



USER MANUAL



WARGAMING.NET



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USER SUPPORT

Wargaming.net offers many levels of service for our customers with technical issues and gameplay issues. To get the best help possible please read below about our services and what best fits your issue.

Tech Support

Sometimes everyone needs some help. Our technical support forum is a place to give and get help for your OS or PC issue. All questions are welcomed, basic, advanced, software or hardware.

<http://www.massiveassault.com/support.php>

Game Support

Our forums are one of the best things about Wargaming.net. Every game has its own forum with our designers, developers and the gamers playing the game. If you are having a problem, got a question or just an idea on how to make the game better, post a message there.

<http://massiveassault.com/forum/index.php?c=2>



1.0 QUICK START

1.1 SINGLE PLAYER

1. Start Massive Assault.
2. Click **Options** and adjust the **Graphics** and **Audio** settings, if necessary.
3. Click **Single Player**.
4. Select **Training** and the first scenario within (called **Skirmish**) to open it.
5. If the first Training scenario is completed successfully, click **Next** to advance to the next one. When all Training scenarios are finished, the basic skills needed to play the remaining game types will have been learned.
6. After the first few scenarios, try a **World War** on the planet **Antarticus** first.
7. While playing, the program will give rule prompts and tips at the bottom of the screen.
8. Whether the World War is won or lost, the option to replay it will be available. However, due to the secret distribution of Allies, a totally different strategic game will be played. Other planets in the World War system will provide other challenges, and Campaigns will link many Scenarios into one storyline.

1.2 MULTIPLAYER

1. Run Massive Assault.
2. Click **Multiplayer** and **Create New Profile**.
3. Enter an **Alias** and **Password** in the corresponding fields.
4. Enter a **Name** and **E-mail** in the corresponding fields.
5. Select the **Country** the player resides in from the dropdown menu (optional).
6. Enter the **Profile Activation Code**, which can be found inside the Massive Assault CD or DVD box.
7. Click **Register**. The program will automatically connect to Massive Assault Game Server and finalize the registration process. When finished, select an opponent by clicking **Personal Challenge**.
8. Select a side to play (**Free Nations Union** or **Phantom League**) and a **Planet** to fight on.
9. Add **comments** to a challenge if necessary, and click **Send Challenge**.
10. The game will be created if/when an opponent accepts the challenge (note that it may take a while, or they may not wish to play).
11. To check for new games and Turns, click the **Send & Receive** button.
12. To start playing a game that is awaiting a Turn, select it from the **Current Game** list and click **Play**. Many challenges and many games may be submitted simultaneously.

1.3 GETTING HELP

- While in the game, click **Menu** and **Help** to access the Help menus, or press **F1**. This will bring up a list of topics to select from; select the topic at left and read the text to the right.
- To view information about a unit (its abilities and typical usage), right click on a unit.
- The Yellow and blue prompts in the bottom of the screen will inform what actions can be done at this moment of the game (and how to perform these actions).
- When playing a Scenario, Campaign, or World War, the program will display various messages from time to time. If the rules are not known well, click the **More** button from any pop-up window's lower left corner to get more information.
- If playing a Scenario or Campaign, select **Mission Briefing** from the Main Menu to get a reminder of the objectives.
- For more help, visit Massive Assault's official web site at: <http://www.massiveassault.com> and view the Frequently Asked Questions (FAQ) page, or contact the Support Team.

1.4 KEYBOARD AND MOUSE COMMANDS

Note: When we say to "click" on something, always left click on it Unless the instructions specifically instruct the player to right click on something, always left click.

Left mouse button - Selects a unit, moves a unit, fires a unit, or loads a unit on/off a transport. To select air units, click on the Capital or Aircraft Carrier they are based on.

Right mouse button - Deselect a currently-selected unit, or display information on an unselected unit.

A, S, D, W, keys - Scroll the map (left, down, right, and up, respectively).

PgUp, Mouse Wheel Up - Zoom out.

PgDown, Mouse Wheel Down - Zoom in.

Ins, Del, Home, End - Rotates the camera.

Press and hold the Mouse wheel - Rotates the camera as the mouse is moved.

Left Ctrl (hold) - Display terrain cells.

Left Shift (hold) - Mark enemy units which can attack the cell where the cursor is.

Backspace or **Ctrl+Z** - Rewind (undo the last action).

Spacebar - End the current Phase.

N - Display the next unit which has not moved or/and fired yet.

Esc - Access the Main Menu.

F1-Help.

F2 or **Ctrl+S** - Save Game.

F3 or **Ctrl+L** - Load Game.



Alt + Enter - Toggle between a Fullscreen view or a Windows view.
Enter - Enter a chat message to an opponent in multiplayer game.

1.5 MOUSE CURSORS

Normal cursor



Embark unit on transport



Move unit



Disembark unit from transport



Fire (with damage forecast)



Move air unit to another city or Carrier



Bomb



Deploy unit (during Recruitment, Guerrilla or Disclosure Phase)



2.0 MAIN MENU



The player's command decisions begin with the Main Menu. When the game starts up, the menu pictured above will appear in the lower right corner of the screen. The options that appear are:

SINGLE PLAYER
HOT-SEAT GAME
MULTIPLAYER
LOAD GAME
VIEW REPLAY
OPTIONS
CREDITS
EXIT

2.1 SINGLE PLAYER

Selecting this option will bring up the single-player mode, allowing the player to try their hand at four different game types (**Training, Scenarios, World Wars, and Campaigns**) against a challenging computer opponent.



Training

Even the most confident of commanders would benefit from a handful of short lessons, detailing the basics of Massive Assault - including tactics, movement, combat mechanics, and offensive and defensive techniques. Five total Training scenarios are available; while the player may select any one of them, it is recommended to a new player that they begin with the first Training mission and work their way to the last one.

Scenarios

These are single battles fought within a limited area of a given planet. Each has a unique goal that is given to the player via an animated overview, in which all tasks and goals are clearly defined. Scenarios come in one of three difficulty levels (**EASY, MEDIUM, and HARD**) and are further defined by their duration (**QUICK, MEDIUM, and LONG**). In any given Scenario, the player may command the forces of the **Free Nations Union** (but not of the **Phantom League**).

World War

A World War battle is the pinnacle of the Massive Assault system, which plays out a full-scale global conflict on any one of six maps. Unlike Scenarios, a player may select to command either the Free Nations Union or the Phantom League.

World Wars begin on the selected planet's surface, with the Secret Allies of the player's chosen side remaining hidden from the other player's (or computer's) view at start. As the game progresses, each side (Free Nations Union and Phantom League) must Disclose one of their Secret Allies to the other side, until all such countries are revealed. Until then, they remain hidden and can be used to great effect against unwary enemies.

Since these Allies (and the Allies of the player's enemy) are selected at random before each game begins, there's a nearly endless combination of possible games.



Campaign

A Campaign is a set of scenarios linked by a common storyline. The player may select to command either the Free Nations Union or the Phantom League in large battles liberating or conquering a planet. Each of the Campaigns is driven by a unique storyline that details some of the political and spiritual differences between the two sides.

2.2 HOT-SEAT GAME

This mode allows two (human) players to play a World War game type on the same computer. Each player will enter commands during their portion of each Phase. First select a planet to play on, and then enter names and select sides.

Note: A hot seat game CANNOT be saved.

2.3 MULTIPLAYER



From here, a game may be created, restored, and online profiles managed, to access all of Massive Assault's online features. The Massive Assault Online Community may be joined, challenges sent to other players, and games played via the Internet from this screen.

Note: An Internet Service Provider (ISP) will need to be activated prior to accessing this menu item, in order to facilitate the registration process. Once registered, the player may play Turns offline and will only need to have their ISP connected for online play or the submission of Turns and challenges.

Membership in the Massive Assault Online Community is free with the purchase of the game. For more information, please visit the Massive Assault official web site at: <http://www.massiveassault.com>

2.3.1 Registration

Before a player may start battling over the Internet, a registration form must be filled out on the Game Server. Click **Create New Profile** and fill in the form that appears:

- An **Alias** is the name appearing online.
- The **Password** is a unique code that allows access to an account.
- **Name** is the player's real name.

- **E-mail** is the player's e-mail address, where the Massive Assault server will send all Challenges and Turn notifications.
- **Country** is the player's country of residence.
- The **Activation Code** is found inside the Massive Assault CD or DVD box. Please note that each purchased copy of Massive Assault includes the license for only **ONE** online profile. If more than one online profiles is needed, please contact Massive Assault's support team at <http://www.massiveassault.com>.

Note: Remember that this information will be viewable for any other person registered with the online service. Please only provide what information you are comfortable providing (i.e., first name only instead of full name, secondary e-mail account, etc.).

A previously created profile may be restored from the Game Server by clicking **Restore Profile**. This restoration option allows a player to access their account from a different computer than the one that Massive Assault was originally set up on.



Once all information has been entered, click **Register**. If an ISP is connected, the game will automatically contact the server and register the player's profile. If the ISP is not connected, the game will prompt you to do so.

Click **OK** once the game states that registration has been successful. The Create Profile window will re-appear, but will have a new button with the player's Alias name displayed on it. Click the button to access the online account and begin issuing challenges and/or playing Turns.

2.3.2 Issuing Challenges

When the button with the player's Alias name is clicked, select **Connect Now** to access the game server. If there is no active ISP, click **Connect Later** and start the necessary program, come back to this point and click **Connect Now**.

From here, the player will issue challenges and process Turns that are outstanding, as well as await their opponent's turns to be submitted.



Across the top of the window are three tabs:

- **Current Games**, which lists all games the player is currently involved in.
- **Waiting For Turn**, which lists all games the player has submitted a turn for and is awaiting an opponent's reply.
- **Finished Games**, which lists all completed games (and can be reviewed at any time).

At the bottom are four buttons:

- **Send & Receive** – Click to send a Turn to an opponent, or receive Turns from opponents.
- **Personal Challenge** – Click to browse a list of opponents and issue challenges for games.



From here, a player can select from four options:

1. **Select Game Type** – Select the game type to be played (only World Wars are available).
2. **Select Game Settings** – Select a side to play (Free Nations Union or Phantom Alliance).
3. **Select Map** – Select a map (any planet is available).
4. **Select Opponent** – Browse the list of opponents, click on one, and click Send Challenge. The potential opponent can always choose to ignore or reject any Challenges issued.

Each registered player is shown on the list with their Alias **Name**, number of **Wins**, and their corresponding **Rank** (Rank is earned through victories). This list can be sorted by clicking on the column header (Name to sort by alphabetical order, Wins by number of wins, or Rank by order of rank). Also, this list can be further sorted by the country the players live in (the **All** dropdown menu at top) and by clicking the **Show players active during the last 7 days** option box (to show only players that have played Turns and/or issued Challenges in the last week). Click Refresh Players List to update the list of players that are registered with the service.



Note: This list does not indicate players currently online; it is a list of all registered players.

When an opponent is selected, click **More** to view their Profile. When ready to issue a Challenge, click **Send Challenge**. Or, click **Back** to return to the Multiplayer screen. If a Challenge is issued, the player Challenging may enter a brief comment to go along with it. The challenge will be sent via the server to your opponent's e-mail account.

An Internet game is started *only* after an opponent accepts a Challenge, so it may take some time before a response is received. Remember, *anyone* can reject a Challenge.

2.3.3 Playing Online Turns

After an opponent has accepted a Challenge, the player will receive an e-mail. When the game is started, click **Multiplayer** and the Alias Name button to open the Multiplayer screen. Under **Current Games**, the Challenge that was accepted (or issued) should appear.





The window to the right (above the **Play** and **Repair** buttons) indicates the game's status. If it is **Active**, the game is awaiting a turn from the player. If it is **Waiting**, then the turn is being conducted by the opponent and has not yet been finished – access to games that are in Waiting status is denied until it is returned back to the player.

Select the game by clicking on it from the list at left, then click **Play** to begin. **Repair** is used to attempt to fix corrupted/incomplete files, and **Create Replay** is used to save the game in progress to replay later.

The game will automatically load and begin with the current player's Disclose Phase (if any Secret Allies are remaining to Disclose). When the turn is finished and End Phase is clicked, the system will ask if the player would like to connect to the server now or later. **Connect Now** if there is an active ISP operating, or **Connect Later** if not or if the turn is to be saved for later.

2.4 LOAD GAME

Select this option to load a previously saved game. Here a previously saved game can be resumed. Progress in a single player game is saved automatically (as a file named **autosave.svg**, which reflects the game situation after the latest successfully completed Phase).

2.5 VIEW REPLAY

This unique feature will access previously saved replays (the option to save a game as a replay appears at the end of the game). It includes a couple of "epic" World Wars played by the experienced players.

Select the replay to view and sit back and watch – it plays like a movie. The replay may be ended at any time by clicking **End Phase** or pressing **ESC**.

2.6 OPTIONS



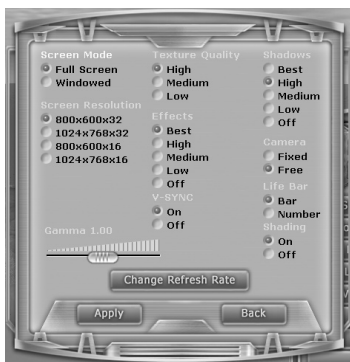
From here, select graphics, sound, and gameplay settings to accurately fit computer specifications or gameplay tastes.

Note: *Keep in mind that when Massive Assault is played for the first time, the game will automatically apply an 800x600 screen resolution and a low refresh rate. Because of this, we recommend clicking GRAPHIC SETTINGS and then setting a higher screen resolution and better refresh rate,*

depending on the computer system. The settings are automatically saved when Apply is clicked.

2.6.1 Graphic Settings

Note: If *Massive Assault* is running slow on a computer, try lowering the settings under Screen Resolution, Texture Quality, Effects, or Shadows.



Screen Mode: Select either Full Screen (displays within the entire area of a monitor) or Windowed (displays in a window) mode.

Screen Resolution: Select a monitor's resolution (**800x600** or **1024x768**, in either **16-** or **32-bit** mode). If *Massive Assault* is running slow on a computer, try lowering the resolution.

Texture Quality: Select the quality of the game's terrain and unit textures (**High**, **Medium**, or **Low**).

Effects: This section adjusts the quality of the visual effects (**Best**, **High**, **Medium**, **Low**, or **Off**).

V-SYNC: If this option is **On**, the visual appearance of the game is more stable during map scrolling. However, it may influence the performance by decreasing the number of frames per second (FPS) displayed.

Shadows: Select a level for displaying shadows (**Best**, **High**, **Medium**, **Low**, or **Off**). The quality of shadows can have dramatic influence on *Massive Assault*'s performance. Only select **Best** if playing on a powerful computer with a good (64MB+) video card.

Camera: Select either **Fixed** or **Free** camera modes. The Fixed option should be used only for very slow computers.

Life Bar: Select either **Bar** or **Number** to display units' Hit Points. If Bar is selected, a number of dots equal to the Hit Points of the unit will appear above it; if Number is selected, the Hit Points will appear as a number.

Shading: Select either **On** or **Off**. If this option is **On**, the program uses "Pixel Shaders" for water rendering. This dramatically improves the game's visual appearance, but may decrease FPS.

Gamma: Select, via the sliding scale, the amount of Gamma preferred. Increasing Gamma will increase the brightness of the display.

Change Refresh Rate: Click to select a desirable refresh rate from the list that appears. After **Ok** is clicked, the monitor may blink for a few seconds. If a valid refresh rate is selected, the player will be asked to **Accept** or **Reject** it. If it is Rejected, the old refresh rate will be restored automatically after 15 seconds.

WARNING: *Setting inappropriate refresh rate can damage older monitors!*

2.6.2 Audio Settings

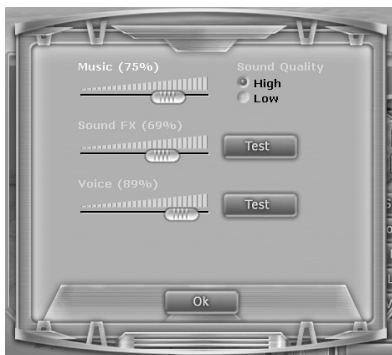
Sound Quality: Select either **High** or **Low**. Lower-performance machines with older sound cards should use the Low setting.

Music: Adjust the volume for the game's music by clicking and holding the sliding scale button and moving it left (to decrease) or right (to increase). The level is displayed as a percentage.

Sound FX: Adjust the volume for the game's sound effects

by clicking and holding the sliding scale button and moving it left (to decrease) or right (to increase). Click **Test** to hear a sample to determine if the Sound FX level is satisfactory. The level is displayed as a percentage.

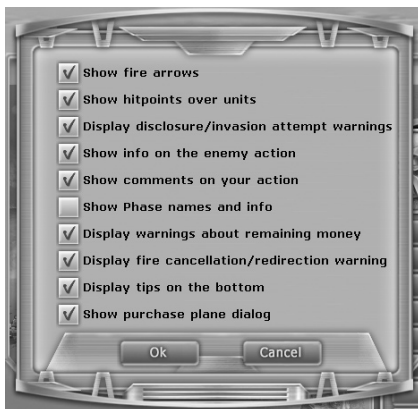
Voice: Adjust the volume of in-game speech (voice messages) by clicking and holding the sliding scale button and moving it left (to decrease) or right (to increase). Click **Test** to hear a sample to determine if the Voice level is satisfactory. The level is displayed as a percentage.



2.6.3 Gameplay Settings

Show fire arrows: Check this option to display “fire arrows” in the game. These arrows indicate where units have fired while playing out a Movement and Combat Phase, allowing the player to distinguish between units that have fired and those that have not.

Show hitpoints over units: Check this option to display a unit’s Life Bar immediately above it (either as a Bar or Number – see ‘Life Bar’ under “Graphics Settings,” above).



Display disclosure/invasion attempt warnings: Check this option to have a message reminder appear each time a Secret Ally is Disclosed or an enemy Ally or Neutral country is invaded, giving the player the chance to change their mind.

Show info on the enemy action: Check to receive messages explaining an enemy’s actions while viewing their Turn.

Show Phase names and info: Check to receive messages when the game moves into a new Phase, and to receive information on these Phases.

Display warnings about remaining money: Check to receive warning messages when trying to end the Disclosure, Guerrilla, and Recruitment phases, with unspent resources in any country. This helps as a reminder in case a country’s production is overlooked.

Display fire cancellation/redirection warning: Check to receive warning messages each time a unit that has already fired is made to either fire again or move. The message will ask if the previous fire order should be canceled, which will free the unit up for movement or another fire mission. Massive Assault’s fire and movement rules allow a unit to first move and **then** fire, but not fire and move (once a unit fires, it may not act again unless its fire is cancelled).

Display tips on the bottom: Check to display interactive tips at the bottom left of the screen. These tips serve as reminders of the actions that can be performed in the current Phase. It is strongly recommended to keep this option on until familiarity with the game’s interface and rules is attained.



Show purchase plane dialog: Check to display a reminder confirming a player's decision to purchase a bomber unit, which can only be based in either cities or aircraft carriers.

2.7 CREDITS

Lists all people responsible for the creation and development of Massive Assault.

2.8 EXIT

Click to return to the Windows desktop.

3.0 PLAYING THE GAME

3.1 HISTORICAL REFERENCE

The war in Massive Assault is caused by conspiracy within the Phantom League. Bent on rebellion and installing a total dictatorship to rule with an iron fist, It sent agents to the various newly-discovered and heavily colonized planets to bribe, influence, or otherwise threaten the local governments of certain countries into allying with the Phantom League. This process was done in the shadows, hidden from the public eye and far from the view of the Free Nations Union, which saw nothing amiss. These countries, in effect, became the Secret Allies of the Phantom League.

The Phantom League's strategy was ruthless and treacherous: operating from behind the scenes, a Phantom League Secret Ally would instigate a border clash with a neutral neighbor, which usually would incite a general war between the two; the Ally was usually better supplied and equipped than their neighbors. These conflicts, not entirely unknown on any of the planets due to the pressures of increased populations from a mass exodus from Earth and a constant maneuvering for precious resources. Soon, however, the Phantom League began to operate in the open, manipulating its puppet governments into starting wars with neutrals. In this manner, they were conquering new territories at an alarming rate.

The Free Nations Union faced the necessity to organize its own military alliance; however, some countries did not want to join the coalition, seeking instead to stay neutral and if needed defend their territory with local militia (Guerrilla) forces.

Very soon the Free Nations adopted similar 'covert' techniques, gaining new Allies and slowly disclosing them before launching an attack on a Phantom League-Controlled country. One by one, the Free Nations found they also had to invade and occupy neutral countries in order to prevent the usage of their resources by

the League. The large-scale conflict unrolled slowly and unstoppable like a massive avalanche, involving more and more countries and spreading from planet to planet.

Thus all countries in the game can have the following statuses:

- Secret Ally of Free Nations Union or Phantom League
- Ally of Free Nations Union or Phantom League
- Neutral

Note: For a full history, refer to "The Story," below.

3.2 GAME TYPES/OBJECTIVES

There are three types of Massive Assaults game modes: **Scenarios**, **Campaigns**, and **World Wars**. Scenarios (as well as each step in a campaign) have specific objectives that are explained before a game begins in the **Mission Briefing**. Usually, these objectives are to capture or liberate one or several countries, and/or to destroy all enemy units, without paying attention to Balance (see **Victory Conditions & Balance**, below).

Scenario and Campaign games are similar to World Wars, although sometimes the Initial Disclosure, Disclosure, and Guerrilla Phases are omitted from them. Also, Secret Allies and Allies are not distributed randomly in Scenarios or Campaigns, but are pre-set.

3.2.1 Special World War Rules

World War is similar to RTS-style random map death matches, in that both players are given equal number of Secret Allies dispersed over the whole planet, with the remaining countries being Neutral. Players can invade Neutral and enemy countries in order to capture them (although invading a Neutral country will put it in control of the enemy). To win a war, a player must achieve certain territorial superiority.

- Each player has an equal number of Secret Allies (countries marked with folded flags over the Capitals)
- Each side does not know where their enemy's Secret Allies are located. Until Disclosed, Secret Allies look like Neutral countries
- During the first Turn, a player and their enemy must Disclose 2 Secret Allies each; later in the game other Secret Allies may be Disclosed



- A Disclosed Ally immediately gives a player its Secret Army resources (to build forces within its borders) and becomes visible to the enemy
- If the enemy establishes Control over a player's Disclosed Ally, they will be paid Indemnity (equal to the controlled country's Secret Army resource level)
- Neutral countries and enemy Allies may be invaded by moving ground units into their territory, after which the enemy player will deploy Guerrilla forces within the invaded country
- Each country that is Controlled will bring Revenue every Turn (up to a maximum of ten Turns)
- Control over a country is established when a player has destroyed all enemy units within its borders and has control of the country's Capital

Furthermore:

- Two Secret Allies must be Disclosed on a player's initial Disclosure phase
- Secret Allies cannot be invaded/moved through by a player that already owns them (territory of a Secret Ally may not be moved through by their own side until the country is Disclosed)
- Except for the first Turn no more than one Secret Ally may be Disclosed per Turn

3.3 GENERAL PRINCIPLES

Massive Assault is a turn-based strategy game taking place on a number of futuristic worlds. Command can be taken of the forces of either the Free Nations Union or the Phantom League, fighting for domination over six distant planets. The planets differ in size, geological shape, and terrain/water composition. A short descriptions of all planets is located in the **Planets** section, below.

3.4 IN-GAME INTERFACE

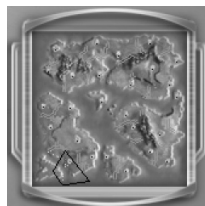


When playing the game the following interface elements will always be displayed, detailing essential game information.

3.5 MINI-MAP

This small strategic map displays the entire planet in the current game. During the Disclosure, Guerrilla, and Recruitment Phases the countries that have resources available to spend are colored yellow on the mini-map.

The units of both sides are displayed as dots on the mini-map, and border color denotes the side that controls the various countries.



The mini-map also indicates the current camera position, by displaying a black box that displays what the player is viewing on the main screen. Clicking anywhere on the mini-map will move the camera view to that position on the main screen.



raising a Guerrilla Army, if applicable.

Revenue per turn – The amount of money this country brings each Turn to the player who Controls it.

Revenue turns left – Displays how many Revenue-generating “rounds” are remaining (each country begins the game with ten).

Control Panel (see **Control Panel**, below)

3.6 COUNTRY INFORMATION

This menu displays complete information on the country, which is currently under the mouse cursor:

Country Name – The name of the country.

Control - The badge of the side currently controlling the country (see **Control Icons**, below).

Alliance – Displays whether or not this country is a player’s own Secret Ally or a possible enemy Secret Ally; a country can also be 100% Neutral in some situations (see **Alliance Icons**, below)

Treasury – The Resources currently available for recruiting new troops during the Recruitment Phase.

Secret Army/Indemnity – The Resources available for the purchase of **Secret Army** units (if this country is a player’s Secret Ally or possible enemy Secret Ally); or, if this country is already Disclosed, this field becomes **Indemnity**, displaying how much will be paid to an invader that conquers it.

Guerrilla – The Resources available for

3.6.1 Control Icons



Free Nations
Union's Control



Phantom
League's Control



Control in
Dispute



No Control (i.e.
Neutral country)

3.6.2 Alliance Icons



Free Nations
Union's Disclosed
Ally



Free Nations
Union's Secret
Ally



A possible Free
Nations Union
Secret Ally



Phantom
League's
Disclosed Ally



Phantom
League's Secret
Ally



A possible
Phantom League
Secret Ally

3.7 CONTROL PANEL

The Control Panel contains buttons used for both in-game activity and game maintenance. If a button is grayed out, it is unavailable for the current situation.

Rewind – Cancels the last Movement, Fire, or Recruitment action. Rewind may be used to reverse actions up to the beginning of the current Phase.

Undo – Cancels the last action of the currently selected unit. Keep in mind that when Undo is selected, the actions of other units may be undone as well.



EXAMPLE: A LAV is moved out of a spot, and a Tank is moved into it. The player selects the LAV and clicks Undo. This will not only undo the movement of the LAV, but also the Tank since it was occupying the spot the LAV moved from.

Stats - Displays detailed statistics on the current game, such as the composition of the opposing armies, casualties, country Control, Disclosed and defeated Allies, remaining Secret Allies, and the Balance.

Menu – Select to bring up the game's Main Menu.

Phase Name – Displays the name of the current Phase.

End Phase – Finishes the current Phase and continues to the next one. If the current Phase is Recruitment, this will begin a new Turn.

3.8 UNIT STATUS ICON



When the mouse cursor is moved over any unit (friendly or enemy), or if a friendly unit is clicked on, this icon will appear at the bottom of the screen displaying the unit's current status. Note that **Movement** and **Hitpoints** denotes the number of REMAINING points.

Each side has 13 units (with the other side having units similar in capabilities but different in appearance), and are rated in five categories: **Hitpoints**, **Movement**, **Damage**, **Range**, and **Price**. Players must keep in mind their strategic and tactical needs when Recruiting units, as they are each unique.

The capabilities of each unit are:

Hitpoints – The current hitpoints remaining for the selected unit.

Movement – The number of remaining 'spots' a unit can move each Turn (depending on terrain).

Damage – The number of hitpoints of damage this unit can do to an enemy unit when firing.

Range – The range (in 'spots') displaying how far the current unit can fire.

Price – The number of resources needed to build this unit (or another unit of the same type)

Note: For a full listing of all units and descriptions, refer to UNITS, below.

3.9 COUNTRIES

Each planet is divided into countries, with each country having one city (its Capital). These countries have different Economic Levels, which are randomly determined in World War games and set in Scenarios are Campaigns. Each of these Levels (**Low**, **Medium**, or **High**) are easily determined by the shape of their Capital (see the **Resource Table**, below). A country can be one of three types – a Secret Ally, a Disclosed Ally, or a True Neutral.



3.9.1 Secret Ally (Undisclosed)

A country that is aligned with either the Free Nations Union or the Phantom League, but has not yet been Disclosed, is considered a Secret Ally of the owning alliance. The Secret Ally will appear on the map to the enemy as a True Neutral nation, masking its true identity.

If a Secret Ally is invaded by the enemy, the player being attacked can generate not only a Secret Army based on the values found in the Resource Table, but also Guerrilla forces as well. Since a regular True Neutral rarely can field much of an army from Guerrilla funds, this revelation may come as a shock for an unprepared invader.

3.9.2 Disclosed Ally

When an Ally is revealed in the Disclosure Phase, it becomes visible on the map to the enemy, as do all forces subsequently placed within it. Not until an Ally is Disclosed can the owning player purchase units within it.



If an Ally is Disclosed as normal (and not as the result of an invasion by the enemy), it can generate Guerrilla Uprising funds as specified in the Resource Table once the first enemy unit sets foot within any spot inside its territory. Also, an Undisclosed Ally that is invaded by the enemy will generate Guerrilla forces as well as Secret Army forces.

Gaining control over an enemy's Disclosed Ally will pay an Indemnity amount as specified on the Resource Table, used to create new units within its territory. Also, the player will generate Revenue from its newly acquired conquest (if any is remaining).

3.9.3 True Neutral

A Neutral country does not belong to any of the alliances. It has no Secret Army and does not participate in the war until it is invaded, at which point it will join the other side. True Neutrals invaded in such a manner will generate Guerrilla forces for the non-invading player (as well as Revenue, if the enemy forces are removed from inside its borders). Neutral countries should figure into any player's strategy, as they serve as additional Revenue sources and provide a location to build new units. If a Neutral country is invaded by the enemy, the other player can raise Guerrilla forces within it (see **Guerrilla**).

Important Notes:

A Neutral country may happen to be an undisclosed enemy Secret Ally; they can Disclose it during any Disclose phase. However, an undisclosed Secret Ally that is invaded by another player does NOT have to be Disclosed during this Phase

If a Neutral country is invaded, the enemy-raised Guerrilla forces may manage to defeat the invading forces and establish Control over the country by themselves, and will then earn Revenue. If a Neutral is attacked, be certain to have enough units to conquer it (or at least to maintain a significant presence) so the enemy does not gain additional resources.

4.0 CONTROL AND REVENUE

Each country under a player's Control brings them Revenue each Turn during the Recruitment Phase. This money is accumulated in each country's Treasury. Control can be established and Revenue earned from any Disclosed Ally, conquered Neutral country, or conquered enemy Ally, as long as certain conditions are met (see **Capturing an Enemy/Neutral Country**, below).

Control of a country is denoted by both the Flag flying over the Capital, and by the color of the country's borders. The borders can be Red (Phantom League Control),

Green (Free Nations Union Control), and Red-Green (Control in dispute). Gray borders denote a Neutral country, which has not been invaded by either side yet.

Each country is capable of generating Revenue for only ten Rounds during a game. This Revenue does not need to be spent all at once – some or all can be saved for later Turns.

Remember that if a Neutral country or enemy Ally is invaded and control established in the same Turn, the invading player will get Revenue or Indemnity only during the next Turn.

If a player wants to establish Control in a Neutral country, or in an Enemy Ally, first they will have to invade the country. To invade, cross its border with a ground unit. Remember that the enemy will respond by deploying Guerrilla forces.

4.1 CAPTURING AN ENEMY/NEUTRAL COUNTRY

To establish Control over a country, a player must meet the following two conditions simultaneously:

- There are no enemy units within the territory of this country
- The country's Capital is controlled

When a Neutral country is invaded, its Capital automatically goes under control of the other side. To capture control of the Capital from the enemy, move a ground unit into it (the city itself will turn Green (for the Free Nations) or Red (for the Phantom League), depending on the side capturing it). If enemy units are remaining within the borders of the country, however, its Flag will continue to fly over the Capital. Once all enemy units are eliminated within the country, the Capital's flag will change to reflect the victorious player's ownership.




Once a Capital is captured, a unit does not have to remain inside to maintain control. However, if an enemy unit gets in, control of the Capital will revert back to the original player. Maintaining a presence in the Capital when enemy units are within striking distance of it would be a wise decision, depending on the tactical situation.

4.2 REVENUE

4.2.1 Earning Revenue

The amount of Revenue earned by a Controlled country is determined by its Economic Level and Resource Type, as detailed in the chart below:

4.2.1.1 Resource Table

Economy Type Resource Type	 Low	 Medium	 High
Secret Army and/or Earning Indemnity	\$8	\$12	\$18
Revenue Earned per Turn	\$2	\$3	\$4
Guerilla Uprising	\$4	\$6	\$8

Note: Resources earned in a country can only be spent for forces in that same country; resources may NOT be 'transported' to other countries, even if they are Allies. Resources may, however, be saved from Turn to Turn (to purchase more expensive units, for example).

Secret Army/Earning Indemnity: When a country is Disclosed, the owning player immediately earns the amount of Resources listed to spend on an Army in that country. The enemy also will immediately earn this amount if they capture the country (by occupying its Capital and eliminating ALL enemy units within its borders). Countries only have ONE such award each for raising an Army or paying an Indemnity.

EXAMPLE: The country of Sesalia is Disclosed a Player A's Disclose phase. This country is a Low Economy Type, meaning they immediately earn \$8 to spend on a Secret Army in that country. Later in the game, Player B captures Player A's Capital and eliminates all of A's units from within Sesalia's borders; this earns Player B an Indemnity of \$8. Sesalia will now no longer pay Indemnity or pay for raising an Army. Even if Player A later recapture Sesalia, they will NOT earn Indemnity, nor will the Player B earn MORE Indemnity if they capture the country from them again.

Revenue Earned per Turn: Every Turn, Controlled countries will generate a level of income based on their Economy Type. This money may be spent immediately or saved from Turn to Turn, but may ONLY be spent on units that are created within that country's borders—Revenue may not be shipped to other countries. However, another player can capture a country's unspent Revenue if they gain Control of that country.

Guerilla Uprising: When one side crosses the border into a country that is either Neutral or Controlled by the enemy, that country will generate a certain amount of Revenue for the owning player (in the case of a Neutral country, it will immediately join the enemy's side) to spend on military forces. These forces are purchased during the enemy player's next Recruitment Phase, and are deployed within the affected country. This Guerilla Uprising event can only occur ONCE per country, per game.

EXAMPLE: Player A invades the Player B-controlled country of Curasan for the first time. This country has an Economy type of Medium, earning Player B \$6 to spend on Guerilla forces. Player A's initial attack is repulsed and all of their forces within Curasan's borders are eliminated. However, Player A soon returns, crossing the border to engage the enemy again. Since Curasan has already had one Guerilla Uprising, another will NOT occur. Later, Player A captures Curasan's Capital and eliminates all of Player B's units within its borders. Player A then receives Indemnity for controlling the country. If Player B crosses over into Curasan to try to re-capture it, Player A will NOT earn Guerilla Uprising Revenue – it can only be earned once, and only for the originally owning player.

4.2.2 Recruitment Blocking

Generation of Revenue and new units within a country can be blocked when at least one enemy unit occupies a spot – any spot – within that country. The use of small raiding parties in such a manner can seriously disrupt an enemy's economy, especially in those farther away from the fighting. The player takes a risk by moving every available unit into large far-off battles, since that leaves their rearward countries open to attack from this quarter. If such an event occurs, the invaded country will receive Guerrilla forces, but only once, and these sums are rarely high enough to purchase large numbers of powerful, fast units needed to react to these raids.

To prevent this from happening, maintain a garrison of some type within each Ally, which can quickly react to single- or multiple-unit raids. Even a mobile force with a Land or Sea Transport nearby can quickly react to such enemy moves.



4.2.3 Indemnity

When a player gains Control over an enemy's Disclosed Ally, they will get a one-time Indemnity payment for that country (the values depend on the individual country), which is the same as that earned for a Secret Army. When received, Indemnity Resources are put to that country's Treasury to be used during the Recruitment Phase.

Only a Disclosed Ally will pay Indemnity to the enemy if it is conquered. Secret Allies NEVER pay Indemnity until they are Disclosed – even if they are totally controlled by the enemy. Neutral countries do NOT pay Indemnity either, unless they happen to be a Secret Ally and are Disclosed. Each country can pay Indemnity only once per game.

5.0 GAME TURNS

Every Massive Assault game is divided into Turns. Each Turn is composed of four Phases, as follows:

- Disclosure (if playing a World War type game)
- Guerrilla
- Movement and Combat
- Recruitment

Note: After the Initial Disclosure Phase, the Phantom League player ALWAYS goes first during each Turn.

5.1 INITIAL DISCLOSURE PHASE (WORLD WARS ONLY)

At the start (and only the start) of any World War type game, both sides receive equal number of secretly allied countries, randomly placed within the selected planet, and invisible to the enemy. During the first game Turn, both players must Disclose two of their Secret Allies simultaneously, without seeing each other's Initial Disclosure (i.e., a blind deployment).

To undisclosed a Secret Ally, click on its Capitol. During this Phase, eligible Allies that can be Disclosed are colored as yellow on the Mini-Map.

5.2 DISCLOSURE PHASE (WORLD WARS ONLY)

Undisclosed countries are invisible to the enemy player; an enemy's Secret Ally cannot be distinguished from a Neutral country. Secret Allies (and the folded flags over their Capitals that display that country is not Disclosed yet) are visible to ONLY the owning player.

At the start of a World War type game, each side must simultaneously Disclose two Allies. Thereafter, during the Disclosure phase each side will reveal one Secret Ally, and will continue to do so during subsequent Disclosure Phases until all are revealed. Once Disclosed, a player receives the amount of money for a Secret Army (as specified on the Resources table, above), and immediately deploys the units within the territory of the Disclosed country. At this point, the Secret Ally becomes a full Ally, and are visible to the enemy. If one player wrests control of an Ally from another, the winning player will receive an Indemnity (as specified on the Resources Table, above).

Disclosed Allies prominently display their side's flag over their Capital. If a Disclosed Ally is clear of enemy units, it will bring Revenue each Turn to the owning player; if even one enemy unit occupies a spot in the country, however, Revenue cannot be collected nor can new units be deployed until the enemy's presence in that country is completely eliminated.

Important Notes:

- *During a World War's first Turn, both sides must Disclose two of their Secret Allies simultaneously (Initial Disclosure Phase)*
- *Each Secret Ally can deploy its Secret Army only ONCE during a game.*
- *When disclosing a country, the funds generated to create a Secret Army must be spent immediately; these resources cannot be saved until the next Turn.*
- *A player is NOT allowed to move their units through a Secret Ally's territory until it is either Disclosed or invaded by the enemy.*
- *If a Secret Ally is invaded, its ownership will immediately be Disclosed and will generate Guerrilla forces during the next Guerrilla Phase.*

Strategy:

Knowing when to Disclose a Secret Ally is a cornerstone strategy in Massive Assault. A player can Disclose their Secret Allies during any Disclose Phase, immediately getting fresh troops in that country. Knowing what Secret Allies to keep undisclosed gives them a powerful strategic tool – they can bring reinforcements on the table unexpectedly, waiting for the most crucial moment of the war. Moreover, undisclosed Secret Allies can leave an enemy guessing as to the player's capabilities – of course, the enemy's will have to guessed as well.

5.3 GUERRILLA PHASE

This Phase only occurs if, during the previous Turn, one player invades another's country for the first time, or if one player invades a Neutral that has not been attacked (at which time the enemy player takes command of the Guerrilla forces generated in the former Neutral country).

If the enemy invades a Neutral country, a player's Secret Ally, or a player's Disclosed Ally, the player can raise Guerrilla forces in that country during the following Turn's Guerrilla Phase. These units are placed under the command of the defending (non-invading) player. These units represent local resistance forces (partisans) who are ready to defend their homes fanatically against any invader.

The advantage of Guerrillas (in comparison to Secret Army or troops deployed during Recruitment Phase) is the fact that Guerrilla Phase goes BEFORE Movement & Combat Phase, and therefore newly deployed Guerrilla units can move and fight during the same Turn they were deployed.

Important Notes:

- **Each country can raise Guerrilla forces only once during the game**
- **While deploying Guerrillas in a country, the player deploying them must spend all their Guerrilla Resources at one time – they may not be saved**

Strategy:

Guerrilla forces are smaller in numbers than the regular army and cannot resist the invasion for long, but if used properly, they are able to slow down the foe's advance until the reinforcements arrive. Guerrilla concept allows players to avoid keeping vast armies for guarding home territory.

5.4 MOVEMENT AND COMBAT PHASE

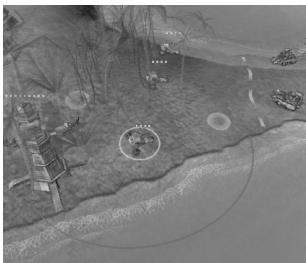
During this Phase, units can be moved and units fired at enemy units. All units can move (except Guard Towers and Death Towers) and fire during this Phase.

Note: Units have two options: move or fire. A unit may move and then fire afterwards, or just fire. If a player attempts to move a unit that has already fired (or moved), a pop-up message will appear (if the Display fire cancellation/redirection warning in Options is selected) to remind them that the unit cannot take further action unless their original fire order is rescinded.

5.4.1 Movement Mechanics

During the Movement and Combat Phase, units may move and fire. Unit are NOT required to move OR fire, however, if the owning player does not want them to.

Unit movement is regulated by spots, which are accessible locations for the currently selected unit. To select a unit, click on it. A green circle will appear on



the ground underneath the selected unit, and spots will appear around it, indicating where this unit may move during this Turn. Also, a red circle will display the limit of the selected unit's firing range.

Each spot is colored according to the Terrain Type it is located in:

White – Road (+1 Movement Point for units with only *one* Movement Point)

Yellow – Open

Red – Woods or Desert (costs 2 Movement Points to enter) Mountains, Ridges, and Cliffs are inaccessible to all units (except Tactical Bombers, which may fly over any terrain type within its range).

Note: *Units with only one Movement Point may enter Woods or Desert spots; the rough aspects of the terrain adversely affects the more mobile units, effectively making them no faster than the onemovement-point units.*

During combat, destroyed enemy land units will block the spot they formerly occupied. When the Movement and Combat Phase ends, these burned-out hulks will disappear and access to the spot will return to normal. Keep this in mind, as this factor can serve to effectively block bottlenecks in terrain; if an enemy is using this tactic they can effectively stonewall any such advance with a few cheap units, even if the player brings overwhelming firepower to bear.

5.4.1.1 Transports



4th Platoon, 3rd Light Reconnaissance Company, during Operation 'Watcher,' planet Noble Rust, 4 January 2030. This Platoon and all of its two-man vehicles were wiped out when its parent unit, the 3rd Armored Infantry Regiment, were dropped into the wrong Landing Zone. Instead of dealing with only light Guerilla units, they instead landed in the middle of the Phantom League's elite 15th Heavy Shock Brigade, made up mostly of Ostrich Heavy Assault Vehicles. Despite this, all members of the 4th Platoon earned a posthumous Medal of Honor for destroying an Ostrich and damaging two others, holding up the 15th's advance

long enough for the surviving parts of the 3rd Light to extract themselves.

These specialty units have a phenomenal movement range and can carry land units over great distances. Each side has a specialty transport unit for both land and sea movement.

To load a unit on a transport, move the transport adjacent to the unit. Select the unit to load and click on the transport (the cursor will change to the Embark Unit on Transport symbol – see **Mouse Cursors** above). If the Transport has a free space, the unit will be loaded onto it. If it does not have space, the unit will not load.

Disembarking a unit is just as easy – click on the transport to display a small window that displays the transport itself, and all units currently loaded on it:

In either a Land Transport's (displayed above) or Sea Transport's hold display, the transporting unit is *always* located in the leftmost slot. Unit images appear in the empty slots if the Transport is loaded.



Click on the image of the unit to disembark, or on the transport (pictured farthest to the left) to move the transport itself. Note that units with a red "X" have expended their full Movement point allowance for the Turn and cannot be disembarked until the following Turn. Once an eligible unit is selected, click on one of the spots that appear around the transport to disgorge it there. To move to the spot, the disgorged unit will spend 1 Movement point to do so. If it has remaining Movement points, it may continue to move (select it as described above). Land transports can carry up to two units each and have five Movement points; Sea transports can carry up to four units and have six Movement points. Naval units may never be loaded onto either type of transport, but Land transports may be loaded onto sea transports (as long as they are empty – no double-packing allowed).

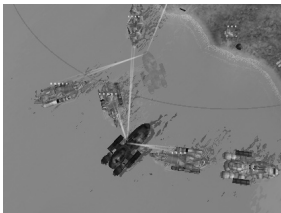
Also, a transported unit may be transferred from one Transport to another adjacent Transport for the cost of one Movement point (expended by the transferring land unit).

Note: *If a transport is destroyed, all units loaded on it will also be destroyed!*

5.4.2 Combat Mechanics

5.4.2.1 Firing on Enemy Units

Units that have moved may fire on enemy units within their Range. Once a unit fires, it may NOT move – but the firing unit may



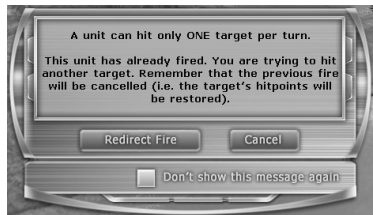
undo its action to take a movement action if necessary, and *then* may take its fire action.

To fire, select a unit and then click on the enemy unit to fire at. When the cursor is held above the enemy unit (prior to clicking on it), the cursor will change to a 'Fire' type (as displayed under **Mouse Cursors**, above) with a number displaying how much Damage the enemy unit will take as a result. If this number is equal to or greater than the number of Hitpoints the enemy unit has, it will be destroyed. If the enemy unit has more Hitpoints than the number displayed, it will lose that many Hitpoints from the attack, softening it up.

Once fired, if the **Display Fire Arrows** option was chosen under **Options**, the unit will display a transparent arrow pointing from the fired unit towards its target. This reminder allows the player to take in at a glance which of his units have already moved and/or fired.

5.4.2.2 Redirecting Fire

Units may only fire ONCE during a Turn. If a unit has already fired but a different target should be fired on instead (before the end of the Phase), simply select the unit that has fired and click on another enemy unit. If the **Display fire cancellation/redirection warning** box under **Options**, a pop-up message will appear as a reminder that the selected unit has already fired.



The player can click **Redirect Fire** to fire on another unit or move, or **Cancel** to keep the current fire result. If **Redirect Fire** is clicked the unit will be free to fire at a new target unit. The previous fire will be canceled automatically (i.e., the first unit targeted will revive the Hitpoints it lost due to the attack). Click **Undo** (with the unit selected), or **Rewind** (to move back one Action regardless of selected unit) to redirect fire, but this method is faster.

5.4.2.3 Aviation (Tactical Bombers)

Aviation in Massive Assault is depicted by Tactical Bombers. These units can only be deployed in cities controlled by that player or on a friendly Aircraft Carrier. Each city has a capacity to hold a maximum of three air units, while an Aircraft Carrier has a





maximum capacity of four. Air units can move (re-base) to other friendly Cities or to Aircraft Carriers that are within their full 12 spot range.

Tactical Bombers that have moved (rebased) from one location to another will have a red aircraft icon appear on their image; Tactical Bombers that have attacked will have the same red aircraft icon appearing with three bombs next to it. Tactical Bombers available for a mission will not have an icon on its image – these units have not moved during this Turn, and can attack enemy units, out to six spots away from the city or Aircraft Carrier they are based from.

Note: While a Tactical Bomber has a range of 12 Movement points, the six-point limit is due to the Bomber needing enough fuel to return to base. Tactical Bombers always automatically return to the city or Aircraft Carrier from which they took off from – they cannot land at another location (even if it is within their range).

Unlike other units, Tactical Bombers cannot be destroyed by firing at them. Instead, they can be lost if their base is captured by enemy units (in the case of a city), or if the Aircraft Carrier they are based on is destroyed. Air Units caught on an occupied city or destroyed Aircraft Carrier may NOT re-base to another location. If the enemy is threatening either a city or Aircraft Carrier that has Tactical Bombers on it, move these units out of harm's way immediately. Tactical Bombers are not cheap (\$3 each), and their long range makes them well worth saving.

To learn more about combat tactics and strategy in Massive Assault, refer to **Tips & Tricks**, later in the manual.

5.5 RECRUITMENT PHASE

During this Phase, each Disclosed Ally's Revenue (Treasury) is used to recruit new units to deploy within that country. This Revenue is collected in the countries under a player's Control immediately after Movement & Combat Phase.

The amount of a Disclosed Ally's Treasury is displayed on a blue rectangle hovering over the Capital (only appearing during this Phase) of an eligible country. That same country will have all unoccupied spots within its territory highlighted, indicating eligible locations to place new units.

This Treasury amount is the



limit that may be spent to build new units within that country. If there is not enough money in the Treasury to purchase a unit, this country can be skipped for the current Phase by selecting another eligible Disclosed Ally or by clicking **End Phase**.

To recruit and deploy, click on one of the highlighted countries. On the left side of the screen, a scrollable list (like the one at left) of units belonging to a player's side will appear. Units that cannot be purchased due to lack of Resources are shaded, while units that can be purchase are lit. Click on the unit image (it will change to a yellow shading) and then click on any of the country's available spots to purchase and deploy it. To see detailed information on a unit from this list, right click on an image.

The same method is used to deploy Guerilla and Secret Army forces during the Disclosure Phase. Remember, unlike the Disclosure Phase and when Guerrillas are generated, a player is not obliged to spend all of their Treasury money at once – as mentioned above, it can be saved for as many Turns as needed.

Furthermore, a player can **ONLY** recruit units in the countries under their complete Control – even a single enemy unit on the territory of a country will not allow recruitment in that country.



Note: If a player has just invaded a Neutral country or an enemy's Disclosed Ally, and Guerrilla forces have not yet been raised, the enemy will receive Revenue. Also (if applicable), Indemnity will be received only during the following Turn, if the player manages to keep Control.

5.6 VICTORY CONDITIONS

Scenarios and Campaigns have different Victory Conditions than World Wars do; usually, they involve conquering one or more enemy countries (already Disclosed in most cases). However, World War games have a different Victory determination process.

To win in a World War, a player must generate a Balance level of 300% or higher (displayed in the upper right corner of the screen) at the end of any Turn. Balance represents the level of control that the player has (by ownership of countries) versus the level of control their enemy has. A player will automatically lose when their Balance is 33% or lower at the end of any Turn.

Note: A balance of 100% indicates that both sides control an equal amount of territory. If the number is lower than 100%, the player should take quick action by re-capturing lost territory or conquering new ones to bring the Balance back up.



When calculating Balance, the computer looks at the sum (Total Control) of Secret Army Resource ratings as follows:

- a) The countries over which a player has Control,
- b) A player's undisclosed Secret Allies, and
- c) Countries in which Control is in dispute (i.e. there are units of both sides within, which counts as 50% for each side).

5.6.1 Balance Calculation Example

On the planet Antarcticus, Player A and Player B have one Medium Economy country and three Low Economy countries each. At this time, Player A has Disclosed one of their Medium Economy and two Low Economy countries, and has Control over all of them. Player A also has conquered (i.e., has Control over) one Low Economy Neutral country. Finally, Player A has one Low Economy country undisclosed.

Player B has Disclosed two Low Economy countries and has Control over both them. They also have invaded but have not yet established Control in Player A's one undisclosed Secret Ally. Finally, Player B has one Medium and one Low Economy Secret Ally undisclosed.

Player A's Total Control is calculated as:

\$12 (one Medium Economy country, Disclosed)
+ 2*\$8 (two Low Economy countries, both Disclosed)
+ \$8 (one conquered/Controlled Low Economy Neutral Country)
+ \$8 (one undisclosed Low Economy country)
+ \$8/2 (one undisclosed Low Economy country that Player B has invaded but does not Control)
= \$48 Total Earned for Player A

Note: *Player A's one Undisclosed Low Economy country that has been invaded by Player B will be calculated twice – once for original ownership purposes, but also for being invaded and not yet conquered.*

Player B's Total Control is calculated as:

2*\$8 (two Low Economy countries, both Disclosed)
+ \$12 (one Undisclosed Medium Economy Country)
+ \$8 (one Undisclosed Low Economy Country)
+ \$8/2 (one Low Economy Country, Controlled by Player A but gives both sides half of its value)
= \$40 Total Earned for Player B

Balance is then calculated for EACH side by dividing that player's Total by the enemy's Total.

So, the Balance calculated for Player A is: $48/40 = 120\%$

And, the Balance calculated for Player B is: $40/48 = 83\%$

Massive Assault will calculate Balance automatically for each player, who only have to worry about conquering Neutral countries and enemy Allies while preventing their enemy from getting too much territorial control.

5.6.2 Statistics

At the end of a game, click the **Statistics** button to bring up a display that itemizes casualties and overall control. The top section breaks down losses by Free Nations Union (topmost) and Phantom League (below that). The Balance for the game is displayed, and below that is listed the number of countries under each player's Control, the number of Secret Allies remaining, the number of Disclosed Allies, and the number of Defeated Allies. As can be seen in this example, both sides suffered heavily (the Free Nations Union lost 69 units totalling \$92 worth of resources, while the Phantom League lost 60 units totalling \$74), but the Free Nations Union won handily, controlling six countries to the Phantom League's one.



6.0 UNITS

Free Nations Union - FNU

Phantom League - PL

6.1 LAND UNITS

6.1.1 Light Armored Vehicles

FNU – LAV

PL – Smallfoot



Hitpoints: 4
 Movement: 1
 Damage: 1
 Range: 1
 Price: 1

The Light Armored Vehicle (LAV) is the smallest and weakest weapon that can be wielded on the modern battlefield, yet they are inexpensive to build and easy to train crews for. Most military forces of the modern age are faced with the same economic woes that their forebearers from a century before have felt, making it a necessity to build such units as these in large numbers. They can be employed in both defensive and offensive operations, and serve as an excellent screening force for heavier weapons; when supported by Rocket Launcher or Mortars, Light Armored Vehicles can soften up enemy forces or mop up those too insignificant for the heavier units to waste ammunition on. Also, due to the vehicle's inexpensive costs, they can be used en masse to block borders and critical passes, or to guard Capitals, thereby freeing heavier units for combat operations.

6.1.2 Heavy Assault Vehicles

FNU – Heavy Bot

PL – Ostrich



Hitpoints: 7
 Movement: 2
 Damage: 3
 Range: 2
 Price: 4

The Heavy Assault Vehicle serves as a new weapons platform for the 22nd Century, intended to replace tanks and other armored vehicles as a shock force, but they are much to expensive to operate and maintain to become an exclusive army unto themselves. Nevertheless, these units are invaluable on the front lines as a major force to either side's land army. They are both heavily armed and armored, can move quickly (although Woods and Deserts slow them down), and strike hard. It is the most effective offensive weapon, especially when used

together with LAV or Tanks. Heavy Bots can dramatically increase their mobility when loaded aboard Naval or Land Transports - such composite detachments can deliver unrivaled long-range striking power.

6.1.3 Armored Fighting Vehicles

FNU – Tank



PL – Bio-T



Hitpoints: 5
 Movement: 2
 Damage: 2
 Range: 1
 Price: 2

Tanks are holdovers from ancient wars, making their debuts on the battlefield over two hundred years ago. Despite their relative age, the Tank has evolved a very long way from its origins, serving as the main striking arm of any army. These relatively inexpensive, sufficiently fast, durable and powerful machines are good for quick invasions and cleaning enemy territories of Guerrilla forces. When used in combination with Land or Naval Transports, Tanks can be used to capture bridgeheads in enemy countries, with enough staying power to hold until the main forces arrive. Woods or Deserts do handicap these fast-moving machines.



6.1.4 Mobile Missile Platforms

FNU – Rocket Launcher PL – Annihilator



Hitpoints: 3
 Movement: 1
 Damage: 3
 Range: 4
 Price: 4

These gigantic war machines move ponderously and are relatively weak defensively, but can deliver a powerful punch in combination with the longest range among any other land unit type. However, they are quite expensive and their vulnerability makes them susceptible in any form of close combat. Their slow speeds mean that they require a good covering force to keep the enemy at bay. Mobile Missile Platforms (MMP's) are especially vulnerable to enemy Heavy Assault Vehicles, other MMP's, and Pteroplanes. Despite their sheer size, they can easily fit inside of a Land Transport, making them much more flexible on the battlefield.

6.1.5 Mobile Artillery

FNU – Mortar

PL – Scorcher



Hitpoints: 4
 Movement: 1
 Damage: 2
 Range: 2
 Price: 2

Mortars are the less expensive alternative to MMP's, but can provide a cost-effective, middle-range artillery support from behind friendly ranks. Their firepower is not as effective as their larger MMP brethren, and their lack of maneuverability and low stamina don't let them keep up for long with fast-moving attacks. However, Mobile Artillery cost half as much as an MMP does, making them inexpensive enough to be recruited in large numbers.

6.1.6 Defensive Towers

FNU – Guard Tower

PL – Death Turret



Hitpoints: 9
 Movement: 0
 Damage: 2
 Range: 4
 Price: 4

These solidly-built sentinels can take the most punishment of any land unit, owing to their immobility. Nevertheless, they can prove deadly in cities or narrow mountain passes, holding off enemy advances with great skill. Defensive Towers can take two direct salvos from MMPs and still remain standing, making them very effective against enemy artillery of any kind. When covered by other friendly units, a Defensive Tower (or better yet, two of them) can turn any piece of real estate into a bristling stronghold.

6.1.7 Land Transports

FNU – Land Transport PL – UPS



Hitpoints: 3
 Movement: 5
 Damage: 0
 Range: 0
 Price: 2

Land Transports can carry 2 ground units and move farther than any other land unit. Though not armed, Land Transports are crucially important in offensive operations, carrying combat troops into battle quickly. Offloading units can then be deployed more effectively than these units could do by themselves. Used wisely, Transports can work in tandem with Mobile Artillery and/or MMPs, effectively creating a very mobile striking force. However, Transports are very vulnerable, and a single MMP attack can destroy them. If a Transport is destroyed while loaded, all units inside of it are lost as well. Keep this in mind when maneuvering close to the enemy.

6.2 NAVAL UNITS

6.2.1 Amphibious Assault Vehicles (AAVs)

FNU – Amphibian PL – Triton



Hitpoints: 4
 Movement: 3
 Damage: 2
 Range: 1
 Price: 3

These versatile vehicles can move an equal distance over either land or sea, making them extremely effective at gaining a bridgehead on enemy soil. AAV's are fast and have reasonable firepower; even one can act as a saboteur, moving onto an enemy country and thereby blocking Revenue collection. However, they are quite expensive and complicated machines, making them as easy to knock out in combat as a Light Armored Vehicle. They are meant to be employed as raiders and flank attackers, and not in the frontlines of large-scale battles where they will be easily slaughtered. Moreover, AAV's CANNOT move through Woods.

6.2.2 Destroyers

FNU – Destroyer

PL – Killer Whale



Hitpoints: 5
Movement: 3
Damage: 1
Range: 2
Price: 2

Destroyers are the most inexpensive naval combat unit; in many respects they are the seagoing equivalent of Light Armored Vehicles, covering more valuable Battleships and Carriers. They are particularly effective at hunting enemy naval transports. When massed, Destroyers can effectively fight heavier ships. They are also good for blocking narrow straights and bays.

6.2.3 Battleships

FNU – Battleship

PL – Firestorm



Hitpoints: 8
Movement: 4
Damage: 3
Range: 3
Price: 5

Battleship is the most powerful naval unit, except for fully loaded Carrier. However, successful admirals tend to combine Battleships with Destroyers in massive naval battles.

If a pack of Battleships is backed up by even only one fully-occupied Carrier, the player will get a flexible and devastating means of naval attack. Battleships can also provide fire support during naval landing operations, sweeping enemy ground units from coastal areas.



6.2.4 Transports

FNU – Naval Transport PL – Turtle



Hitpoints: 4
 Movement: 6
 Damage: 0
 Range: 0
 Price: 2

These ships serve to carry land forces from one shore to the next, with a capacity of four land units of any type. While these ships are not armed (every nook and cranny is dedicated to carrying capacity), they are faster than any naval unit (or ground unit, for that matter). Besides AAV's, this is the only means a land unit can use to cross any body of water. Transports are very vulnerable and can easily fall prey to enemy Destroyers, Battleships, or Tactical Bombers - or even MMPs or Defensive Towers, should they stray too close to a heavily-defended shore or narrow channel.

6.2.5 Aircraft: Carriers

FNU – Carrier PL – Pteronest



Hitpoints: 7
 Movement: 3
 Damage: 0
 Range: 6
 Price: 6

Aircraft Carriers can host up to four Tactical Bombers. They are slower than Battleships, but when fully complimented with Bombers (which will be quite expensive) it can become a very effective weapons platform, able to spread destruction over a wide range of land and sea. However, Aircraft Carriers have no defensive armament, and when not accompanied by escorting naval vessels become little more than target practice for an attacker.

6.3 AIR UNITS

6.3.1 Tactical Bombers

FNU – Bomber PL – Pteroplane



Hitpoints: 0
Movement: 12
Damage: 1
Range: 6
Price: 3

Tactical Bombers have the longest attack range of any unit, land or sea, but can only operate from Cities or Aircraft Carriers. These aircraft units are equally effective in offensive and defensive operations, supporting land and naval units with prompt and precise air strikes. The only way to destroy Bombers is to capture the city they are based in, or sink the Carrier they are carried on.



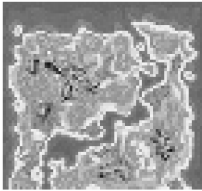
7.0 PLANETS



Planet Name: Antarcticus
Size: Small
Climate: Arctic
Landscape: Frozen fields
Economic situation: Low and Medium countries

Description: The second most distant planet around the aptly-named Byrd's Star, Antarcticus sports one large land mass seemingly fused by the sheer weight of ice and snow on its surface. Otherwise, numerous small islands dot the surface of its below-freezing seas.

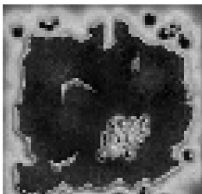
War on the icy surface of Antarcticus is dynamic and furious. The land armies clash across borders immediately, and a large open area makes for a perfect place for blitzkrieg.



Planet Name: Anubis
Size: Medium
Climate: Temperate
Landscape: Plains, deserts and mountains
Economic situation: High, Medium and Low countries

Description: The *Ares* discovered Anubis after coming up empty on their first run to a star within the M660group, and luckily found this one orbiting a nearby star before running out of supplies. Despite its fiercely hot terrain and disintegrating sandstorms, the colonists adapted to the climate quickly to tap the massive deposits of oil beneath its surface.

There are two continents separated by a channel. This planet is a combination of rough terrain, narrow mountain passes and ridges. Each country can be easily turned into unassailable fortress.

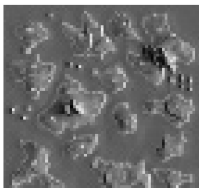


Planet Name: Bizarria
Size: Small
Climate: Tropic
Landscape: Plains, mountains
Economic situation: Low countries

Description: Due to a strange atmospheric phenomena, Bizarria is named for the soothing yet strange indigo-colored light that filters down from the

planet's star. The oceans are home to an odd variety of life, one of which is a primitive algae that thrives in the indigo sunlight and covers the large ocean surrounding one small continent.

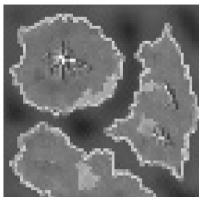
There are only 9 countries on a single small continent, and the conflict will be very short. Here skirmishing skills can be practiced along with the art of the quick strike.



Planet Name: Wasserland
Size: Large
Climate: Tropic
Landscape: Islands
Economic situation: High, Medium and Low countries

Description: Dotted with many large islands, Wasserland quickly became a magnet for colonists, and soon many countries were engaged in a thriving trade over its numerous seas, oceans, and straits.

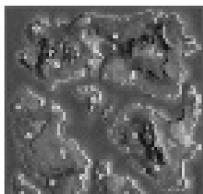
This planet is made up of one ocean covered with numerous islands. Fierce naval battles and landing operations, similar to the fighting in the Pacific Ocean during World War II, will be the norm here.



Planet Name: Noble Rust
Size: Medium
Climate: Subtropics
Landscape: Steppe and woods
Economic situation: High, Medium and Low countries

Description: This planet's harsh atmosphere isn't as heavy as that of Anubis, but its seas possess a high salt content that constantly eats at metallic structures built anywhere near the shores. The salty seas teem with various (and nutritious) fish delicacies, making the planet's metal-eating climate bearable to a degree.

Noble Rust is an excellent battleground to employ equal portions of land and naval battles, including large-scale amphibious operations and sweeping land battles.



Planet Name:	New Paradise
Size:	Large
Climate:	Various
Landscape:	Earth-like
Economic situation:	High, Medium and Low countries

Description: The jewel of all the newly-discovered, this planet hosts the largest population of all of the colonies, and overflows with rich, fertile soil, heavy construction-grade minerals, and other valuable commodities. Its role in the First Interstellar War would be a foregone conclusion, as many battles would be fought over its rich surface.

Any war here will be long and bloody. Players will operate on large continents and islands, separated by oceans. Massive naval and land battles are virtually guaranteed.

8.0 TIPS & TRICKS

From a first glance, Massive Assault looks to be a simple game. However, it is more complicated than it seems; often moves will need to be planned, chess-like, in advance. There are many different maneuvers and feints that can be pulled off, offering a number of possibilities to win a victory. Some of them are described below; others will be discovered while playing the game.

- Since Secret Allies' positions are random in each game, it is impossible to cover all aspects of what a successful Disclosure action is. Disclose a Secret Ally only when it will provide the most advantageous position, such as flanking another enemy's country.

Remember that it is better to, as soon as possible, Disclose two countries that border each other if at all possible. Such disclosures enable a player to prevent the enemy from invading one of their Secret Allies from two sides. When disclosing a separate country, always try to cover flank and rear borders with light troops. Any forces aimed at conquering a neighbor should be deployed along the border of the target country, to obtain local supremacy.

The main goal of the first Disclosure is to determine which neighbor country to invade first. Every neutral country can potentially be an enemy's Secret Ally, so compare unit strength to that of a potential enemy country. It is risky to attack a country with a High economy from a country with Low economy, given the disparity in incomes, although it



is possible. Invading a country that is bordered by two or more Secret Allies will allow that simultaneous attack from two directions.

- At game start, each player will Disclose two Secret Allies. Thereafter, they can Disclose one more Secret Ally per Turn until all are revealed. If the strategic situation allows, it may be better to skip the Disclosure Phase, revealing no Allies that Turn to the enemy. Countries that are bordered by a larger enemy are best left hidden, if possible, so an enemy invader can be taken off guard by not only a Secret Army, but also Guerrilla forces raised.
- A player can Disclose a Secret Ally if it is invaded or even captured by the enemy. If the player has a particularly small army, it may be advantageous to wait for the enemy to invade first, leaving spots open along the borders, to allow the enemy to advance. Once they do, they can then be reinforced with Guerrilla forces. However, if the enemy has the local supremacy in the invaded country, it is better to abstain from the Disclosure and permit the foe to take control over it. Thus the enemy will be deprived of Indemnity and be surprised by a sudden Disclosure.
- One of the key aspects in the Massive Assault is unit deployment. When deploying a Secret Army, purchase light troops (Light Armored Vehicles and Armored Fighting Vehicles), and place them along the borders. Such a formation allows the defense of a Secret Ally at least for one Turn; even if they destroy several of these screening units, they cannot advance into the spot vacated due to the wrecked remains. This especially works well in narrow border areas, and can easily result in a stalemate on that front.
- Long-range units (Mobile Artillery and Mobile Missile Platforms) should ALWAYS be placed behind the cover of light troops, ensuring their safety from most land units while providing them with supporting fire.
- Never underestimate the value of Guerrilla forces. As long as at least one Guerrilla unit stays on the territory of an invaded country, the enemy will receive no Revenue there. Guerilla units might be used as saboteurs and partisans, preventing the enemy from establishing total control over the country for as long as possible. To do this, position one or more Guerrilla-generated units on farthest spot from danger in an invaded country. This can give a player enough time to bring reinforcements to bear, while the enemy cannot build new units.

- Tactical Bombers deserve a special mention. To protect ground-based planes, position any ground unit in the Capital where they are stationed. Otherwise, an adversary can suddenly enter the city and destroy all planes based there. If covering units are destroyed and no opportunity to replace them with more is available, move the Tactical Bombers to another Capital under control, or to a friendly Aircraft Carrier.
- Manage Resources wisely and plan the deployment of troops in advance. Some of the units are very expensive (such as Aircraft Carriers, Battleships, and Mobile Missile Platforms). To purchase them it is sometimes necessary to accumulate a country's Revenue for several Turns.
- There are two features especially useful for planning and conducting strategic operations:
 - Clicking a spot and holding the SHIFT key will mark with red circles what enemy units can attack that spot. This will help determine if some spots are more vulnerable to enemy attacks than others.
 - Clicking and pressing the CONTROL key will display *all* terrain spots, marking each type of terrain with appropriate color.
- Remember these three main principles for combat in Massive Assault:
 - Always try to destroy the most powerful of enemy units first. A Mobile Missile Platform, for example, with only one hitpoint left is as deadly on the attack as a full-strength one.
 - Try to kill as many units as possible in one turn. The more enemy units that are destroyed, the less firepower will have to be faced during *their* combat Phase.
 - It's usually better to destroy one unit completely than just damage two.



9.0 THE STORY

**Free Nations Public Archive, Thurland, planet Anubis.
Stock 12, section 31, document #28**

Harton's Chronicle of the 1st War for the New Worlds.

2056, June 15. The end of World War 3 on Earth.

Democracy Alliance emerges victorious. Axis-of-Evil countries are crushed and occupied.

2058, March. The Free Nations Union created.

The first Free Nations Government is elected by global general elections.

2058 – 2090. 'New Golden Age'.

Earth enjoys unprecedented prosperity, tremendous scientific and technological achievements.

2071 – 2081. Space Exploration Decade.

Eight space expeditions leave Earth seeking extraterrestrial civilizations in the distant corners of Milky Way Galaxy.

2090, October 12. 'Terror October'.

Arabian and Russian oil pools as well as major uranium mines are simultaneously destroyed by hijacked terrorist spaceships conducting suicide attacks.

2094-2101. Period of Instability and Revolutions.

Earth enters a period of total economic distress, hunger and pauperization. Civil unrest is shaking even the most prosperous regions.

2095-2096. The Decline of Free Nations Union.

The alliance is falling apart. The Central-African Union is created followed by other regional Treaties.

2096, December 17. Panama Uprising.

2097. German Revolution, Civil War in Finland, Argentina-Japanese War.

2098, April 30. The Fourth Russian Revolution.

2099. 'Phantom League' Discloses Itself.

Formed by dictatorship-oriented regional leaders and supported by some powerful military corporations, striving for global domination, this worldwide conspiracy emerges out of the shadows declaring its aims.

2100. Global Revolution Begins.

Phantom League leads the organized revolutionary movement, which rapidly spreads over all five continents. The remaining Free Nations Union countries are urged to start their military build-up.

2101-2009. 'Phantom League' Triumph and the Eve of WW4.

A Totalitarian regime is established in 86 countries. The League is provoking local conflicts at the Free Nations' borders. Both alliances are getting ready for the new World War.

2112, November 15. New Worlds Discovered.

Canberra Space Observation Center receives a message from the Free Nations' 7th Galactic Exploration Expedition reporting the discovery of new system with resourceful planets suitable for living. The Space Exodus begins.

2114 – 2126. Mass Immigration.

Hundreds of Millions of people are relocating to the newly discovered planets, building bases and cities, creating new states, many of which declare their independence. New World resources lead to Free Nation Union's military superiority, which neutralizes the war threat on Earth.

2127-2129. Phantom League Secret Alliance.

The Phantom League goes underground again. It switches to preparing the rebellion in the Colonies. Secret Alliance of countries are organized using bribery and political intrigues.

2129, July 25. Rebellion on Noble Rust.

Phantom League's Secret Allies on Noble Rust Disclose themselves. The remaining neutral countries on the planet are overrun in a couple of days. Soon frontier conflicts start on Antarcticus, Bizarria and Anubis.

2129. August. 1st War for the New Worlds Begins.

The Free Nations Union builds its own Secret Alliance in the New World. However, not all independent colonial governors join the fight for freedom and democracy - they hope to defend their territories with domestic guerrilla forces. No country or planet can stand outside that growing life-or-death conflict, afterwards named the 1st War for the New Worlds.



10.0 TROUBLESHOOTING

The following is the list of most common problems which may occur while running or playing Massive Assault.

Problem 1: The game doesn't start, look right, or doesn't look like the screenshots on the back of the box. Sometimes there are large squares or the textures aren't showing up or everything is a solid color or other similar graphical anomalies.

Solution: Most likely the answer is in upgrading video card drivers. A list of video card manufacturers and their web pages are listed below. Go to the video card manufacturer's web page and download the latest version of the video card's drivers and install them. This usually fixes 99% of the graphical problem cases.

Vidio Card Manufacturer	URL
ATI Technologies :	www.atitech.com
NVidia	www.nvidia.com
Creative Labs :	www.creaf.com
Diamond Multimedia :	www.diamondmm.com
ELSA :	www.elsa.com
Hercules :	www.hercules.com
Matrox :	www.matrox.com
PowerVR :	www.powervr.com
S3 :	www.diamondmm.com
Trident :	www.tridentmicro.com
Vision tek :	www.visiontek.com

Problem 2: The sound in the game is not playing right; I hear static, the same sound repeating over and over, sounds are playing while the game is loading, or no sounds at all.

Solution: Just like video cards, sound cards require drivers too. The first thing to do is to go to the of the sound card manufacturer's web page and download the latest drivers. Then install the drivers and run Massive Assault again.

Problem 3: The game is running too slowly.

Solution: The first time Massive Assault is run, the game is configuring all the graphic and sound parameters automatically. Sometimes this process may go wrong due to various OS- or hardware-related factors. If the game is running too slowly, there are several things that can be done to make it faster – select SETTINGS from the Main Menu and then select GRAPHIC SETTINGS and try to

disable or set to lower values the following options (they are listed from the greater to lower impact on the performance):

Shading
Shadows
Screen resolution
Effects quality
Textures resolution

Also try to set the Camera mode to **Fixed** – less of the battle map will be displayed, but the system's performance should increase. Also try switching **V-SYNC** off.

Problem 4: Overall performance is good, but I have jerky camera movement, animation, sound screws and new drives don't help much

Solution: Try to switch the current **V-SYNC** option under **Graphic Settings** to the opposite setting.

If none of the above helps, then please visit Massive Assault's official web site and read the Frequently Asked Questions (FAQ) page.

Otherwise, please contact Massive Assault's Support Team. The link can be found at: <http://www.massiveassault.com>.



CREDITS

WARGAMING.NET

GAME DESIGN

Victor Kislyi, Dmitry Tarasouk

PRODUCERS

Victor Kislyi, Ivan Mikhnevich

FINANCING AND ADMINISTRATIVE

Vladimir Kislyi

LEAD PROGRAMMER + NETWORK PROGRAMMING

Vadim Gaidukevich

3D ENGINE AND SOUND ENGINE PROGRAMMING

Alex Bragin

AI PROGRAMMING

Anton Macovski

GAME LOGIC, INTERFACE AND SOUND PROGRAMMING

Arthur Maximenko

NETWORK PROGRAMMING

Vadim Gaidukevich

SOUND & MUSIC ART DIRECTOR

Ivan Dribas

MUSIC & SOUND EFFECTS

Arthur Maximenko, Christopher M. Ihihoh, Sergey Khmelevsky

VOICE TALENT

Natalia Schiuka

3D ART DIRECTOR

Dmitry Kozlov

3D MODELING, TEXTURING AND ANIMATION

Dmitry Kozlov, Sergey Gashnikov, Igor Kabibov, Basil Peregud, Ivan Dribas

2D ART

Ivan Dribas, Alexander Yatsukevich

LEVEL DESIGN & COPYRIGHTING

Kirill Mal, Victor Kislyi, Alexander Pribylov

PUBLIC RELATIONS

Kirill Mal, Victor Kislyi, Nick Katselapov

QUALITY ASSURANCE

Ivan Mikhnevich

TESTING (IN-HOUSE)

Vladimir Tankovich, Peter Bityukov, Marat Karpeko, Kate Grishko, Olga Chirun, Victor Macovski, Alex Tselobenok, Andrew Beliakov, Andrew Kashpar, Alexander Yantchuk, Julia Ruditskaja

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