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THE TOMORROW WAR

FLIGHT MANUAL

EPILEPSY WARNING

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Precautions during use:

- Do not sit too close to the monitor. Sit as far away as is comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minutes break every hour.

The PEGI age rating system:

Age Rating categories:
Les catégories de tranche d'âge:



Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:
Description du contenu:





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For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

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Introduction

Our game is not just a space simulation nor even a space simulation with a great storyline. This game is a whole lot more than that. It consists of a block of free missions and a bunch of unique features such as arcade and realistic physics, keyboard and mouse controls, planets with realistic environments you can land on at any location, continuous video sequence on landing and much more.

The game contains dozens of realistic space objects such as stars – the celestial bodies of planetary systems, giant planets which can squash your flugger with their atmosphere, earthlike planets you can dock on, non-atmospheric natural satellites similar to our Moon, asteroid fields you can mine and even black holes, one of which will certainly attempt to swallow you!

You will be amazed by the shining deep space around you. The game engine can also support an unlimited number of objects – the overall effect is determined by your PC's performance. This feature allows us to recreate the atmosphere of a major space battle with dozens of giant spaceships and hundreds of small fluggers!

Our fluggers, as well as our spaceships, are equipped with a complicated damage system. Some fluggers have a special energy shield, and all spaceships have both energy and ordinary armour. The armour types are differentiated according to a components system. When a player's flugger loses one of systems, it also loses the system's functionality. On screen this is represented by the surface of the flugger gradually changing in appearance, then starting to smoke and burn. If it sustains further damage, the part will fall off completely... We invite everyone to the world of The Tomorrow War – we've got an action-packed outer space for you to discover.

System requirements

To run The Tomorrow War correctly, your PC should meet the following requirements:

Minimum requirements:

OS: Windows XP
CPU: 2.4 GHz or higher
512 MB RAM
Graphics: ATi 9600/nVidia 5600 128 MB or higher
Sound: DirectX-compatible
7 GB hard drive space (up to 1 GB additional disc space for temporary files and saved games)
DVD-ROM drive
DirectX 9.0c

Recommended requirements:

OS: Windows XP
CPU: 3 GHz or higher
1 GB RAM or higher
Graphics: ATi X800/nVidia 6800 256 MB or higher
Sound: DirectX-compatible
7 GB hard drive space (up to 1 GB additional disc space for temporary files and saved games)
DVD-ROM drive
DirectX 9.0c

Warning!

The game is protected from illegal copying. It may cause incompatibility with some types of DVD-RW and virtual drives.

Installing and uninstalling the game

Installing the game

To install the game, insert The Tomorrow War DVD into the DVD drive on your PC. The installation process will start automatically.

If the installation does not start automatically (i.e. if the Autorun function is disabled in your system), you should run the file Autorun.exe located on The Tomorrow War DVD. To run this file, click on the Start button, select "Run" and, in the window which opens, type X:\autorun.exe (where X is the system letter of your DVD drive, usually D). To run the game, the last game DVD must be inserted in the drive.

Note that you might need Administrator privileges for the game to be installed correctly on Windows 2000 and Windows XP.

Game startup

To run the game, double-click The Tomorrow War shortcut on your desktop. You can also run the game from the Start Menu: Start -> All Programs -> 1C Company-> The Tomorrow War or, by selecting the Game Start button in the Start Menu that appears on screen after inserting the game disc into the DVD drive.

Uninstalling the game

To uninstall the game, choose the Game Uninstall shortcut from the Start Menu. You can also use the respective Start Menu command – the Start Menu will appear when the game disc is inserted into the DVD drive.

Menus

When you start the game, the first thing you will see is the Profiles Menu. Once you have created and loaded your profile you can proceed to the Main Menu.

Main Menu

Game main menu



From the Main Menu you can start a new game or load previously saved games, start a multiplayer game, change settings, view information about the game authors and creators or exit to Windows.

Load Menu

Load game menu



The Load Menu is split into two sections: information about a saved game appears on the left-hand side and a list of saved games appears on the right-hand side. This information is designed to make it easier for you to find the file you need among a number of saved games.



In the top left-hand corner is a small screen containing a screenshot which shows the status of the saved game.



Below this there is a window containing the full name of the saved mission.



This window also contains complete information on the player's current location. It provides the name of the system, astronomic belt and current planet as well as the name of the ship the player is using.

The right-hand side of the menu shows you a list of saved games. It contains lines of three different colours. The colours indicate how the game has been saved.

14:26, 14.02.08, Mission 2, Takeoff 1

Green indicates that the current game was auto-saved.

14:22, 14.02.08, Mission 1. Alien

Turquoise indicates that the game was saved separately.

14:39, 14.02.08, Mission 2

Blue indicates that the quick save function was used to save this game.

Network Game

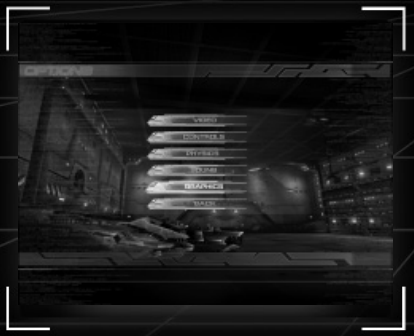
Network game menu



The Network Game Menu is used for setting up a multiplayer game. In the upper window you can choose a server connection type. You must then enter your name in the Player's Name field and choose a connection type. Using the buttons at the bottom, you can connect as both a server and as a client.

Settings

Game settings menu



The Game Settings Menu consists of the following buttons which lead to various game settings submenus:



The **VIDEO** button takes you to the Video Menu.



The **CONTROLS** button takes you to the Game controls and Key Configuration Menu.



The **PHYSICS** button takes you to the Game Physics Menu.



The **SOUND** button takes you to the Sound Settings Menu.



The **GRAPHICS** button takes you to the Graphics Menu.



By pressing the **BACK** button, you can return to the Main Menu.

Now for a closer look at each submenu...

Video menu



The **Video** Menu displays some adjustable parameters. You can only select settings in the **Video** Menu **before** you enter the game.

At the top of the screen you can see the screen colour depth settings. This parameter must be set up first.

Using the mouse pointer, you can select either 16-bit or 32-bit screen depth. Your chosen parameter is marked with a check.

Next you can select the screen resolution and refresh rate from the corresponding lists. Screen resolution can be varied from 800 by 600 to 1600 by 1200 pixels. The refresh rate can be varied from 60Hz to 100Hz. The game default settings are 1024 by 768 pixels and 72Hz.

The brightness level slider is located below.

You can reset all the settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click on **APPLY**.

Game controls menu



In the Controls Menu you can choose the parameters that control the game.

For instance, you can set the **MOUSE SENSITIVITY** level. This parameter allows you to set the speed of your pointer.

You can also set up the **DEAD ZONE** levels on the axis The **DEAD ZONE** is a space where your joystick or pointer is unresponsive.

The **USE JOYSTICK** option allows the player to use a joystick to control the game if available.

The **USE FORCE FEEDBACK** option turns on the **FORCE FEEDBACK** system.

The **ALTERNATIVE CONTROL** option allows the player to change the aiming method on



the screen.

By clicking the **REASSIGN KEYS** button, you can proceed to the Key Configuration submenu where you can set up your keyboard control preferences.

You can reset all settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click **APPLY**.

Key configuration menu



Using the **Re-assign keys** option, you can customise the keyboard or joystick controls to your own preference. To choose an option, select the desired line in the Keyboard settings column (centre) or Joystick settings column (right) and enter the desired key or combination of keys.

You can reset all settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click **APPLY**.

In-game physics menu



In the **PHYSICS** Menu you can customise the parameters of the ship's physics.

The **PHYSICS MODEL** customises the ship's in-game behaviour. Here you can choose one of three types of ship behaviour: arcade, simulator and inertia arcade.

The **HORIZONTAL ALIGNMENT** sets up the parameter that defines the alignment of the ship. You can choose one of three available options: the ship will never be aligned, the ship will be aligned only in the atmosphere, the ship always be aligned.

You can also toggle the **LANDING ALIGNMENT** option on and off.

You can reset all settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click **APPLY**.

Sound settings menu



In the **SOUND** Menu you can change the game's sound settings.

SOUND LEVEL sets the general sound volume for the game. This option affects all the settings below.

MUSIC sets the music volume level.

VOICE sets the game characters' voice volume level.

EFFECTS allows the player to choose the volume level of the game effects.

ENGINES sets the engine volume level.

Also, in this menu you can toggle the **3D EFFECT** option on and off.

You can reset all settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click **APPLY**.

Graphics menu



In the **GRAPHICS** Menu you can adjust some of the game's graphics parameters.

LEVEL OF DETAIL sets the general level of game detail.

PLANET DETAIL sets the detail level for the planets.

STARSHIP DETAIL sets the detail level for the ships.

PLAYER'S FLUGGER TRAIL adjusts or disables traces of the player's flugger.

OTHER FLUGGER'S TRAIL adjusts or disables traces of other fluggers.

You can also use such effects as **ATMOSPHERE DETAILS, FULL-SCREEN EFFECT, FLARES, SHADOWS, DEFOCUSING, SOFT LIGHT, TREE SHADOWS, FACE SHADOWS** and **CLOUDS**.

You can reset all settings to their default values by clicking the **DEFAULT** button.

To save the chosen parameters, click **APPLY**.

In-game Menu (HUD)

An F1 screenshot





The **HUD** Menu consists of a few submenus located close to the screen edges.

Each window can be minimised by clicking the Minimise button.

The Damage Indicator Menu, which contains the information about the state of the ship, is located in the top right-hand corner of the screen. This menu contains a few parameters displaying the abbreviated name of the current system, the energy damage level (marked by the upper strip) and the armour damage level (marked by the lower strip). Here's a quick look at the abbreviated parameter names...



Life support system



Navigation system



Power system



Orbital engines



Planetary engines



Fuel-feed system



Flugger temperature

The Information Menu showing friendly and enemy objects is located in the bottom left-hand corner of the screen. The window displays the following list of objects:


Ships (Allies) – clicking this button will display the list of closest friendly ships.

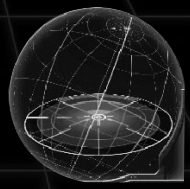

Ships (Enemies) – clicking this button will display the list of closest enemy ships.


Carriers (Allies) – clicking this button will display the list of closest friendly frigates, cruisers etc.


Carriers (Enemies) – clicking this button will display the list of closest enemy frigates, cruisers etc.


X-gate – clicking this button will display the list of X-gates in the current system.


Other – clicking this button will display a list of other objects such as bases, cities, tanks, anti-aircraft mounts, defensive space turrets etc.



The radar is displayed in the top right-hand corner. It operates in two modes: displaying the radar map and the window render of the selected object. The radar is required for the player to see the enemy location.

This menu is automatically minimised when the Navigation system is damaged during a mission.

The Autopilot Mode Selection Menu is displayed below.


Free flight – clicking this button (or keyboard key 1) will turn the Autopilot off. This button is active by default.


Flight to object – clicking this button (or keyboard key 2) will set the Autopilot to fly to the object selected from the list in the Object Selection Menu.


Dock on object – clicking this button (or keyboard key 3) will set the Autopilot to land on the object selected from the list in the Object Selection Menu.


Join formation – clicking this button (or pressing keyboard key 4) will set the Autopilot to join the formation after the leader ship is selected from the list in the Object Selection Menu.

This menu is automatically minimised when the Autopilot system is damaged during a mission.

The **Weapons Menu** is located at the bottom of the screen.



Weapon 1 – primary weapon menu (the weapon is activated by left-clicking). The weapon name and ammo load are displayed here.



Weapon 2 – secondary weapon menu (the weapon is activated by right-clicking). The weapon name and ammo remaining are displayed here.

The **Service Menu** is in the bottom right-hand corner of the screen.



Extinguish fire – this button is shown only when the player's ship is on fire. The fire can be extinguished by clicking on this button.



Install equipment – appears in missions when different equipment is available (drilling rigs, bombs etc).



SOS – is activated when the player needs a radio contact (i.e. this button is unavailable in Free mode).



Map – by clicking on this button the map of the planet, system or galaxy you are currently in will be displayed. The planets of the star or planet system are displayed on the map. This button is permanently active.



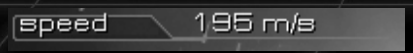
Player info – by clicking on this button a window containing complete information about the player will be activated. The Player info button is permanently active.

In the central section at the bottom of the window you can see the **indicators**.





Orbital engines operation indicator.



Speed – indicates the ship's speed in space units per second (m/s).



Orbital – indicates the orbital engine's level in %.



Altitude – indicates the altitude above sea level of the closest planet.



Planetary – indicates planetary engine's level in %.

In the centre of the window you can see the aim with the gauges showing the body, booster, energy and fuel levels.

Indicators in the centre:



Fire alarm – this icon appears when the cockpit is on fire.



Landing gear – this icon appears when the landing gear is retracted.



Formation autopilot on – this icon appears when the autopilot is set to join the formation.



Flight to object autopilot on – this icon appears when the autopilot is set to fly to an object.



Dock on object autopilot on – this icon appears when the autopilot is set to land on an object.



Wheels-on successful – this icon appears on contact with the ground or other objects.



Planetary engines on – this icon appears when the planetary engines are on.



Protective shield on – this icon appears when the protective shield is on.



Stealth on – this icon appears when Stealth mode is on.



Salvo mode – this icon appears when Fire with all weapons mode is enabled.



Fuel low – this icon appears when the fuel level is low.



Cruise-control on – this icon appears when cruise control is on.



Attack – indicates a missile attack (missile threat only).

Target indicators:



- friendly objects



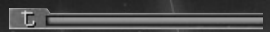
- enemy objects



- lead ship indicator



- selected target (object)



Entering atmosphere bar (enable only).

Cockpit

Draco's cockpit shot



Description of control keys

Flugger controls

←	Turn left
→	Turn right
↑	Go up
↓	Go down
Z	Roll left
C	Roll right
Q	Manoeuvre Up
E	Manoeuvre: Down / Landing
CONTROL E	Landing manoeuvre mode
A	Manoeuvre engine: left
D	Manoeuvre engine: right
TAB	Booster
W	Planetary engines acceleration
CONTROL W	Orbital engines acceleration
S	Planetary engines braking
CONTROL S	Orbital engines braking

Autopilot modes

G	Landing auto-stabilisation
1	Free flight
2	Autopilot flight to object
3	Land on object
4	Join formation

Onboard systems

BACKSPACE	Landing gear retract / eject
H	Protection shield on / off
F 4	SR scanner on / off
F 2	SR scanner: increase response
F 3	SR scanner: decrease response
R	Radar range
CONTROL R	Radar mode
L	Stealth mode on / off
N	Extinguish fire

Weapon control

Mouse 0	Fire main weapon
CONTROL + Mouse 0	Main weapon salvo
Mouse1	Missile launch
Mouse2 forward	Next primary weapon
CONTROL + Mouse2 forward	Next secondary weapon
Mouse2 backwards	Previous primary weapon
CONTROL + Mouse2 backwards	Previous secondary weapon
NUMPAD 7	Salvo all lasers
NUMPAD 8	Salvo all kinetic weapons
NUMPAD 9	Salvo all energy weapons
X	Ejection of MCM traps

Targeting control

T	Target: object under pointer
CONTROL T	Target: missile under pointer
F	Target: closest enemy
CONTROL F	Target: closest missile
Left alt F	Target: closest attacking enemy
CONTROL Left alt F	Target: closest enemy cruiser
Left alt T	Target: landing cruiser
CONTROL Left alt T	Target: wing leader
insert	Next cruiser subsystem
page up	Previous cruiser subsystem
end	Next subsystem level of cruiser
home	Previous subsystem level of cruiser

HUD

P	Pager
CONTROL P	Pager mode
M	Task window open / close
]	Increase HUD details
[	Decrease HUD details
O	Render silhouettes
`	Space / planet HUD filter
0	Subtitles on / off
space	HUD mode
F1	HUD help
MOUSE 2	Menu scroll in the cockpit

Camera control

V	External view
B	Turret view

Others

F6	Quick save
CONTROL F6	Save the game to a separate slot
F9	Load last quick save
esc	Exit to Main Menu
F11	Make a screenshot
Left CONTROL	Add. Key
Left alt	Add. Key 2
Left SHIFT	In Arcade mode - Simulator
CONTROL Left SHIFT	In Simulator - bleedoff

Flugger Handling

So, you were ejected by catapult from a carrier or base - it happens during several first missions; taking off from a spaceport will happen later - and now you are in open space:

W - **FORWARD:** to be more precise, when you press this button, planetary engines increase their thrust and the flugger accelerates. When the thrust reaches 100% , the flugger's speed becomes stabilised at 200 m/sec. Let's emphasise one more time that it's true that in Arcade and Simulator modes there is no top speed.

S - **STOP:** to be more specific, planetary engines decrease their thrust, the flugger starts decelerating and when the thrust reaches 0% , the spacecraft stops.

A - **LEFT SHIFT:** in this case, the right group of the board nozzles becomes active, pushing the flugger to the left

D - **RIGHT SHIFT:** similar, but the active group of nozzles is the left one

Q - **GO UP:** activates lower nozzles

E - **GO DOWN:** activates upper nozzles

Z - **ROLL LEFT:** the flugger starts to rotate anti-clockwise along its horizontal axis

C - **ROLL RIGHT:** the flugger starts to rotate clockwise along its horizontal axis

IMPORTANT: There is no backwards linear motion when using frontal nozzles in Arcade mode. This means that the frontal nozzles serve as a deceleration device which stops linear motion of a flugger forward without any further backward movement. Therefore, when playing in Arcade mode, the flugger must be turned around in order to move backwards. This option is however available in Simulator mode where the flugger can move backwards.

And now for the booster

TAB - BOOSTER: when the orbital engines are shut down and the planetary engines are active, the booster provides a short-term triple or quadruple increase on the current speed. If your flugger's speed is about 100 m/sec. (about 50% of planetary engines' thrust) you can temporarily achieve about 400 m/sec. by pressing and holding TAB. With the full thrust of planetary engines, the linear motion of your flugger equates to 200 m/sec. So you can expect 680-780 m/sec. speed using the booster. If you possess an enhanced booster – the above mentioned figures will be 1.5 times higher. Important note! If the planetary engines, together with the orbital engines, are switched off, it means that the linear motion equals 0 m/sec., i.e. pressing Tab is useless.

How to gain orbital speed:

Press and hold CONTROL + W for 3 or 4 seconds to switch on the orbital engines. If you continue pressing and holding CONTROL + W, the thrust will increase to 100%. The full thrust is about 17-20 km/sec. depending on the type of flugger. Andromedas are the slowest and fighters are the fastest.

CONTROL - S: reduces the flugger's thrust. When the thrust reaches 0%, the orbital engines will shut down, returning your speed to "planetary" (about 200 m/sec.).

Finally, the arrow keys...

← – turn left

→ – turn right

↑ – go up (the vehicle climbs)

↓ – go down (the vehicle descends)

Important: none of the above-mentioned controls work when the flugger is in Autopilot mode. In Autopilot mode the onboard computer fully controls all movement, whether it is following an object, entering formation or landing somewhere. If you want to perform a manoeuvre, press keyboard key "1" to take control of the flugger.

Pressing SHIFT temporarily switches on Simulator mode while playing in Arcade mode. Pressing and holding SHIFT means that the flugger keeps its current cruising speed, allowing you to rotate the vehicle in any direction. When the button is released, the flugger will gain speed according to its current direction (the direction of flugger's nose). One possible manoeuvre is a course reversal while maintaining current speed and the subsequent elimination of an enemy on the flugger's tail.

In Simulator mode the SHIFT button reduces all fluggers' lateral speeds. Left CONTROL SHIFT reduces all fluggers' speeds.

You can use the Cruise-Control option by pressing keyboard key U while playing in Simulator mode. It makes steering the flugger much easier.

Below are the changes experienced during atmospheric flight:

1. Orbital engines do not work in lower atmospheres. This means that if the altitude is less than 20-50 km., the CONTROL W combination yields no results.
2. Q – permits take off from the surface of a planet/planetoid/asteroid (if you are already there).

The onboard computer will display the message: "Leaving dock successful". Once you have left the dock, no further sliding up movement is possible. It is understood that the power of the bottom nozzles is just enough to raise the flugger and hold it in the "hanging" position. To fly, you must switch on the planetary engines (W) and nose up slightly, while gaining speed, in order to drift up. "Slightly" - because the Andromeda, for example, reacts to sharp changes in pitching rather inconstantly.

3. E – turns on Landing mode when the altitude is about 100 meters. In Landing mode the vehicle starts to descend smoothly and extend its landing gears. It then adjusts its position according to the terrain below (e.g.: above a hill, the flugger adjusts its position to be parallel to the hill) and lands. The onboard computer will display the message: "Wheels-on successful" and once all landing points have touched the surface – "Landing successful". It is a good idea to decrease forward velocity while landing on a planet or a planetoid, i.e. to switch off planetary engines.

4. Landing autopilot. There is an Autopilot mode in the game that makes landing easier. Pressing keyboard key G at low altitude (about 100 meters) makes the flugger descend to a height of 30 meters. Pressing this button again enables automatic landing mode and the flugger will land automatically. Pressing G a third time enables automatic take-off. Once the flugger reaches an altitude of 30 meters it will start drifting.

5. All other controls work the same as when in space, except for the Simulator mode button which is temporarily disabled.

Steering using the mouse:

When in flight, there are two ways of using the mouse:

1. Interface management mode. The mouse pointer looks like an arrow. In this mode the mouse does not impact handling as it is only possible to click on different parts of the interface in order to navigate.

IMPORTANT: You cannot choose weapons in this mode using the mouse. Switching between weapons is done in Flugger steering mode.

Use the space-bar to switch between mouse modes.

2. Flugger steering mode. In this mode the mouse cursor looks like a red cross with ticks. It is not possible to navigate the interface in this mode, however moving the mouse up and down and from left to right leads to corresponding movement of the flugger. This is called "combat" mode and is used to fight enemies.

There are two "combat" mouse modes for the player's convenience. You can switch between them in the Options Menu – under Controls select the Alternative control mode.

3. Left mouse button – fires the current primary weapon (laser, plasma, ion, solid guns)

4. Right mouse button – fires the current secondary weapon (guided missiles, unguided missiles, bombs). For more detailed information on weapons refer to Section 8.

5. Left Ctrl + left mouse button – salvo mode, fires all primary weapons.

6. Mouse wheel – switches between primary weapons

7. Ctrl + mouse wheel – switches between secondary weapons

Note that all good pilots use Autopilot nine times out of ten during flight. Manual handling only makes sense in the following cases:

- if you have to kill someone

- if you are avoiding fire from air-defence turrets while attacking a spaceship.

- if landing using Autopilot is not possible

- if you have to perform a specific flight manoeuvre (for example, during a flight inside a curved canyon at an altitude not exceeding 200 meters).

Autopilot control is very simple and logical:

1 – Free flight
2 – Autopilot flight to object
3 – Land on object
4 – Join formation

What difficulties can you encounter?

2: "Autopilot flight to object" – of course Autopilot works only after the required object has been selected. If the tactical markers of all objects are highlighted by a single frame, then the marker of the selected object will be highlighted by a double frame. A line of arrows also appears on the screen pointing to the selected object. There are several options for choosing the required object. The usual one is through the Objects Menu (in HUD mode it is located in the bottom left part of the screen, in cockpit mode it is usually in the centre).

3: "Land on object" – this works only if it is possible to perform a landing on a selected object (for x-gates – X-jump). For example, Autopilot will not turn on if you select a frigate or a flugger

4: "Join formation" – this works only if you have chosen your current leader's flugger You can do this on the Objects Menu or by pressing Ctrl+Alt+T (default combination).

The game also supports up to eight joysticks simultaneously

Weapon Usage

Here you will find a description of flugger weapons, i.e. the weapons that will be used during the game.

All on-board weapons are either primary or secondary.

The weapon controls are:

Left mouse button – fires current primary weapon (laser, plasma, ion, solid guns)

Right mouse button – fires current secondary weapon (guided missiles, unguided missiles, bombs).

Mouse wheel – changes primary weapon

CONTROL + mouse wheel – changes secondary weapon

Left CONTROL + left mouse button – salvo mode, fires all primary weapons.

Bear in mind that all secondary weapons (guided missiles, unguided missiles, bombs) are attached to pylons (strap assemblies). This is why you select a pylon when choosing a secondary weapon. There are up to ten pylons on a large flugger. The number of shells of any one weapon type attached to a pylon varies. For example, bombs, large guided missiles and torpedoes have just one unit attached to each pylon, light missiles have up to five units per pylon and unguided missiles have up to twenty units per pylon. For example, if you had 2 packs of Oxfly missiles with four missiles in each one, you could fire all the missiles from one pack and still have the missiles left in the other. As a rule, you have more units of secondary weapons than you think. Don't forget to check availability by scrolling: CONTROL mouse wheel.

The complete list of standard weapons of UN fluggers is as follows:

1. Laser guns

ER-2 Stiletto – light laser gun
ER-7 Lightning – heavy laser gun

2. Ion guns

I-L Flame – light ion gun
I-T Volcano – heavy ion gun

3. Plasma guns

LPK-100 Kugelblitz – light plasma gun
SPK-400 Wirbelwind – heavy plasma gun

4. Automatic shell guns ("solid")

G-6-23 Edelweiss – automatic single-barrel 57-mm gun
G-2-37 Iris – automatic double-barrel 37-mm gun
G-57 Hyacinth – automatic single-barrel 57-mm gun

5. Guided air-to-air missiles (i.e. anti-flugger):

R-7 Hornet – a small short-range missile. It is possible to launch up to 5 missiles simultaneously in Salvo mode. Individually these are not as powerful as the Oxfly missile; pylon – pack-type, with 5 missiles in each pack. Very quick reloading, less than 0.3 second. It is pointless to launch these missiles one by one as there is too little active material in each missile. The effect of 5 missiles hitting a flugger simultaneously will be much greater than the effect of 5 missiles hitting a flugger one by one.

R-21 Oxfly – a light medium-range air-to-air missile; pylon – pack-type, with 2-4 missiles in each pack.

R-101 Martell – a heavy, long-range missile; pylon – paired, 1-2 missiles per pylon. More powerful analog version of the Oxfly missile. It is more difficult to hit the target with Martell, and the missile is recommended for use close to the enemy or on collision courses.

2R-205 Avalanche – a heavy long-range missile with a powerful blast-fragmentation warhead; individual pylon. 1-2 missiles per pylon. Launching this missile closer than 400-500 m. to the target is not recommended because it can also hit the flugger which has launched it.

R-307 Jaghound – a heavy long-range missile with excellent mobility and strong jamming resistance. It has a better chance of hitting the target; individual pylon. 1 missile per pylon.

6. Air-to-ship guided missiles

X-7 Moray – a heavy anti-ship missile. Its warhead is not as powerful as the warhead of a torpedo; individual pylon. 1 missile per pylon.

7. Torpedo

BT-1000 – the main weapon of torpedo bombers against enemy spaceships, including battleships and carriers; individual pylon, there are special recesses inside torpedo bombers for torpedoes (2 torpedoes in each niche); the torpedo bomber carries 4 torpedoes in total.

8. Bombs

KAB-2500 Mace – a heavy bomb with huge armour-piercing ability; against bunkers, landing strips, Geepsian "domnas" etc.

KAB-4000K Squall – a cluster bomb; used against tanks, off-duty fluggers and other surface targets including small spaceships on landing fields of spaceports; splits itself into 50 sub-munitions; individual pylon; torpedo bombers carry up to six such bombs, fighters – up to four.

9. Unguided air-to-ship missiles.

NAR-8 – 80mm missiles; 20 per pack
NAR-13 – 130mm missiles; 15 per pack
NAR-240K – unguided 240mm missiles. Can be used not just on enemy spaceships; pylon – pack-type, 10 missiles in each pack.

Note that the californium gun Donna Anna CFC-57 is not a standard flugger weapon.

CFC Donna Anna – a californium gun produced by the Dieterhazy & Rodriguez consortium; it is not a conventional weapon because of its nuclear shells (fissile element – californium). Rate of fire is not high. However, the power of its shell is generally enough for total destruction of a target asteroid.

Target selection and TSD lock-on

TSD stands for "target seeking device". All air-to-air guided missiles have TSDs (Hornet, Oxfly, Martell, Squall, and Jaghound) as does the air-to-ship missile Moray.

1. Guided missiles will not be launched before the target is locked.
2. Guided missiles will not be launched if the missile is ineffective against that particular target type. If, for example, the player has chosen a frigate as a target, having Oxfly missiles as a secondary weapon, he will not be able to launch Oxfly missiles because they are completely ineffective against frigates. Similarly nothing will happen if the player tries to use Morays against a flugger because they belong to air-to-ship missiles.
3. TSD doesn't lock on to friendly targets (e.g. those with green markers).
4. There is a significant difference between choosing a target and locking on to a target. The second is impossible without the first, but the first doesn't always lead to the second.
5. Some guns, unguided missiles, bombs and torpedoes do not have TSDs and, accordingly, can be used simply by pressing the left or right mouse buttons.
6. It is often better to fire directly at a selected flugger because the player can see the required distance marked with a red cross. With the exception of laser guns, firing from all other gun types requires that you fire, not at the point where the enemy flugger currently appears, but at the point where it will be when the shell or plasma reaches it.

Keys:

F – selects the nearest enemy flugger

CONTROL + F – selects the nearest enemy missile

CONTROL + alt + F – selects the nearest enemy spaceship (including Jagnu astrophages and Geepsian asteroids)

T – selects an object under the player's pointer

CONTROL + T – selects a missile under the player's pointer

alt + T – selects a carrier (base) for landing

CONTROL + alt + T – selects the player's squadron leader

page up, page down – switches between the subsystems of a selected spaceship

end, home, – selects the subsystems level of a selected spaceship

X – Extraction of MCM traps. An MCM trap is a device launched by the flugger which tries to divert the enemy missile's TSD.

Each spaceship has its own defence system – air-defence guns and missile launchers – and key subsystems – engines, shield generator, major caliber turrets (capital ships) etc. Spaceships with several defence systems, e.g. battleships, have 2 levels of defence system and 3 levels of key subsystems. The game uses the End and Home buttons to select these.

Accordingly, if the mission requires the use of Morays against enemy ship's engines, the player must do the following:

1. Select the required spaceship by pressing Ctrl+Alt+F if it is the nearest one or by using the mouse in the Objects Menu
2. Press the End button to see the default subsystem. If the object is an SD turret or similar press the Home key to switch to the next level of the spaceship's subsystem. If the object is a shield generator or similar object (but not an SD turret), use the PageUp and PageDown keys to choose the engines.

3. Select the secondary Moray weapon (Ctrl+mouse wheel).

4. Usually, the subsystem will not be recognised if it is in the shadow of the ship's hull or any other object. In such a situation you must manoeuvre to avoid all obstacles between your flugger and the enemy ship's subsystem. To lock on to the ship's engines, approach the enemy ship from the back of the hull.

5. When the system is recognised, the TSD will lock on to it.

6. When the subsystem acquires a lock-on, a green stripe appears on its tactical marker. When the distance is satisfactory for the launch of the Moray (it should be less than 10 km), the player can press the right mouse button and launch the missile.

If a subsystem is destroyed, information will be displayed on its tactical marker (Subsystem destroyed). You can still shoot at the destroyed subsystem but do you really need to?

Destroyed Fluggers

There are two ways to check the number of fluggers destroyed during the game. The first one is in the Mission Results window where the player can see information on the number of eliminated fluggers, spaceships and other objects both during the last mission and during the whole game.

The second way to check is to look at the "stars" painted on the noses of some fluggers. Each star means one enemy flugger eliminated.

 - After 30 fluggers are eliminated the number will be depicted by the figures inside the star.

 - After 100 fluggers are eliminated the player will see a double-digit figure inside a star.

For example, the figure "45" inside a star indicates that the player has eliminated 145 enemy fluggers.

 - After 200 fluggers eliminated a player will see a double-digit figure inside an encircled star

The stars are painted only on fluggers.

Game abbreviations

CVT	Training Carrier
CVL	Light Carrier
CVH	Heavy Carrier
RR	Space raider
BB	Battleship
FF	Frigate
YHT	Yacht
CX	X-cruiser
LST	Tank-Landing Ship
ABR	Airborne Raider
SDP	Space Defence Platform (Mithridates)
OS	Orbital Station
GA	Geepsian Asteroid
AF	Attack Flugger
CS	Transport, CS (Container Ship)
YF	Yagnu Fighter
OFT	Orbital Fortress
FT	Fortress
LF	Light Fighter
F	Fighter
AB	Assault Bomber
HF	Heavy Fighter
LCF	Light Cargo Flugger
TB	Torpedo Bomber
AEW	Airborne Early Warning Flugger
EWF	Electronic Warfare Flugger
HCF	Heavy Cargo Flugger
HCS	Heavy Cargo Starship
GE	Geepses
YA	Yagnu
SBM	Submarine
ASG	Anti-spaceship guns

Network Game

The game has a Multiplayer Deathmatch feature which can be launched by clicking the Multiplayer option in the Main Menu. Once this option is selected, select the type of connection protocol (usually TCP/IP), type your nickname and click on either Server or Client. One active server is required for a network game. All other clients will connect to it.

By default, searching and connecting to the server will be done automatically. If you experience problems with connection to the game server, you can try to connect manually by typing the server's IP-address and port. To do so, open the gold.ini file in the [MULTIPLAYER] section and input the corresponding values to the ServerPort and ServerAddress parameters – IP-address and port (by default 10300). The port on a client machine must coincide with the port on a host machine.

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CrioLand company would like to thank our friends from the following forums:

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Alexander Gurkin - MASHTAB

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Sergey Popov - Vanger

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Maxim Kulikov - BOLORU

Ustian Martin - Mart

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Technical Support

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

Information Required:

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

Contact:

Via e-mail at: support@1cpublishing.eu

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:
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REGISTRATION

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Notes

