All Aspect Warfare™

Game Manual

© 3000AD, Inc 2009. All rights reserved.

3000AD Inc. reserves the right to alter the contents of this manual and the product described in this manual at any time and without notice. Unless authorized by the expressed written consent of 3000AD, no part of this document or software may be copied, reproduced, translated, transmitted, or reproduced in any form or by any means, electronically or mechanically for any purpose. This program is protected by United States federal and international copyright laws. Please do not make unauthorized copies of this product, or allow others to do so.. To report copyright violations, call the Software Publishers Association at 1-800-388-PIR8

TECH SUPPORT

For tech support please go to our website at www.3000ad.com

EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

©3000AD Inc – 2007-2009 All Rights Reserved

GETTING STARTED

1.1 System Requirements

1.2 Installation

GAMEPLAY BASICS

2.1 Stranded!!!

2.2 Main Menu Options

INTERFACE & CONTROLS

3.1 Infantry

3.2 Land & Sea Crafts

3.3 Aircrafts

TACTICAL OPERATIONS

SQUAD COMMAND

MULTIPLAYER

GAME OPTIONS

APPENDICES

CREDITS

©3000AD Inc – 2007-2009 All Rights Reserved

1: GETTING STARTED

1.1 PC SYSTEM REQUIREMENTS

Windows XP SP3 or Vista SP1
Intel Pentium 4 3.4Ghz or AMD Athlon 64 X2 3.0GHz
    Intel Core 2 Duo E6320 or better recommended
    AMD X2 6000 or better recommended
1GB (XP) System RAM. 2GB (Vista) or higher recommended
256MB graphics card **w/ Shader Model 3.0**
    nVidia GeForce 7900. GeForce 8600 GTS or better recommended
    ATI Radeon X1300. Radeon HD2900 XT or better recommended
DirectX 9.0c compatible sound card
Multiplayer requires LAN or broadband connection

1.2 INSTALLATION

Install the game if you haven't done so already. Be sure to agree to install the DirectX 9.0c runtime update if you don't already have it installed. An Internet connection is required for this update to be downloaded directly from Microsoft and installed.

2: GAMEPLAY BASICS

2.1 HOW YOU ENDED UP HERE?

The story so far is a pretty simple one. The Terrans had been at war with the Gammulan race for many years. In an attempt to change the tide of war and take the battle to them, Galactic Command, the Terran military body, launched an all out attack on the Gammulan homeworlds of Gamma-1 and Gamma-2.

Deployed in a distant hostile territory on the other side of the known galaxy, GALCOM forces were met with repeated defeat and unprecedented losses.

So GALCOM deployed another fleet along with a decoy, the GCV-Excalibur, carrying a devastating orbit to surface weapon. The R.A.N.D.O.M (Random Access Nuclear Destruction of Obsolete Matter) weapon, otherwise known as the "planet killer". A weapon which had only been used once before.

©3000AD Inc – 2007-2009 All Rights Reserved

After an intense battle, a badly damaged Excalibur managed to slip through the Gammulan defenses and attempted to land on the nearby Gammulan military planet of LV-115. Engaged by undetected planet based Surface To Orbit weaponry, the all but destroyed craft crash landed on this very hostile planet. But not before deploying the R.A.N.D.O.M weapon.

Badly damaged, ninety percent crew loss and with the R.A.N.D.O.M weapon deployed and ticking, the intense planetside battles that ensue tell the story of your surviving team of combat veterans stuck on a hostile planet, believed dead, hunted by the enemy and in a race against time to either locate and disarm the weapon or get off the planet before it detonates. Problem is, the only way off the planet is through an overwhelming enemy force.

This is where your four man team of Brad, Burke, Lucas and Steve come in. Stranded on a part of the hostile planet with no knowledge of what happened to the Excalibur – or other survivors.

Stuck in the middle of nowhere – on a near barren planet - with no comms to the Excalibur or GALCOM, your team has to either get off the planet before the weapon goes off or find and disarm it while searching for a way off the planet.

In the story mode campaign, you assume the role of one of this team as you fight your way through enemy forces in your quest to survive what is to come. Waste too much time, the weapon goes off. You all die. Find a way off the planet and get spotted, you get shot down. You all die. Get caught by enemy forces. You all die. Oh, and the planet revolves around the Sun every four hours. Which means that it can get dark pretty quickly.

Whichever career you choose to play, the other member slots are filled by NPC personnel with unique characteristics, strengths and weaknesses. This means that you can play the entire campaign from four different perspectives.

The only weapons you have are those which you drop launched with. In order to gain access to other weapons, items, vehicles etc, you have to fight through missions which take you from the middle of nowhere to distant hostile military bases with a lot of very hostile Gammulans all wanting to know what the heck you're doing on their planet.

As you progress through the game, you will gain and lose Experience Points, rank and medals. Experience Points lead to a higher rank, the awarding of medals, the knowledge to use certain weapons, assets etc.

Remember, this is a “thinking man's” fps and not your average solo run and gun. Stray too far from your team and you will face certain death.

To access the in-game documents, press **ALT+D**, then from the menu, use **1**, **2** or **3** to proceed to the desired document.

Good luck!

©3000AD Inc – 2007-2009 All Rights Reserved

2.2 MAIN MENU OPTIONS

GAME

Story mode allows you to start a new story mode or sandbox campaign in which you assume the role of one four team members (Brad, Burke, Lucas, Steve). Click PLAYER to enter your name, choose a career role to play, your starting weapons gear (which you can later change while in game), and the scenario you want to play.

Instant Action scenarios are quick engagements designed to introduce you to various aspects of the game and to test your kills. In these, the career, weapons and craft choices are hard-coded into the script and cannot be changed. Mouse over to read the description and click on the scenario you want to play.

Each time you start a new scenario, the game auto-saves it for you. So if you die, you can just load that auto-saved game to replay the scenario quickly.

To save a game, press **ESC** to go to the main menu and click on NEW GAME SAVE. To load a saved game, click on the desired game. You can also use CONTINUE to resume the game currently being played.

MULTIPLAYER

Here you can join or host multiplayer games. Refer to the multiplayer section of this manual for more information on this.

OPTIONS

Here you can configure various game options.

The defaults should be sufficient to run based on the minimum system requirements for the game. You can restore the default options at any time by using the RESET option. Do this only when at the main menu and not while you are in the game world!

DOCS

You can view the game docs here. You can also use **ALT+D** at any time to access them while playing the game.

QUIT

Quits the game and takes you back to Windows.

©3000AD Inc – 2007-2009 All Rights Reserved

3.1 INFANTRY



©3000AD Inc – 2007-2009 All Rights Reserved

INTERFACE

The names of targets and their range (in meters when less than 1km away) are displayed and color coded when they are close. Green is an ally, Red hostile, Blue neutral and Grey disabled. Mission objectives/targets are Yellow pulsating hexagons.

1. Communications are displayed here. You can view the comms log, orders and stats using **ALT+C**, **ALT+O** and **ALT+S**.

2. This mini radar is identical to those in crafts, but with a shorter 25km range. Refer to **p20** for a more info. Your heading is at the top. **N** cycles nav/ground targets, **T** cycles air/ground/troops/all targets. Use **.** and **,** to cycle targets.

A selected target (blinking) inside the inner circle is ahead of you. In the outer circle it is behind you. If in the very center of the inner circle, it is directly ahead.

The heading and range to the nearest DJP (Blue) and supply station (Cyan) are also plotted around the map if found.

The number of multiplayer team members and total kills as well as the scenario timer (countdown) are displayed above the mini map.

3. Carried items grouped based on type. If you have more than one weapon/item in a class, you can cycle through them by tapping the appropriate key more than once.

4. Your Life Factor (LF), Fatigue Factor (FF) and body armor are displayed to the left of your current pose. Your rank and kills are to the right. Above your rank and kills are your violations and Experience Points respectively.

During combat your armor (or shield) absorbs weapons impact. If depleted, you will take body damage, thus reducing your LF. The more injured you are, the more difficult it is to perform actions. Also, the actions you perform and the number of carried items can increase your FF. If too high, this will eventually reduce your LF. If your LF drops to 15 or below, your vision will be come impaired and at 10 or below you will be unable to move. You can rest to reduce your FF. If you are too injured to move, you have to heal yourself (or be healed by another player). If neither is possible, you can **CTRL+E** to commit suicide.

While impaired and unable to move, another player can either heal or assist you to safety by pointing at you and pressing **H**. You can do the same to another injured player. When the assisting player moves, both players will move. To cancel assist mode, either player can press **H**.

5. The image and Life Factor of your team members are displayed here.

©3000AD Inc – 2007-2009 All Rights Reserved

CONTROLS

Each character class has various movement attributes. Also you can jump forward by running forward then hitting the jump key. Running for a long period of time greatly increases your FF and eventually will reduce your LF. To reduce these, you have to stop moving. Actions also depend on how much stuff you are carrying.

In water, moving forward when not touching the seabed makes you swim by pressing **W** and using the mouse to set the direction. If you touch the sea bed, your character reverts to walking state. You can resume floating or swimming by pressing the **F** or **SPACEBAR** key to leave the seabed. If you run out of air (watch your oxygen level) while under water, your LF will start to drop and you will eventually die. To take a gulp of air, swim to the surface so that your head is above the water line.

WEAPONS

In story mode weapons are selected via the gear profile. You can also find them in the game world or at a supply station. Some weapons can only be used by certain characters. Each weapon or item in a class is mapped to a specific key. You can only carry a fixed amount of items in each class.

KEY	CLASS	TYPE	NUMBER CAN CARRY
1.	PRIMARY	WRISTLASER, PISTOLS	02
2.	SECONDARY	RIFLES, MACHINE GUNS, SHOTGUNS, LAUNCHERS	02
3.	GRENADES	GRENADES, MINES	10
4.	AUXILIARY	DIE, TDU, PSU, PCU, PSJ, PRU, JETPACK, LADMK1, YN99MK1	04

Pistols and rifles have varying degrees of accuracy when fired. For greater shot accuracy use the aim down sight command to line up your shot before firing. Head shots are **always** lethal.

Some weapons have special features and some require special handling as described below.

ROCKET LAUNCHERS

The rocket launchers can be fired in blind mode without a target lock but they also have a timed target designator which can lock on targets. This allows the rocket to lock on the target and will track it until it detonates. To use this mode, keep the crosshair on the target until you achieve a lock, and then fire the weapon. Once the rocket is launched, there is no need to keep the target painted by the designator. The rocket uses its own internal radar system to keep the target locked until it either detonates or self-destructs when its timer runs out. You cannot go into prone pose when using a launcher. If you are already in a prone pose and you select the launcher, your pose will change to crouch.

©3000AD Inc – 2007-2009 All Rights Reserved

ASSAULT RIFLES

Assault rifles have an adjustable zoom scope. When using the scope, your weapon mode, number of rounds and clips are also displayed in the view under the zoom factor. In order to steady your aim when using the scope (especially the sniper rifles), you should be in crouch or prone pose.

SNIPER RIFLES

Sniper rifles also have an adjustable zoom scope but one with far greater range than assault rifles. Unlike assault rifles, sniper rifles can only be fired when the zoom scope is active. This means that the weapon cannot be fired "from the hip" nor while you are on the move.

GRENADES

There are several types of grenades with different characteristics. The frag grenade explodes with fragments and damages anything within the blast radius. The smoke grenade emits dense smoke when it explodes. The proximity grenade explodes when an object comes near it or when its sixty second timer expires. The flash bang grenade explodes, it emits a blinding flash which blinds all personnel within range.

Despite their unique characteristics, all grenades will injure personnel and damage units within their blast radius. The closer a person or unit is to the center of the blast radius, the higher the damage inflicted. The proximity damage is reduced by a 1/2 for personnel in the crouch pose and by 1/8 for those in prone pose; unless very close to the explosion's center.

To throw a grenade, first select it, then press and hold the fire button to pull the pin and arm the grenade. Release the button to throw. The longer you hold the key, the farther the grenade will be thrown. If you hold a grenade until the timer expires, it will detonate in your hand.

The Anti-Personnel Mine (APM) is similar to a grenade in its handling, however, once selected, you can hold it for as long as you like since it does not have a pin. Like the proximity grenade, the APM will explode when an object comes near it or when its timer expires.

Unlike grenades, the APM can also attach to certain types of units if thrown within their proximity. When it attaches to another unit, it will remain attached and automatically explode when its timer expires.

Apart from the proximity grenade and APM, you can pickup a thrown grenade and throw it back before it explodes. When a grenade lands close by, a grenade icon will appear, alerting you to the hazard.

©3000AD Inc – 2007-2009 All Rights Reserved

INVENTORY ITEMS

Various special inventory items are scattered around bases and inside some buildings. Supply stations also contain random types and amounts. Unless you can see them on the ground with the naked eye, the markers for these items only show up in the TRS/GND radar mode. So if your radar map is set to TRS/TRP mode, then you won't see the markers.

BODY ARMOR

Provides protection. Kevlar (+100), Light (+150), Medium (+250), Heavy (+400). For example, if you are wearing Kevlar, then you can withstand a 100 unit shot hit before your Life Factor is affected. A weapon shot greater than 100 will penetrate and cause your injury. So if a shot gives 100 damage, with a Kevlar body armor you can only withstand a single shot.

MEDKIT

Boosts Life Factor (health). Each use boosts LF by 10 units and reduces your Fatigue Factor by 15 units. Each medkit can be used two times. To use, equip with **5**, then press and hold the **fire** key until the op completes. Healing is applied every second during the operation. If you release the button or move during this time, the operation will cancel. To treat another person, equip the medkit, then point at the person and press the **fire** key.

TOOLKIT

Repairs your body armor by 10 units. Each toolkit can be used four times. Operation is the same as the Medkit.

NUTRIPAK

Gives Life Factor boost of 10 units. To use, equip with **5**, then press and hold the **fire** key

DARKLIGHT IMAGE ENHANCER

Has long range binoculars and night vision modes. To use, equip with **4**, then press the fire button to activate. Press **M** to cycle modes. Use the mouse wheel to zoom in/out. Using the night mode in daylight conditions is not advised.

TARGET DESIGNATOR UNIT

Used to designate targets which then show a Yellow target designator in the first person view and also appears around the target blips on radar. To designate a target, equip with **4**, point at target, press fire. Multiple targets can be designated. When pointed at a designated target, the top of the crosshair shows the time remaining before it's designation expires. There is no timer if the object has not been designated. Designation cancels after five minutes.

©3000AD Inc – 2007-2009 All Rights Reserved

JETPACK

If you have a jetpack, you can use it for flying. The controls are similar as for walking. To activate the jetpack and lift off the ground, press **F**. The standard movement keys all work while the jetpack is activated and the **F** key is held down.

To move forward, press and hold **F** + **W**. If you release the **W** key, you will simply increase your altitude. If you release the **F** key while airborne or if the jetpack runs outs of charge, you will begin to fall. If you fall from a high altitude and at high speed, there is a very good chance that you will be badly injured or possibly killed.

When airborne, your current speed (in m/s) and altitude (feet) appear to the left and right edges of the display. The jetpack charge appears next to the jetpack icon in your display.

The maximum height you can fly is 2000 ft. Oxygen use is dependent on altitude above ground. At around 500 ft oxygen use increases linearly to a maximum at 2000 ft. At the maximum jetpack altitude the rate of oxygen consumption is 100 percent (as if you were under water). The consumption at 500 ft is very low. If you run out of oxygen, you will pass out and eventually die. Your Fatigue Factor also increases with jetpack use, regardless of altitude.

The jetpack provides 6DOF (6 Degrees Of Freedom), so that you can pitch up/down in order to acquire targets on the ground more easily (since your weapon arm has limited up/down pitch). To pitch up/down while airborne, press the **SHIFT** + **W** or **SHIFT** + **S**, while holding the **F** key. If you are pitched down and you then press **F** + **W** (forward) you will fly down to the ground because that is the direction you are facing. However the **F** and **Z** keys always increase/decrease your height even if you are not upright.

PERSONAL SHIELD UNIT

Creates a protective shield around you and which weapon fire cannot penetrate. Requires Energy Cells to operate. Each Energy Cell allows for thirty seconds of operation. To use, equip with **4** and press fire. Thereafter any other item can be equipped. It will remain active until you run out of Energy Cells or you select the unit again and press fire. During use (e.g. when being fired upon and taking damage), switch to third person view to see the effect.

PERSONAL CLOAKING UNIT

Cloaks you and renders you invisible to other players and radar. Requires Energy Cells to operate. Each Energy Cell allows for thirty seconds of operation. To use, equip with **4** and press fire. Thereafter any other item can be equipped. It will remain active until you run out of Energy Cells or you select the unit again and press fire. During activation and deactivation, switch to third person view to see the effect.

©3000AD Inc – 2007-2009 All Rights Reserved

PERSONAL SENSOR JAMMER

Provides jamming capabilities so that you cannot be detected on radar. Requires Energy Cells to operate. Each Energy Cell allows for thirty seconds of operation. To use, equip with **4** and press fire. Thereafter any other item can be equipped. It will remain active until you run out of Energy Cells or you select the unit again and press fire. Note that the PSJ does not protect you from units that can already see you via visual line of sight.

PERSONAL REPAIR UNIT

Operation is similar to the toolkit, but the PRU does not work on personnel. Requires Energy Cells to operate. Each Energy Cell regenerates five units of the target's shield, armor and integrity. To use, equip with **4**, point at the target and press fire. It emits a beam on the target and as long as the target is not changed or moves, it will increase its armor, shield and integrity to 100% effectiveness. Essentially it can repair anything and bring it back to full functionality.

LADMK1 / YN99MK1 GUN TURRETS

LADMK1 automatically fires high velocity rounds at detected hostile targets, while the YN99MK1 fires rockets. To use either turret manually (i.e. already deployed) point at the gunner icon at the base and press **E**. To detach, press **CTRL+E**.

The LADMK1 can be fired like a normal gun, while the YN99MK1 rockets must be armed using **BACKSPACE**, then fired using the **SPACEBAR**. You can use the normal targeting commands (e.g. **/**) to select specific targets to lock on and fire at.

To pickup a turret to deploy it elsewhere, point at it (not the gunner position icon!) then press **E**. To drop it press **G**. Once equipped, you will not be able to use any other inventory item until you drop it. The unit will auto re-arm between five to ten minutes when it runs out of ammo.

USING A SUPPLY STATION

There are supply stations at all bases where you can perform various operations. MEDICAL treats your injuries, reduces your FF and increases your LF. WEAPONS re-arms all carried weapons (not inventory items). GEAR PROFILE allows you to change your entire weapons profile for another one. BUILD A UNIT allows you to build certain types of units if you have the required XP. After building a unit, it will appear near the supply station. INVENTORY has a random selection of special inventory items.

To activate a supply station, stand in front of it and press **E**. A menu will pop-up and display the available options which you can select using the mouse. It takes between five to sixty seconds for most operations. After using a station and exiting from it, you cannot use it again for another five minutes.

©3000AD Inc – 2007-2009 All Rights Reserved

USING A DIMENSION JUMP PAD

A DJP unit transports personnel and vehicles (not aircrafts) from one place in the current Mission Zone (MZ) to another distant one.

To activate a DJP, get close to it and press the **E** key. The Tactical Operations Map showing all the DJP icons will be displayed. To be teleported to a DJP location, left-click on the DJP icon. If you have a team with you, they will teleport after you.

USING AIR, LAND & SEA ASSETS

In 1st person mode you can enter and use various assets (fighters, gunships, vehicles and some naval crafts etc) depending on your career and Experience Points (XP). There are no XP restrictions in Instant Action scenarios.

Some assets have different positions which are pilot, driver, gunner or passenger with various functionality. For e.g. only a pilot/driver can fly/drive the craft, while gunners have control over the guns (if available) they are attached to in the craft.

To enter a craft position, stand in front of the craft, point at the available position icon and press **E**. To exit, press **CTRL+E**.

If you switch to a SAM unit (e.g. AX25), use standard target selection keys, then use **BACKSPACE** to arm a missile and **SPACEBAR** to fire it. If you switch to a SAL unit (e.g. MK1P), use standard target selection keys, then use **ENTER** to fire the gun. If you do this from the F7 external camera, you will see the guns auto-tracking the target, so all you have to do is keep firing.

	PILOTS	MARINES
ATTACK GUNSHIPS	15000 XP required	No
ASSAULT GUNSHIPS	Yes	25000 XP required
SHUTTLES	Yes	Yes
SUPER FIGHTERS	25000 XP required	No
HEAVY FIGHTERS	15000 XP required	No
MEDIUM FIGHTERS	10000 XP required	No
LIGHT FIGHTERS	Yes	No
VEHICLES	Yes	Yes
MOBILE FORWARD BASE	25000 XP required	15000 XP required
NAVAL LCAC	Yes	Yes
MOBILE SAM/SAL	No	5000 XP required

©3000AD Inc – 2007-2009 All Rights Reserved

USING STARBASES AND FORWARD BASES

You can dock with a starbase, Mobile Forward Base (MFB) or launch pad to repair or rearm. Select the target in the TRS or NID radar. **CTRL+Y** will also automatically locate the nearest starbase. When within 1km of the target, press **E**. You cannot be harmed by weapons fire when docked.

When docked with the MFB in first person mode, the options are the same as with a supply station.

While docked with the MFB, starbase or launch pad in a craft, you can repair and rearm your craft.

When docked with a craft, the status of each of the craft systems is color coded as indicated below:

Green	:	Operational or has very little damage
Yellow	:	Minor damage
Red	:	Destroyed

REPAIRS – Select this for instant repairs to all systems. In most cases, everything will be repaired immediately.

WEAPONS – Select the desired missile and the amount to add/remove. All crafts with missiles can only carry a total of ten. The missiles are listed depending on the type of craft. e.g. vehicles do not use the same missiles/rockets as fighters.

WHEN IT ALL GOES SIDEWAYS

If you are badly injured and cannot heal, you can commit suicide if your LF is below 10% by pressing **CTRL+E**.

If you end up in a remote part of the world, e.g. you are shot down, you can use **CTRL+Y** to teleport to the nearest base. There is a thirty second countdown before the teleport occurs. During this time, you cannot fire your weapons, but you can still move. So for example if you are a passenger in a gunship with a pilot who is about to get you all killed, **CTRL+E** to eject, then while in mid-air press **CTRL+Y** to teleport. If you don't have a jetpack and you hit the ground before the teleport occurs, you'll leave a nice Red mark on the terrain.

3.2 LAND & SEA CRAFTS

INTERFACE

When you enter a vehicle the view is similar to the 1st person view except that some information about the vehicle you are in is also displayed.

©3000AD Inc – 2007-2009 All Rights Reserved

As the driver of the vehicle, you have controls of the vehicle. You also have control over the weapon systems if it has guns and you don't already have a gunner with you in the vehicle.

As a gunner, you have no driving controls, but you can fire the vehicle's guns.

As a passenger, you have no driving or weapons controls.

CONTROLS

Standard **WSAD** keys are used to control the vehicle. When driving a vehicle, it will not turn unless in motion. So to turn in or out, press **W** (forward) or **S** (reverse) key while pressing either the **A** or **D** keys.

The amount of turn induced by the **A**/**D** turn keys is reduced when the speed increases i.e the vehicle is more maneuverable at low speeds and doesn't enter a tight spin at high speeds.

The vehicle does not slow down to a halt when the **W** or **S** keys are released unless the vehicle is traveling backwards. This makes it easy to stop the vehicle and maneuver at low speeds. You can press **0** to kill thrust entirely and slow the craft to a stop.

You can also control crafts from the third person **F7** view. In this view, the **WSAD** keys are also functional and can make driving certain vehicles easier.

If you wish to control crafts using the mouse for steering, press **Y** to toggle mouse steering mode. This then allows you to use the mouse as you would in infantry mode. So you could be moving forward with **W**, while using the mouse to steer your direction of travel. In this mode, you cannot use the mouse for accessing GUI menu items. So you must toggle this back off to do that.

©3000AD Inc – 2007-2009 All Rights Reserved

3.3 AIRCRAFTS



©3000AD Inc – 2007-2009 All Rights Reserved

INTERFACE

1. Your craft's image and stats, as well as your current speed and altitude above ground are shown here. If your shields are fully breached, your armor will start to take damage. Once your shields and armor are fully breached, the ship will start taking even more major damage and will eventually be destroyed. With you in it.

The icon of the craft is also displayed here and depending on the craft (e.g. gunship) will show boxes which represent occupied locations (pilot/driver, gunners, passengers) in the craft.

2. The center HUD display contains tactical information.

Top: Craft's directional heading.

Center: The four dots marker shows your craft's velocity vector which predicts its future position. Near or on top of that are two other indicators depicting the craft's lateral tilt and its horizontal pitch scale in 10-degree marks.

When a missile is armed, the Missile Tracking Designator (MTD) diamond appears.

The waypoint marker, number and range are also displayed when you have waypoints set in the Tactical Operations Map.

Right: Crafts altitude in feet Above Sea Level (ASL) or Above Ground Level (AGL) depending on where you are.

The current target name and range are displayed. Range is displayed in Red if the target is less than 50 km away.

The waypoint marker, number and range appears when you have waypoints set.

The Altitude Hold System (AHS) indicator appears here when enabled.

Left: Current airspeed and craft flight profile (FTOL, VTOL or LANDED).

When a missile is armed, it goes into SCAN, TRACK or LOCK displayed on the lower left.

If you are currently matching the speed of the current target, the match target symbology (M) also appears.

©3000AD Inc – 2007-2009 All Rights Reserved

If you need to close on the target or increase your distance from it, increase or decrease thrust as needed. The system is disengaged when you change targets or if the target no longer exists.

3. If you have a ground target selected, the radar capabilities of the target are shown in the Track Warning Indicator (TWI) box which has one or more carets on either edge as follows:

Top	You are within the max altitude of the target's radar.
Bottom	You are within the min altitude of the target's radar.
Right	You are within the min distance range limit of the target's radar.
Left	You are within the max distance range limit of the target's radar.

When all carets are ON, the symbol will start to flash, indicating that you have satisfied all the target's acquisition parameters. At that point, a missile launch is very likely.

4. Your rank, Experience Points, violations and target kills are displayed here. Also displayed are the COM and CMD menu options. If a mission has a timer, it is also shown here in days:hours:minutes format.

5. Your craft's gun charge level and missiles count and type armed are shown here. If your guns are completely destroyed, they will fail to recharge and won't fire.

6. Situation Warning Indicators

STT	Radar currently in Single Target Tracking mode.
LNH	A missile has been launched at you.
LCK	A hostile target has a weapons lock on you.
TRK	You are being tracked and scanned on hostile radar.
EMD	Electromagnetic Disruptor missile jammer. If the EMD is enabled, the cockpit MFDs will display static noise and all missile locks will be lost. The jammer doesn't always work reliably, especially against missiles which can "burn" through it.
SOS	A craft in region is emitting an SOS signal.
IFF	A friendly craft or the current target is emitting an Identify Friend or Foe signal.
A/P	When the auto-pilot is on this indicator indicates its current operating mode.

7. Icons representing various states of your craft's systems. Red status indicates a destroyed or inoperable system, Yellow indicates extensive damage and/or malfunction and Blue means some minor damage.

©3000AD Inc – 2007-2009 All Rights Reserved

HUD	Heads Up Display	NRE	Nuclear Reactor
MLS	Main Life Support	NAV	Navigation Computer
ILD	Inbound Launch Display	COM	Communications Computer
ENG	Engine	MNC	Main Computer
EMD	Electromagnetic Disruptor	WEP	Weapons Systems
SHD	Shield Array	LAS	Laser Guns Array
TAC	Tactical Radar Scanner	HULL	Hull Armor Array

8. MFD1

This Multi-Function Display is used by the craft's NID and TRS radar systems.

NAVIGATION INTERFACE DISPLAY (NID)

Activate the NID interface and cycle modes by pressing the **N** key or using the CMD/SYSTEMS/NID menu.

All navigation type and some ground targets are tracked here. The type of target can be filtered using the Radar Target Mask in the CMD/SYSTEMS menu.

To select and cycle targets, use the **.** and **,** keys or **RIGHT-CLICK** in the HUD area to display the target menu. You can also **LEFT-CLICK** click anywhere in the HUD to remove the list if you decide to exit without selecting a target.

When a target is selected, the target designator box or triangle (airborne targets) will appear in the HUD if it is within the craft's field of view. The target's range (km) and closure rate (m/s) are then displayed in the top left/right corners of the MFD. The range value is in meters when the target is less than 1km away.

MAP mode displays a satellite map of the area that you are flying over. The Yellow line extending from the center of the map to the edge of the display shows your direction of travel.

The **[** and **]** keys are used to zoom the map.

LOC mode displays your current location, game date/time as well as the the current weather condition and weather forecast.

TACTICAL RADAR SCANNER (TRS)

Activate the TRS interface and cycle modes by pressing the **T** key or using the CMD/SYSTEMS/TRS menu.

©3000AD Inc – 2007-2009 All Rights Reserved

All strategic and tactical air and ground targets are tracked here. The type of target can be filtered using the Radar Target Mask in the CMD/SYSTEMS menu.

A selected target (blinking) inside the inner circle is ahead of you. In the outer circle it is behind you. And if in the very center of the inner circle it is directly in front of you. The max range of this radar is 100km.

Targets are color coded depending on type. They also only appear depending on the current radar target filter.

Blue	:	Neutral or Other
Cyan	:	Towed
Green	:	Friendly
Red	:	Enemy
White	:	Missile or Mine
Grey	:	Disabled

To select and cycle targets, use the **.** and **,** keys or **RIGHT-CLICK** in the HUD area to display the Select Target menu. You can also **LEFT-CLICK** click anywhere to remove the list if you decide to exit without selecting a target.

Once a target is selected, the target designator box will appear in the HUD if it is within the craft's field of view. The target's range (km) and closure rate (m/s) are also displayed in the top left/right corners of the MFD.

To switch to Single Target Tracking (STT) mode which filters out all targets except for the current one, press the **** key.

The NID and TRS display different classes of targets. So if you enable a filter and don't see the targets in the TRS, check the NID. e.g. You cannot view ground buildings in the TRS. You have to zoom the NID display so that the map is removed.

TRS/AIR mode tracks airborne crafts.

TRS/GND mode tracks all ground units, excluding infantry.

TRS/TRP mode tracks ground infantry (either on the ground or airborne using jetpacks).

TRS/ALL mode tracks all detected targets.

9. MFD2

This Multi-Function Display is used by the craft's Visual Data Display (VDD) which provides video and data information about the currently selected NID or TRS target.

©3000AD Inc – 2007-2009 All Rights Reserved

When a target is selected in the NID or TRS, a video image is displayed here. The target's name, race/caste, and type are displayed in the top. The shield and armor levels are displayed as vertical bars on the left and right sides of the image. A set of three or four additional numbers are also displayed above the target image depending on its type. From left to right, these numbers represent the status of the target's reactor, engines, weapon systems, and launch bays. Some of this information does not apply to certain targets.

During combat, the integrity of the target can be monitored here as these values make up the target's overall integrity. As the target's systems are breached the indicators are adjusted to reflect these changes.

Engine	:	Affects speed and turn performance
Weapon	:	Below 25% integrity, the weapon systems will fail
Reactor	:	If the reactor is destroyed, the target will explode
Launch Bay	:	Below 25%, target will be unable to launch other craft

Other info related to the tactical state of the target may be displayed at the bottom.

If you launch a missile which has a camera (shows what the missile is tracking), the image displayed by the camera will be displayed until the missile detonates.

10. COMMS VIDEO

The image of a comms speaker is displayed here.

CONTROLS

This uses the same standard **WSAD** keys as vehicles. Pressing **0** also kills thrust entirely and puts the craft in VTOL mode.

The higher your altitude and pitch angle, the less thrust that the aircraft can achieve. If you remain at such altitudes, the aircraft engines may stall and cause you to crash into the ground.

A joystick or game pad is highly recommended for flying aircrafts.

If you have a joystick with a throttle, then the high/low speed settings of the throttle depend on the thrust (W, S) values. For example, if you press **W** to increase thrust until your speed is 350 m/s, then push the throttle all the way forward, the craft will not exceed 350 m/s. So if the craft can reach a max speed of 650 m/s, in order to use the throttle to reach those speeds, you have to press and hold the **W** key until that speed is reached, thus setting the max range of the throttle. If you prefer not to use your joystick throttle, you can disable it in the game's options screen.

©3000AD Inc – 2007-2009 All Rights Reserved

TAKE-OFF AND LANDING

Normally, crafts are in Forward Takeoff And Landing (FTOL) mode, but they also have Vertical Takeoff And Landing (VTOL) capability which allows them to take off from a fixed spot and hover in the air.

To take off, press and hold **F** (**LSTICK** forward if using game pad) until the aircraft is off the ground, then press and hold **W** until the craft switches to FTOL mode and flies forward. The higher the thrust limit, the faster the craft will fly.

Landing a craft can only be done in VTOL mode by flying to the lowest possible altitude, then slowing down the craft by pressing and holding **S** until it auto-switches to VTOL mode. Then press and hold **Z** (**LSTICK** back if using game pad) until the craft touches down and LANDED appears in the HUD.

EMERGENCY EJECTING

You can eject from an airborne craft at any time by using **CTRL+E**. If you have a jetpack, you can use it to land safely. If you are the pilot, when you eject, the craft will land safely under auto-pilot depending on its overall integrity.

ALTITUDE HOLD SYSTEM

If you fly too close to the ground and are in danger of colliding with it, the aircraft's computer system will sound a verbal warning and display a pull-up warning cue in the cockpit HUD. Aircrafts have a terrain following and avoidance model which allows them to follow the surface terrain without crashing into the ground or into mountains. It is not 100% fail-safe especially at high speeds.

You can also use **ALT+H** (toggle) to manually activate the Altitude Hold System (AHS) as this will keep the aircraft at the current altitude. When turned on, the altitude is set at the current altitude and an **"H"** marker as well as the AHS altitude, will appear to the right of the Altitude Information Display.

When AHS is on and in normal (FTOL) flight mode, the **F** and **Z** keys can be used to adjust the AHS altitude setting.

AHS will cancel if the craft stalls (50 m/s speed is the minimum speed for the AHS to work) or a low speed setting causes it to enter VTOL. Simply applying thrust and entering FTOL flight mode, will re-activate it.

Even with AHS on, you still have control of the craft, but the AHS will cause the craft to settle at the specified altitude if you don't do anything while in forward flight.

©3000AD Inc – 2007-2009 All Rights Reserved

If you are trying to sneak up on hostile forces, you absolutely do NOT want to use AHS when you are within their radar range. If you do, there is a good chance that AHS will increase the craft's altitude, resulting in your aircraft appearing on their radar sensors.

WARNING: AHS will NOT avoid terrain or airborne objects. So, if you are in the direct path of an object, the craft will collide with it. It is not an auto-pilot system.

USING THE AUTOPILOT

Aircrafts also have and dual model autopilot (A/P) system.

In NAV mode, the cockpit indicator flashes Green. The A/P will track and follow the current target, carry out waypoint orders etc. Sample usage would be selecting a target to escort from the COMMAND/ESCORT menu, then activating the A/P. It will then follow the target. You can also use this system to navigate the game world using waypoints.

In COMBAT ASSIST mode, the cockpit indicator flashes Red contains all the features of NAV mode. In addition, the A/P will fire the fighter's guns and launch missiles as appropriate. Sample usage would be to select a hostile target to attack from the CMD/ATTACK menu, then activating this autopilot mode.

In some cases, the fighter's self-learning AI can perform better during combat engagements than you. When in COMBAT ASSIST mode, you can still manually use the jammers during the engagement. Bear in mind that while jammers are active, you will lost track/lock data for your armed missile.

LOCATING & SELECTING TARGETS

You can select targets in the TRS radar using either the mouse or the keyboard. A triangle (air) or square (ground) target icon is displayed when a target is selected. The color of this icon depends on the alliance of the target where Red is hostile, Green is friendly and Blue is neutral.

You can also select navigation targets in the NID radar. This changes the target icon color to Blue.

If the target is within the field of view, its name is displayed on the icon.

When a target is selected, a Yellow arrow will appear in the HUD if the target flies outside the HUD's field of view. Turn the craft toward the direction of this triangle in order to see the target once again.

©3000AD Inc – 2007-2009 All Rights Reserved

A Target Lead Designator (TLD) which resembles a small dotted box will also appear. This indicator attempts to predict where the current target will be in the next few seconds. This is where the target is calculated to be by the time the fired shot reaches it if you were to fire at the box. The TLD box will go from Green to Red if the target is predicted to exceed the firing range of your guns. When dog fighting, try to fire at this box or near it when it is Green to increase your chances of hitting the target. This is called leading the target.

Once committed to a guns engagement, the most important aspect is to not overshoot the target. You can use the match target speed (**M**) for this. Your speed will be adjusted to match the target's. You can still use thrust adjustments to temporarily increase/decrease your speed but if using a joystick throttle, it must be at the lowest setting for this to work effectively.

USING MISSILES

When a missile is armed, a Missile Tracking Designator (MTD) diamond appears and moves around the HUD. If the target is a friendly or an invalid target, a flashing X symbol will be displayed in the target box.

During the target search, the missile's acquisition state will show SCAN mode. Once the weapons computer verifies that the current target is valid, the diamond will be inside the target box and the radar state will change to TRACK. When the target comes within the valid range of the currently armed missile, the acquisition state will change to LOCK and you will hear a beep as well as a target lock message from Mother prompting you to launch the missile.

All missiles have various capabilities and also cannot lock on targets at less than 1km range. At that range, you have to use your guns.

If a launched missile is capable of hitting your craft, you will hear a rapid beeping. This is your cue to either jam or evade the missile or you will suffer either a direct or proximity (when the missile self-destructs) hit.

USING GUNS

When the gun is fired, it must recharge fully before it can fire again. If your guns and/or weapon systems are damaged, the recharge rate will also be slower and the gun will be less effective until repaired.

The gun takes into account the range of the target. So the closer you are to the target, the more powerful the gun's shots will be when they hit the target.

DOING REPAIRS AND REARMING YOUR CRAFT

You can dock with a starbase to repair or rearm. Select the target in the TRS or NID radar and when within 1km distance, press **E**. You can also use **CTRL+Y** to quickly locate a starbase on radar. You cannot be harmed by weapons fire when docked.

©3000AD Inc – 2007-2009 All Rights Reserved

The status of each of the craft systems is color coded Green, Yellow or Red depending on the level of damage.

REPAIRS – Select this for instant repairs to all systems. In most cases, everything will be repaired immediately.

WEAPONS – Select the desired missile and the amount to add/remove. All crafts with missiles can only carry a total of ten. The missiles are listed depending on the type of craft. e.g. vehicles do not use the same missiles/rockets as fighters.

4: TACTICAL OPERATIONS

TACTICAL OPERATIONS MAP

ALT+M displays a global world map of your surroundings.

At the top map level, you will see areas of interest (mission zones containing bases) represented by color coded rectangles. It also shows markers for your team (White), DJPs (Blue), supply stations (Cyan) and objectives (Yellow). To zoom, click either inside the mission zone rectangle, or anywhere on the map and use the commands below. You can also position the mouse over an area, then use the zoom commands below to zoom in/out of that location without clicking on the map.

You can also click on any map object to zoom to it.

Numeric 5	:	Top level map view
Home / End	:	Zoom in/out (small increments)
Page UP / Down	:	Zoom in/out (large increments)
Insert / Delete	:	Roll
Left / Right arrow	:	Yaw
Up / Down arrow	:	Pitch
Left-Click + Drag	:	Yaw up, down, left, right
Right-Click + Drag	:	Roll / Pitch up, down, left, right
Numeric-5	:	Cycle through all three (scene/zone/world) view modes.
Spacebar	:	Toggle target boxes on/off

In multiplayer, the clients currently on the server are displayed in the world map as color coded circle icons.

SETTING WAYPOINTS

To set waypoints and actions, first zoom in on the map, then click the **WAYPOINT** button. Click **ADD**, then **SETPOS**. A White waypoint marker will appear. Click anywhere on the map to drop it. Use zoom keys to find a suitable spot.

©3000AD Inc – 2007-2009 All Rights Reserved

This allows you to set a waypoint at the top level map (**Numeric-5**) for distant waypoints. Finally, click on the Waypoint Action button to choose an action to perform at the waypoint.

To delete a waypoint, select it from the box and press the **DEL** button.

You can create several waypoints in a pattern, then make the waypoint action of the last waypoint "Repeat Actions". If you later engage the auto-pilot and give the "Resume Waypoints" order, it will go through each of the waypoints, perform the action (if it can) and repeat the pattern when it gets to the last waypoint in the pattern.

When you exit the map, the waypoint marker, number and range appear in the HUD. Use **-** and **+** to cycle through waypoints.

Note that some options of the waypoint setting interface are disabled when in first person mode since they do not apply.

PRIORITIZING AND DESIGNATING TARGETS

You can prioritize the current target by pressing **P**, which adds it to a priority list. You can display list can and cycle the targets using **ALT+P**. Each press goes to the next target. If not pressed for four seconds the list will disappear.

When the list is displayed, if you currently have a target selected, it will be displayed as the first entry. Selecting an item makes it the current target but you must switch to the correct radar mode. e.g. if you select an air target, the radar must be in TRS/AIR mode to see the target box. Mission objective targets are automatically added to this list.

When a target is selected, you can attempt to communicate with it by pressing **C** to access the Team Orders Menu.

You can designate a target for an order by selecting the target and pressing **O**. This for example, allows you to give one of your squad members an order (e.g. attack) directed at the selected target using the Team Orders Menu.

SHUTTLE TRACTOR BEAM

Shuttles have a tractor beam used to tow certain units and transport them to another location. Select the unit in the TRS radar and press **ALT+T**. When within range it will automatically tractor the object. To drop the unit, turn the tractor beam off. Using the tractor beam on personnel will usually kill them instantly.

5: SQUAD COMMAND

You can give your team – and some other robotic craft and infantry marines - orders using the Team Orders Menu (TOM).

©3000AD Inc – 2007-2009 All Rights Reserved

1. Select a target either in the TRS radar (**T**) or the Priority Targets List (**ALT+P**). You can also point at the person and use the LINE OF SIGHT TARGET command (**/**).
2. Press **C** to open a comms channel. You can then either follow the next step or use the **.** and **,** target cycle keys to first select a target for the command you are about to issue.
3. Choose an order by pressing the corresponding key.

F1	ESCORT/DEFEND ME
F2	ESCORT/DEFEND MY TARGET
F3	ENGAGE/ATTACK MY TARGET
F4	ATTACK AT WILL
F5	ATTACK ENEMY AIR DEFENSES
F6	ATTACK ENEMY AIRCRAFTS
F7	HALT
F8	PROCEED TO SUPPLY STATION
F9	PROCEED TO ASSET
F10	RESUME WAYPOINTS
< >	TARGET CYCLE

You must have previously designated a target using the DESIGNATE CURRENT command (**O**) prior to issuing F2, F3 or F9 commands.

The orders menu indicates, by name, the object receiving the order and the second (previously designated) target (if any). So if you have a target you would like to be engaged or defended, you would first designate it, then use this method to send the order to the team mate you wish to carry out the order.

If the team mate cannot accept orders, you will be notified.

When using the target cycle keys in the menu, the current target filter in the NID and TRS are active. For example, if the TRS was set to AIR mode, then you will only be able to cycle through friendly aircrafts which are under your command.

6: MULTIPLAYER

The game supports up to 64 players on dedicated ranked (stats saving) servers and 32 on regular servers. As in single player mode, asset use limitations are based on career and Experience Points.

You can join a server using either the in-game server browser, the GameLobby or via direct IP:PORT connect added to the game shortcut. Using the GameLobby or direct IP connect method bypasses the in-game server browser.

©3000AD Inc – 2007-2009 All Rights Reserved

NOTE: You must add the game's AAW.EXE file to your firewall exception rules in order to be able to host or join games! The games uses UDP ports 2302 to 2304. You may need to forward these ports on your router. See www.portforwarding.com

JOINING A GAME

Select the server from the server browser and click **Join Game**. To help you search for specific server types, there are various filters which can be used to find certain server types.

After finding a server, make your character choices then click **Join Game** to connect. If the server requires a password (case sensitive), you will be prompted for it. You have three chances to get it right before you are rejected.

If joining using the GameLobby, your UserID is used to join and you will not be able to change the name in the join screen.

HOSTING A GAME

Click **Host Game** and set up the various server parameters. When done, press **Host Game** again to get the server running. The game supports late joining, so anyone can join the server even after the scenario has started.

After starting a server, you can use **Join Game** if you wish to play on the same server. This makes it a non-dedicated server. If you want to run a dedicated server, use the console server instead. The server's setting will then be loaded from the GAME_SETUPMP.INI file located in the game folder. The console server does no graphics processing, so it is much faster.

SWITCHING SIDES

You can switch sides at any time by pressing **SHIFT+TAB**. This displays a menu where you can change your race and class without leaving the server.

MULTIPLAYER CHAT

Press **C**, type in the message and press **ENTER** to send it. To send via another channel, press **CTRL+ENTER**, then press one of the hotkeys (**A**, **T**, **P**, **M**) to select a channel and then press **ENTER** again to send the message.

When you select a specific channel to send, all subsequent messages will be sent to that channel unless you change the channel again.

©3000AD Inc – 2007-2009 All Rights Reserved

CHAT OPTIONS

C	start chat
ESC	chat log window toggle
ENTER	send message
CTRL+ENTER	send message using channel list
(A)ll Players	send to all players on the server
(T)eam	send to all players in your team
(P)	send to a specific player. Select player from list using the mouse or **UP**/**DOWN** arrows
(M)	send to multiple players. Select players from list using the mouse or the **UP**/**DOWN** arrows. Then check the menu boxes for all recipients using **SPACEBAR** or the mouse. Click on **SEND** or press **ENTER** to send.

By default chat messages also go to the server host. To send a message only to the server host, remove all other recipients before sending the message.

To see the list of all clients as well as the current game score and stats, press **TAB**

Messages in the chat log window are color coded as follows:

Yellow:	outgoing messages
White:	incoming general messages
Green:	messages from allies (your team)
Red:	messages from hostiles
Cyan:	messages from server

MULTIPLAYER GAME MODES

Deathmatch / Team Deathmatch

The objective is to kill the opposing players/team. The person or team with the most combat kills wins the round. If the scenario ends before the number of kills is reached, then the person/team with the highest kills wins.

Co-Op Versus

Supports only four clients. Clients have to join within five minutes of the scenario starting. Clients do not re-spawn on death, but are taken to the observer camera where they can follow the match to completion if they want. The camera control keys work in the observer cam and clients can be cycled through using the standard target selection keys.

©3000AD Inc – 2007-2009 All Rights Reserved

Tactical Strike

Each side has a Mobile Forward Base vehicle which must be located and destroyed by the opposing side. When either side's MFB is destroyed, the round ends. The person/team who destroys the other side's MFB first, wins the round.

Base Wars

The objective is to capture the base. One team defends while the other attacks. To capture a base, a client has to locate each of the four markers at the base and activate a timer by standing within 30m of it for 60 seconds. For each enemy within this range, the timer counts down 30% faster. Similarly for each friendly within this range, the timer counts up. When all markers have been activated, the base is captured and the round ends. The timer is incremental. For example if a client stands near one for 10 secs (it goes down to 50 secs) and then leaves, the timer stays at 50 secs until either someone from the same team makes it go down further by standing next to it or someone from the opposing team stands next to it and makes it go up again to max of 60 secs. At the end of the round if the base is captured, attackers win; otherwise defenders win. 2 XP is awarded to a client for each second captured or regained.

Nuclear Winter

Each side has a R.A.N.D.O.M weapon. The goal is to ARM the other team's weapon using a PRU so that it detonates. If armed, the weapon can only be diffused with a PRU. If the weapon goes off, the round ends. 150 XP is awarded to a player each time he diffuses or arms the other team's weapon. When a weapon is armed, the timer appears in the display. The person/team that detonates the other side's weapon first, wins.

SCORING

A scenario ends when either the timer runs out or the game conditions are met. The scores/stats are then displayed.

COMMANDLINE OPTIONS

+connect	: connect using IP:PORT format e.g. +connect 127.0.0.1:2302
-logchat	: Logs the chat session to a log file
+password	: password to pass to server e.g. +password 123456. If the password contains spaces, it must be enclosed in quotes. Also, the underscore character cannot be the last character in the server password. NOTE: +password should come immediately after the IP:PORT e.g. shortcut properties

"C:\Program Files\3000AD\All Aspect Warfare\AAW.EXE" +connect 192.168.1.100:2302 +password "a password"

©3000AD Inc – 2007-2009 All Rights Reserved

DEDICATED SERVER HOSTING

To host a dedicated server (Windows Server 2003, 2008, XP SP3, Vista SP1), install the separate dedicated console server installation program located in the folder where the game is installed. If you are looking to host a remote server (e.g. at a data center), then all you need to do is copy that installation setup file and run it on the target server.

Then you have to manually edit the GAME_SETUPMP.INI file with the settings you would like to use for the server. For more information, refer to the read me document included in the server installation.

MULTIPLAYER STATS TRACKING

When you play on an official ranked server, your game stats are tracked and saved on our master server. You can go to the games stats page at any time to view your stats. This page is also displayed in the game lobby.

http://metaserver.3000ad.com/lobby/index.asp

To have your stats tracked, you must have joined the server using the GameLobby.

USING THE GAMELOBBY

To use the GameLobby, run the "Multiplayer Lobby" shortcut. You will be prompted to either login or create a new player UserID profile.

The game lobby has various community based options including chat, friends list etc. You can also browse for game servers (ranked or non-ranked) to join or host a game yourself.

For more information on using the GameLobby refer to the help menu.

©3000AD Inc – 2007-2009 All Rights Reserved

7: GAME OPTIONS

These options control various aspects of the game. To revert to original default values use the RESET option.

SOUNDFX	Audio.
HARDWARE AUDIO CHANNELS	Determines the number of audio channels to use. For on-board audio on minimum spec machines, this should be 16 or 32. A value of 0 falls back to software processing of 3D audio on the CPU, resulting in a slight performance hit on minimum spec machines.
MUSICFX	Music. You can play your own tracks by copying them to the MEDIA\AUDIO\MUSIC folder and the game will automatically play them. Due to MP3 licensing issues, only OGG files are supported.
SOUNDFX VOLUME	Audio volume control.
MUSICFX VOLUME	Music volume control.
DISPLAY RESOLUTION	The higher the resolution, the slower the game will run; especially depending on the other graphics options.
TEXTURE FILTERING	Improves visual quality of object textures. High settings impact performance. To use this setting, ensure that you have your video card's own settings for this option set to "Application Preference".
TEXTURE QUALITY	Determines the quality of the texture rendering. High settings use more video memory. If you have a card with less than 512MB of memory, you need to keep this setting at low.
FULL SCENE ANTI-ALIAS	Improves visual quality of objects and helps reduce jaggies. High settings impact performance. To use this setting, ensure that you have your video card's own settings for this option set to "Application Preference". Turn OFF for an increase in game performance.
SHADOWS	Shadows on the terrain as well as object self-shadowing. High settings impact performance depending on the video card.

©3000AD Inc – 2007-2009 All Rights Reserved

LIGHT SHAFTS	Light shafts (aka God rays) from Sun's rays on the terrain. High settings impact performance depending on the video card.
CLOUDS	3D volumetric cloud layer.
OBJECT REFLECTION	Object reflection on water.
TERRAIN REFLECTION	Terrain reflection on water.

KEY/CONTROLLER MAPPING

You can map most of the game's commands. To this, go to the CONTROLLER section. To change a key mapping, **LEFT CLICK** on it and then press the desired key. You cannot remap the Xbox360 controller mappings.

©3000AD Inc – 2007-2009 All Rights Reserved

APPENDICES

TERRAN MILITARY CHARACTERS/CLASSES

BRAD	Mobile Infantry Marine. Heavy weapons. Can use a jetpack.
BURKE	Mobile Infantry Marine. Heavy weapons. Can use a jetpack.
LUCAS	Elite Force Marine. Special ops. Expert with sniper rifles and various weapons ordnance.
STEVE	Elite Force Pilot. Flyboy. Can fly anything, with or without wings. Can use a jetpack.

GAMMULAN MILITARY CHARACTERS

VANGUARD MARINE	Brute force marine. Heavily armored.
FORCE RECON MARINE	Tactical weapons and stealth operations.
ELITE GUARD MARINE	Special ops expert. Smart, deadly, dangerous.

FIRST PERSON WEAPONS

CLASS	NAME	AMMO TYPE		HIT DAMAGE
PISTOLS	SCAT1	Type 1 Clip	25 rounds/magazine	025
	SCAT2	Type 2 Clip	25 rounds/magazine	035
	M310	Type 3 Clip	25 rounds/magazine	050
	SP911	Type 3 Clip	50 rounds/magazine	050
ASSAULT RIFLES	FG45	Type 1 DUC	50 rounds/magazine	050
	TL22	Type 3 DUC	50 rounds/magazine	100
		Type 1 Clip	50 rounds/magazine	025
	XN32	Type 1 DUC	50rounds/magazine	050
		Type 2 DUC	50 rounds/magazine	075
	ZS10	Type 3 Clip	50 rounds/magazine	050
		Type 1 DUC	50 rounds/magazine	050
		Frag/Smoke Grenade		
	ZS12	Type 3 Clip	50 rounds/magazine	050
		Type 1 DUC	50 rounds/magazine	050
MACHINE GUNS	MK330	Type 4 DUC	100 rounds/magazine	175

©3000AD Inc – 2007-2009 All Rights Reserved

	PX42	Type 4 DUC	100 rounds/magazine	175
SNIPER RIFLES	DTR4A	Type 2 DUPE	10 rounds/magazine	350
	BMP9	Type 1 DUPE	10 rounds/magazine	250
	PL12	Type 3 DUPE	10 rounds/magazine	400
SHOTGUNS	HD4SG	HD4SG Shells	30 rounds/magazine	150
	HK900	GPSS Shells	25 rounds/magazine	175
	RT41	GPSS Shells	25 rounds/magazine	175
LAUNCHERS	A9MAG	GPSS Shells	100 rounds/magazine	175
	GLE22	Frag / Smoke / Flashbang Grenade		
ROCKET LAUNCHERS	HORNET	GPR Rockets	2 rockets/magazine	500
	KLMP	GPR Rockets	4 rockets/magazine	500
	LR12	LR12 Rockets	1 rockets/magazine	650
GRENADES	FRAG	Kill Radius: 15m		
	SMOKE	Kill Radius: N/A		
	FLASHBANG	Kill Radius: N/A		
	PROXIMITY	Kill Radius: 08m		
	MINE	Kill Radius: 04m		
OTHER	WRISTLASER	N/A	N/A	010
	LADMK1	Type 3 Clip	N/A	050
	YN99MK1	GPR Rockets	10 rockets/magazine	500

FIGHTER AIRCRAFTS

CLASS	NAME	CREW	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	RATING
SUPER	RAVEN	01	750	800/800	150	Very Good
	VANDAL	01	710	600/1000	150	Very Good
	ZENSTAR	01	720	500/1000	150	Very Good

©3000AD Inc – 2007-2009 All Rights Reserved

HEAVY	STARDRONE	01	650	500/400	100	Good
	CORSAIR	01	600	500/600	100	Good
	INTERCEPTOR MK1	01	650	400/400	100	Good
	INTERCEPTOR MK2	01	675	500/500	100	Good
MEDIUM	MANTIS	01	590	400/500	75	Average
	STARLANCE	01	575	450/550	75	Average
	AURORA	01	610	500/650	75	Average
LIGHT	ZODIAC	01	715	450/400	50	Poor
	STARMONK	01	725	450/450	50	Poor

GUNSHIP AIRCRAFTS

CLASS	NAME	CREW	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	RATING
ATTACK	AGGRESSOR	01	225	0/1500	50	Very Good
	DRAGONFLY	01	175	0/1250	75	Very Good
	PHANTOM	01	200	0/1000	50	Very Good
ASSAULT	BLACKGHOST	01 pilot 02 gunners 04 passengers	150	0/2500	100	Good
	SHADOW	01 pilot 08 passengers	175	0/4500	125	Good
	INTRUDER	01 pilot 02 gunners 08 passengers	150	0/3500	75	Good

©3000AD Inc – 2007-2009 All Rights Reserved

OTHER AIRCRAFTS

CLASS	NAME	CREW	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	RATING
SHUTTLE	SHUTTLE MK1	01 pilot 10 passengers	450	1000/1500	150	Very Good
	P.A.S	01 pilot 01 passengers	100	0/150	1.5	Good

GROUND VEHICLES

NAME	CREW	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	RATING
COMBAT ASSLT VEHICLE	01 driver 03 passengers	50	0/750	5	Good
ARMED COMBAT ASSLT VEHICLE	01 driver 03 passengers	50	0/750	5	Good
ARMORED PERSONNEL CARRIER	01 driver 01 gunner 08 passengers	40	0/2500	15	Average
ALL TERRAIN VEHICLE	01 driver 01 passengers	45	0/1250	10	Good
COMBAT ASSAULT BUGGY	01 driver 01 gunner	60	0/500	6.5	Good
HEAVY ASSAULT VEHICLE	01 driver 01 gunner 08 passengers	40	0/3500	10	Good
MOBILE FORWARD BASE	01 driver 08 passengers	35	2500/2500	50	Good

©3000AD Inc – 2007-2009 All Rights Reserved

NAVAL VEHICLES

NAME	CREW	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	RATING
LCAC TYPE1	01 driver 03 gunners 08 passengers	125	0/5000	5	Good
LCAC TYPE2	01 driver 03 passengers	100	0/500	1.5	Good

GROUND THREAT UNITS

SAM = Surface To Air Missile battery

SAL = Surface To Air Laser battery

All ground threat units are fully automated but can be entered and fired manually by a crew of one.

CLASS	NAME	SPEED (m/s)	SHIELD/ARMOR	RADAR RNG (km)	HIT DAMAGE
SAM (Mobile)	TSX1	35	0/500	25	500
	TSX2	35	0/500	35	750
	ACM	35	0/750	50	750
	ADV	35	0/1000	75	500
SAM (Fixed)	AX10	N/A	0/500	50	450
	AX21	N/A	0/500	65	650
	AX25	N/A	0/500	75	750
	GDN4	N/A	0/750	85	1000
SAL (Mobile)	MK1P	50	0/500	25	050 (x2)
	MK2P	50	0/750	35	100 (x2)
	XP10	50	0/1000	50	125 (x2)
SAL (Fixed)	MK3P	N/A	0/750	50	150
	MK1D	N/A	0/500	25	125 (x2)
	MK2D	N/A	0/500	35	075 (x4)

©3000AD Inc – 2007-2009 All Rights Reserved

AIRCRAFT MISSILE SPECIFICATIONS

1. Target must remain locked until the missile detonates. If lock lost, missile loses target and flies in dumb fire mode.

2. After missile acquires lock and is launched, will continue to track the target until detonation. Can select another target after missile launch.

3. Same as guidance type 1 but with a video camera mounted in the nose of the missile for more accurate tracking.

NAME	HIT DAMAGE	GUIDANCE TYPE	TYPE
CLUSTER	0500	2	Air-To-Air Missile
MAGELLAN	0750	2	
MARINER	0750	3	
WARRIOR	0850	3	
PILGRIM	1000	1	
SEEKER	1250	1	
SPYDER	0750	2	Air-To-Surface Missile
LYNX	0750	2	
MAVERICK	1000	3	
HARPOON	1250	3	
GAINER	1000	2	
HYPERDYNE	1500	3	
RADIX	0500	2	All Purpose Missile
RALIX	0750	2	
LR12	0650	2	All Purpose Rocket
GPR	0500	2	

©3000AD Inc – 2007-2009 All Rights Reserved

CREDITS

Designer, Producer, Project Manager, Lead Programmer, Chief Technology Officer, Core Development, AI

Derek K. Smart, Ph.D.

GAME ENGINES & TOOLS PROGRAMMING	Derek K. Smart, Ph.D. Sergio Gil
ADDITIONAL PROGRAMMING SUPPORT	Martin Piper, ReplicaNet Nick Vining
LEAD ARTIST/MODELER	Joerg "Fritz" Ecker
CONTENT CONTRACTORS - 2D/3D ART ASSETS CREATION	Alexis Sabatovich Ariel Chai Digital Dreamers Jevon Paradis Patrick Tuten, Tuten Graphics Ronnie Olsthoorn, Skyraider3D
SCENARIO STORYBOARD, SCRIPTING, GAME MANUALS	Derek K. Smart, Ph.D.
DIGITAL SOUNDFX & VOICE OVER ENGINEERING	Somatone, Inc.
MUSICAL SCORES	Daniel Sadowski, Soundrama, Inc.
PROFESSIONAL VOICE OVER ACTORS	Adam Harrington Carina Harman Chuck Kourouklis Doug Boyd Gina Tuosto Owen Thomas

©3000AD Inc – 2007-2009 All Rights Reserved

MIDDLEWARE TECHNOLOGIES

FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2007

ReplicaNet Networking Technology, copyright © Replica Software, 2008

Optimized Collision Detection (OPCODE) by Pierre Terdiman

PhysicsFS, a portable and flexible file I/O abstraction SDK licensed under the zlib license

== THE END ==

©3000AD Inc – 2007-2009 All Rights Reserved