERIC KEY PAD -**	Zoom out on radar
A	Attack	**1-9**	Select unit group 1-9
D	Turn on/off QuickCommand Bar	**1-9 x2**	Center on group 1-9
G	Guard	**CTRL 1-9**	Create unit group 1-9
P	Patrol	**F5**	Pause game
M	Move	**F6**	Game speed low
R	Repair	**F7**	Game speed normal
O	Toggle on/off	**F8**	Game speed high
T	Track selected unit	**0 (zero)**	Remove unit(s) from group
W	Connect Tow Ship	**CTRL-A**	Select all units
W x2	Disconnect Tow Ship	**CTRL-Z**	Select all similar units
TAB	Show scores	**CTRL-D x2**	Self-destruct selected unit
DELETE	Zoom out	**SHIFT**	Stack orders
INSERT	Zoom in	**CTRL-ALT 1-9**	Set script point 1-9
ARROW KEYS	Rotate camera	**ALT 1-9**	Move camera to script point 1-9
END	Max zoom out	**F12**	Screen capture
HOME	Max zoom in	**SPACE**	Focus on last message

GIVING ORDERS

AutoCommands are typically executed with the right mouse button. With a unit selected, clicking free space will give a move order, clicking a hostile unit or module will give an attack order if the unit is armed, and clicking a resource field will give a unit with RCU abilities a collect order.

Holding shift will stack either regular commands or AutoCommands. When shift is held, the order stack is displayed, and you can either move stacked orders by dragging, remove by right-clicking, or add stacked orders by simply issuing a new order in free space.

BUILDING TREES

HUMAN

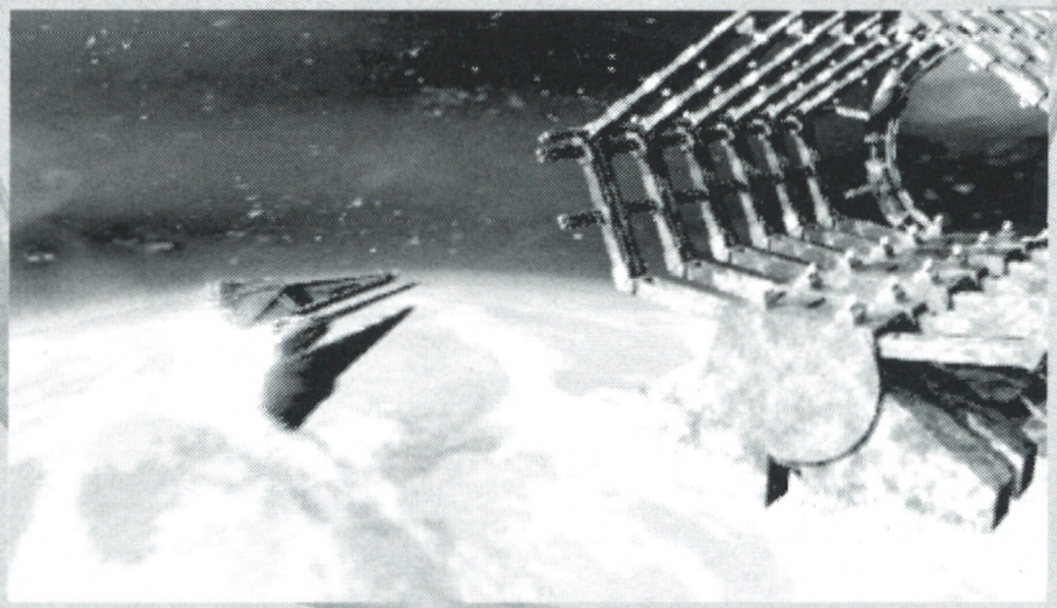
- Central builds
  - Towship
  - MCU builds
    - UCM
    - Solar Plant
    - Metal Plant
    - Extractor
    - Adv. Radar
    - Light Laser
    - Light Missile
    - Metal Fence
    - builds
      - MCU
      - Adv. MCU
      - Drone
      - Eagle
      - Hawk
      - Predator
      - RCU
      - Towship
      - Scout
      - builds
        - Adv. UCM
        - Fusion Plant
        - Adv. Extractor
        - Heavy Laser
        - Homing Missile
        - Riot Guard
        - Laser Fence
        - Ph. UCM
        - builds
          - Ph. MCU
          - Wasp
          - Jammer
        - builds
          - Adv. MCU
          - Predator
          - Raptor
          - Minotaur
          - Centaur
          - Kamikaze
        - builds
          - UCM
          - Adv. Radar
          - Metal Fence
          - A/M Plant
          - Ph. UCM
          - Warp Station
          - Turbine Laser
          - Assault Module
          - Nemesis
          - Warp Disrupter

GOBIN

- Root Core builds
  - Puller
  - Seed Pod builds
    - Synthesor
    - Solar Emo
    - Decomposer
    - Distillator
    - Adv. Radar
    - Light Laser
    - Light Missile
    - Hedge
    - builds
      - Seed Pod
      - Adv. Seed Pod
      - Razor Fish
      - Gerdla
      - Jandrow
      - Zidra
      - Reaper
      - Puller
      - Seer
      - builds
        - Adv. Synthesor
        - Photosyn Emo
        - Adv. Distillator
        - Heavy Laser
        - Missile Launcher
        - Neutron Weapon
        - Adv. Hedge
        - Ph. Synthesor
        - builds
          - Ph. Seed Pod
          - Chameleon
          - Jammer
        - builds
          - Synthesor
          - Adv. Radar
          - Hedge
          - A/M Emo
          - Ph. Synthesor
          - Warp Hive
          - Turbine Laser
          - Flash Bat
          - Genesis
          - Warp Jammer
      - builds
        - Adv. Seed Pod
        - Zidra
        - Onath
        - Intoroth
        - Wontar
        - Cherryflower

CRION

Processor builds
- Dragster
- Assembler builds
  - Producer
  - Photon Muster
  - Cleanser
  - Extractor
  - Adv. Radar
  - Light Laser
  - Light Missile
  - Barrier
  - builds
    - Assembler
    - Adv. Assembler
    - Tixer
    - Djexo
    - Zadorec
    - Evron
    - Gatherer
    - Dragster
    - Infiltrator
    - builds
      - Adv. Producer
      - Fusion Node
      - Adv. Extractor
      - Heavy Laser
      - Missile Launcher
      - Pestilence
      - Adv Barrier
      - Ph. Producer
      - builds
        - Adv. Assembler
        - Evron
        - Litter
        - Kegger
        - Loctor
        - Martyr
      - builds
        - Ph. Assembler
        - Knave
        - Spoofer
        - builds
          - Producer
          - Adv. Radar
          - Barrier
          - A/M Node
          - Ph. Producer
          - Warp Portal
          - Turbine Laser
          - Obelisk
          - Armageddon
          - Warp Inhibitor



END USER LICENSE AGREEMENT

Please read the following carefully before installing or using the Software. By using the software you are agreeing to the terms of this End User License Agreement.

This computer software, artwork, music and other components included in this Product (collectively the "Software") are copyrighted property of PAN Interactive Publ. and its licensors. The Software is not sold to you, it is licensed to you.

You agree not to extract information, reverse engineer, decompile, disassemble, alter, duplicate, make copies, distribute, rent or lease the Software or in any other way provide others with all or any portion of the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on computer equipment. Your license is automatically terminated if you transfer the Software.

You expressly acknowledge and agree that use of the Software is at your sole risk. In no event, including negligence, shall PAN Interactive Publ. or its licensors be liable to any party for (i) any indirect, special, punitive, incidental or consequential damages (including, but not limited to, damages for loss of business profits, business interruption, loss of programs or information, and the like), or any other damages arising in any way out of the availability, use, reliance on, or inability to use the Software, even if PAN Interactive Publ. shall have been advised of the possibility of such damages; or (ii) for any claim attributable to errors, omissions, or other inaccuracies in, or destructive properties of any information. Because some states or jurisdictions do not allow the exclusion or the limitation of liability for consequential or incidental damages, in such states or jurisdictions, PAN liability shall be limited to the extent permitted by law.

© PAN Interactive Publ. All rights reserved.

The Software is a work of fiction. All of the characters and events portrayed in this Software are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

Strategy First

©2000 Strategy First Inc. All rights reserved. The Outforce is a trademark of O3 Games. All rights reserved. All other trademarks and copyrights are the properties of their respective owners.

Windows® 95/98 are Trademarks of Microsoft® Inc.

Uses Miles Sound System. Copyright © 1991-2000 by RAD Game Tools, Inc.
Uses Bink Video. Copyright © 1991-2000 by RAD Game Tools, Inc.
MPEG Layer-3 playback supplied with the Miles Sound System from
RAD Game Tools, Inc.

MPEG Layer-3 audio compression technology licensed by Fraunhofer IIS and THOMSON multimedia.

Material created with support to AURA/ST Scl from NASA contract
NAS5-26555 is reproduced here with permission.

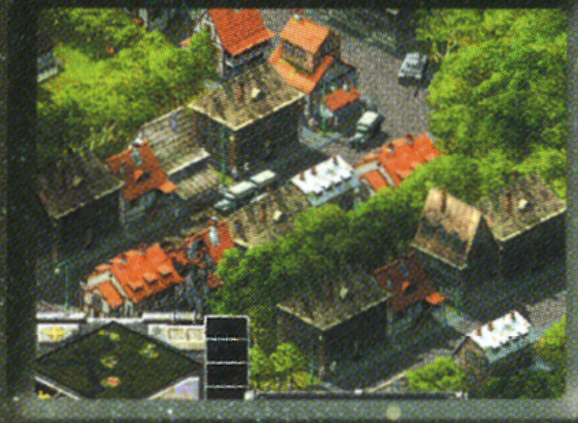
© 2000 PAN Interactive Publishing. All rights reserved. Published by Infinite Loop. Infinite Loop is a label of PAN Interactive Publishing. PAN Interactive Publishing and Infinite Loop logotypes are registered trademarks of PAN Interactive Publishing. The Outforce and related marks are registered trademarks of PAN Interactive Publishing.

O3D Engine © 2000 O3 Games. Developed by O3 Games.
The O3D Engine and the O3 Logo are trademarks of O3 Games.

MILES SOUND SYSTEM BINK VIDEO O3 GAMES PAN Interactive Publ. infinite loop

SUDDEN STRIKE







COMING SOON

Strategy First

WWW.STRATEGYFIRST.COM

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info
CONTENT RATED BY ESRB

DISCIPLES II

DARK PROPHECY



Coming Soon





Strategy First

www.strategyfirst.com

04-22008JCB

RATING PENDING
RP
CONTENT RATED BY
ESRB