

PC CD-ROM

OUTLIVE™

MANUAL



OUTLIVE CD-KEY



CONTINUUM
ENTERTAINMENT



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INTERACTIVE

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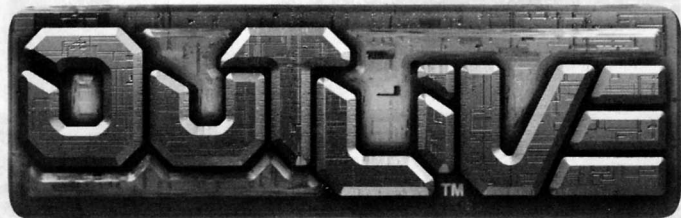


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PREFACE

At the beginning of the 21st century, humanity faced its greatest challenge: survival. The Earth's already limited resources were further strained by the largest population explosion in the history of mankind. There was a substantial increase in terrorist activity as several factions attempted to achieve dominance through control of the remaining resources. In an attempt to bring some order to this chaos, the leaders of the most powerful countries in the world and the representatives of the great economic conglomerates came together on April 17th 2035 to create the World Council (see below). The Council's main objectives were to re-establish world order and guarantee the survival of the human race.



THE WORLD COUNCIL

The Council has two basic objectives:

Objective One: Guarantee the survival of the human race. Planet Earth is in a state of social and economic chaos. The world's population tripled from around 5 billion in the year 2000 to 15 billion in 2035. Advances in medical technology improving longevity contributed to this extremely fast growth.

However, the infrastructure needed for this population didn't increase accordingly. As a result, the strain on mineral resources has placed humanity in a dangerous situation.

The problem goes beyond availability of resources. The need for habitation and industrialisation has degraded areas used for cultivation, making it harder to attend to the increased need for food. The Council must take definitive, world-wide action to ensure that humanity is not threatened by any single political or economic interest.

Objective Two: Re-establish peace and order. Recent terrorist activity threatens to further destabilise man's living conditions. Terrorist groups advance their own agendas, threatening the security of the world's population. It is the Council's mission to restore order by eliminating all terrorist threats. The Council has been given the means and widespread authority to this end.

June 29th 2037

Since the beginning of the century, international terrorism has grown at an alarming rate. Many of these terrorist groups were formed on the basis of absurd ideology and are led by radical madmen who care only about their individual agendas.

The safety of the people is increasingly jeopardised by the use of heavy weapons by terrorist groups. The terrorist attacks have escalated from guerrilla operations into actual military operations.

The World Council has been using force only in extreme cases, when the security of the population was in jeopardy. However, force has only been used as a reactionary solution.

The Council has determined that it must take urgent measures to stop terrorism. Today the Special Counter Terrorism Group officially begins operations, to combat terrorism and restore peace and order to our planet.

*R. J. Kaminski
Robert J. Kaminski
Defence Counsellor*

As soon as the World Council was created, several factions rose up against the political and economic control that it exerted. These opposition groups used terrorist and paramilitary tactics in their offensives.

This increase in terrorist activity forced the World Council to create the Special Counter Terrorism Group in June 2035. The SCTG was given the most sophisticated weapons to control and discretionary authority to combat terrorist attacks by any means possible.

In October of the same year, under the control of the World Council, the Outlive Space Program was begun. Its first objective was to explore the solar system in search of the natural resources necessary to sustain humanity. The mapping of resource locations would be the first part of a gigantic operation that would locate mineral resources unavailable on Earth. Space probes searched all the planets and natural satellites of the Solar System over a seven-year period.

On November 8th 2044, the last of the probes returned to Earth. After analysing the data, technicians and scientists concluded that Titan, a natural satellite of Saturn, was the richest in mineral resources. However, its adverse climatic conditions, extreme cold weather and an atmosphere formed by methane and ammonia, made the use of human crew in the Outlive Mission impossible. The World Council turned to the scientific community for an answer.

Inside the Council, two groups proposed solutions for this problem:



The first group supported the use of robots in the mission. Mechtronics Incorporated was nominated to research the development of robotic crew. The research would be co-ordinated by Dr. Mary Anne Harley, daughter of the famous Dr. Mark Harley.

Dr. Mary Anne Harley appointed Director of Research for Mechtronics Inc.

The disappearance of Dr. Mark Harley last week shocked the scientific community. Dr. Harley is considered one of the most ingenious scientists of our time. Prior to his disappearance, he was responsible for the development of biochip technology that made possible the creation of robots with extremely high levels of intelligence.

On December 21st, 2044, in a ceremony conducted at Mechtronics Headquarters, Mary Anne Harley, Dr. Harley's daughter, was appointed Director of Research for Mechtronics, assuming her father's position in the development of robotics technology.

Right after the ceremony, a local reporter cornered Carl Eberhardt, president of Mechtronics, Inc., and questioned him about a news report published last week quoting a discussion between Eberhardt and Dr. Mark Harley in which the scientist affirmed he didn't want to work for Mechtronics anymore. Security was called to remove the reporter, the ceremony was abruptly ended and everyone was asked to leave.

Mechtronics' stock has dropped over the public's negative perception of an arrogant corporate empire that doesn't respect the public's right to know.



The second faction supported the use of a crew formed by genetically altered beings. The research would be conducted by Dr. Joseph Taylor with the sponsorship of a conglomerate of laboratories.

Due to the project's urgency, the groups were given only one year to conduct their research and present prototypes of the robots and genetically manipulated beings to the Council. During this time, construction began on the spaceships that would take the crew to Titan in a secret military base.

Technological Race	Genetic Manipulation	Robotic Technology
Responsible Scientist	Dr. Joseph Taylor	Dr. Mary Anne Harley
Sponsors	A conglomerate of laboratories, manufacturers of drugs/medicines.	Mechatronics Inc., the leading company in the development of robotics technology.
Proposal	Create a being, adaptable to several atmospheres, with great physical strength and obedient to orders.	Create intelligent machines capable of controlling a mining base, operating without human involvement.
History	The work done by Dr. Taylor and his team has identified 99% of human genes. Advances in genetic engineering have made it possible to avoid most hereditary diseases. Other research by Dr. Taylor's team concerned the creation of beings combining the characteristics of different animals. Dr. Taylor is currently working on the creation of a being that has characteristics not found in any animal on Earth. His work is concentrated on the generation of a new DNA chain for the creation of a new animal species.	Dr. Harley recently became the Director of Research for Mechatronics Inc. after her father, Dr. Mark Harley, disappeared mysteriously. Dr. Mark Harley was the creator of the biochip, a research vital to the development of robotics, allowing the creation of robots with extremely high levels of intelligence. Dr. Harley's research is concentrated on the development of the next generation of biochips, which promise to give robots intelligence comparable to humans.

The tests that would determine the crew of the Outlive Mission were scheduled for January 15th, 2046. During the months that preceded the tests, a technological dispute took place involving intrigue and mutual accusation.

Liberty Manifesto May 8th, 2045

I have returned to public view to declare my indignation with recent events involving the World Council. I refer to the technological race and all the controversy associated with it. In my opinion, this entire circus is nothing more than a facade to conceal the unscrupulous objectives of the Council - to create these machines and creatures for military purposes.

Many people called me a lunatic when I declared that the World Council would use terrorism as an excuse to create an army. However, what we see today is this Special Counter Terrorism Group serving the purposes of the Council, attacking all their opposition under the guise of counter terrorist efforts.

I make this prediction concerning the experiments being conducted by Dr. Joseph Taylor. These experiments are an abomination of genetic mutilation, because they will bring to life disturbed and uncontrollable monsters. Society must unite and demand an immediate end to these experiments.

I pity Dr. Joseph Taylor and Dr. Mary Anne Harley, because they are nothing more than puppets in the hands of the World Council. Maybe if they read this manifesto they will think twice about their actions and not let themselves be dominated by this oppressive group.

The Liberty Army is doing its job, warning the people about the hidden agenda of the World Council. We hope our intentions will not be misunderstood. This is the time for the people to stand up to their oppressors. Only by uniting against them, can we end this political and economic oppression. Those who believe in the value of liberty will follow us.

Pablo Morales
Pablo Morales
Liberty Army

Society was growing increasingly frustrated with the public rivalry and disagreements created by the technological race. The Liberty Army, the most radical of terrorist groups, took advantage of the situation and intensified their attacks. On May 8th 2045, Pablo Morales, leader of the Liberty Army, published the Liberty Manifesto.

In the Manifesto, Morales furiously criticised the Council, calling the genetic experiences and robotic technological development a ploy to broaden the Council's power. Over 4 billion people read the Manifesto.

On August 13th, 2045, a sniper attempted to assassinate Dr. Joseph Taylor. The security guards of the Research Centre foiled the attempt, but were unable to capture the shooter. On the following day, the World Council nominated Lieutenant Brad Maxwell to command the Special Counter Terrorism Group, with the objective of guaranteeing the security of Dr. Taylor and his team until the end of his experiments.

Dr. Taylor agreed to be interviewed by Scott Wolf, a reporter covering the Outlive Mission. During the interview, Dr. Taylor named Pablo Morales as the primary suspect in the failed assassination attempt.

The interview took place in the laboratory where Dr. Taylor was conducting experiments in genetic manipulation. For security reasons, the location of the laboratory has been kept secret. Dr. Taylor was calm during most of the interview. This calmness was only interrupted when the name of Pablo Morales was mentioned.

At the end of the interview, Dr. Taylor showed the reporter a prototype of the GeMOT (Genetically Manipulated Organic mining unit). The prototype seemed scary at first, due to its size and incredible strength. However, after a few minutes demonstrating its abilities, the GeMOT showed itself passive and inoffensive, responding well to human control.

The interview conducted on August 20th 2045, with Dr. Joseph Taylor:

Scott Wolf – A couple of days ago an attempt was made on your life, probably because of the researches that led to the creation of the GeMOT. Has any person or group taken responsibility for this outrage?

Dr. Joseph Taylor – The cowards responsible for this outrage have not accepted responsibility as yet.

Wolf – The press has been speculating that Pablo Morales, leader of the Liberty Army, was the probable intellectual mentor of this outrage. What do you think?

Dr. Taylor – Morales has been a member of radical terrorist groups for 20 years! It's common knowledge that he uses violence to reach his objectives. He has recently strongly criticised my research, declaring in his Manifesto his dissatisfaction with and disapproval of my work. During my whole life I have suffered criticism, but I never stopped doing the work I believe in, and I won't stop now!

Wolf – But do you consider Pablo Morales the man responsible for the attempt on your life?

Dr. Taylor – Of course I do! As I have already said, there is evidence to support this conclusion!

Wolf – As you mentioned, Morales criticised you in the Liberty Manifesto. He described your experiments as genetic mutilations...

Dr. Taylor – THESE ACCUSATIONS ARE LUDICROUS! Morales will say anything to advance his agenda. He and his followers are not men of science!

Wolf – But...

Dr. Taylor – I'm not finished yet, son! As I was saying, they are not capable of recognising that science has already done a lot for humanity and can do so much more. Genetic research has already allowed us to control genetically transmitted sicknesses and now will allow us to create adaptable beings for tasks that cannot be performed by humans.

Wolf – But Pablo Morales has stated that there is a risk in this kind of experiment, because your experiments would create extremely violent beings. How do you respond to these allegations?

Dr. Taylor – I challenge you to prove what he said! It's obvious that he is making baseless accusations, because his only objective is to discredit my team and my proposal. In my experiments what must be evaluated are the results, and not rumours spread by the uninformed. I can show you right now a model of the GeMOT, totally under control according to the requirements of the World Council.

Wolf – At the end of last year Dr. Mark Harley disappeared mysteriously. What do you have to say about it?

Dr. Taylor – I was very shocked about what happened... I have known Dr. Harley since we were at university and, in spite of not having been in touch over the last couple of years, I consider him a good friend. His researches allowed spectacular advances in the field of robotics.

Wolf – What do you think about the appointment of Dr. Harley's daughter to take over the research and development of a potential robotic crew sponsored by Mechatronics?

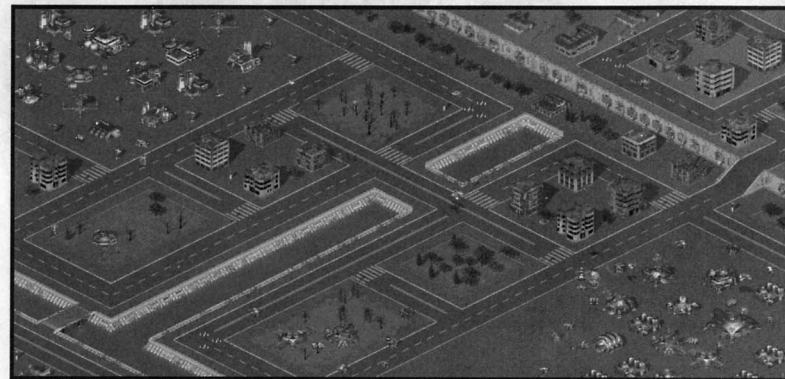
Dr. Taylor – I expected her to refuse the nomination, especially after the rumours about the fight between her father and Carl Eberhardt. But I hope Mary Anne can continue the research with the same passion as her father has conducted it for the last several years.

Wolf – What do you think about the appointment of Lieutenant Brad Maxwell to head the Special Counter Terrorism Group and take care of your security? Do you know him?

Dr. Taylor – I have never met the man in person, but I have heard very good comments about his military record. Since security is being taken more seriously now, we will complete our experiments in a military base, not in our research laboratory.

Wolf – Dr. Taylor, thank you for this interview and I wish you success in your efforts!

Dr. Taylor – Thank you.



CHAPTER 1 - GETTING STARTED

Minimum System Requirements

Pentium 166MHz or equivalent

Windows 95 / 98 / Millenium

32Mb RAM

4X CD-ROM

DirectX 7.0 or higher

SVGA Video Card with 2Mb of memory compatible with DirectX

Sound Card compatible with DirectX (optional)

Installing Outlive

Insert the Outlive CD into your CD-ROM drive and follow the instructions on the screen. If the installation program does not start automatically, open My Computer or Windows Explorer, select the CD-ROM drive and double-click the file Setup.exe.

Note: For installation, Outlive needs at least 160 Mb of free hard disk space. To play the game, an additional 40 Mb are necessary, which are used to save games and conduct virtual memory operations. We recommend you let Windows manage your virtual memory settings. To change the virtual memory management of your computer, follow the steps overleaf.

Click on Start
Select Settings
Select Control Panel
Select System
Select the Performance tab
Select Virtual Memory
Select the option Allow Windows to manage my virtual memory settings
Select OK

CD-Key Code

During Oultive's installation procedure, you will be asked to enter a CD-Key code, which is unique to your version of Oultive. This can be found on the back cover of your this instruction manual. Enter the CD-Key carefully into the fields displayed using the keyboard. Once the CD-Key has been verified, installation should proceed. If your CD-Key is invalid, please make sure you have entered the CD-Key correctly. You must keep your CD-Key and manual safe if you wish to reinstall the game at a later date".

Installing DirectX 7.0

During the installation of Oultive, Setup will check your system for DirectX 7.0 or higher versions. If you have an older version of DirectX, you will be prompted to install version 7.0.

Frequently Asked Questions

No image appears or errors related to the video occurred. What is the problem and how can I solve it?

Usually, video problems are related to the driver being used for your video card. The image might not appear, the colours might become strange or an error message from Direct Draw may appear. In these cases, the driver that is installed is probably not 100% compatible with DirectX and it will be necessary to contact the maker of your video card to obtain a suitable video driver compatible with DirectX.

I can't hear any sound in the game or errors related to the sound occurred. What's the problem and how do I solve it?

Problems with the sound might be related to your sound card driver. If you can't hear any sound, or if the sound stops during the game or if an error message appears from Direct Sound, the driver installed is probably not totally compatible with DirectX. It will be necessary to contact the maker of your sound card to obtain a driver 100% compatible with DirectX.

My computer meets the minimum requirements, but the game plays slow at times. What should I do?

You may be running out of hard disk space for virtual memory. This lack of disk space may impair Windows' ability to create swap files, causing delays during the game. It is recommended that you keep at least 40 MB of free hard drive space and that you let Windows manage your virtual memory.

My computer doesn't meet the minimum requirements. Is it possible to play Oultive?

Oultive may function on computers below the minimum specifications, however, performance and gameplay will likely be affected.

For additional information see the Technical Support Section on page 51.

CHAPTER 2 – CREATING A GAME

CHOOSING A PLAYER ID

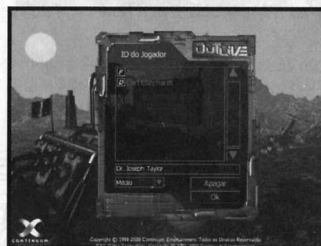
When you start Oultive, the first screen that will come up is the Player ID screen. Each Player may create and maintain a separate profile containing his/her own preferences, campaign history and saved games.

To create a new player ID:

- Choose a Player name.
- Choose a level of difficulty.
- Click on OK.

To select a player ID already created:

- Select the Player's name from the list.
- Click on OK.



SINGLE PLAYER GAMES

To begin a single player game, click on Single Player at the Main Menu. You may begin one of the following Single Player Games:

Campaign

A Campaign is a sequence of missions linked together by a storyline. Oultive features three Campaigns; the Human Campaign, the Robot Campaign and the Co-operative Campaign. It is recommended that these Campaigns be played in the order shown, as they are part of a linear story.

Custom Map

Through this game option, it is possible to play maps and campaigns that you or other players have created using the Oultive Campaign Editor (refer to Chapter 3 for more information). Oultive comes with many custom maps created by the Continuum Team. In Single Player mode, you will compete against computer opponents. The computer will play according to the difficulty level that you chose when you created your Player ID.

There are 4 Game Types that can be chosen for each map: Map Defaults, Conquest, Free for All, and Deathmatch. A 5th Game Type, Capture the Flag, is available in Multi-Player Games only. If Map Defaults is the selected Game Type, the Events, Heroes, Research List and all other map configurations are preserved. In the other game types, only the map, Player's Initial Position, Mineral Mines and Scraps are preserved. The Events and Map Objectives are changed according to the Game Type:

Game Type	Description
Map Default Free for All	Preserves the map configuration. In this type of game, Diplomacy is disabled. To win, the player must destroy all the enemies and may not ally.
Deathmatch	To win, the player must destroy all enemy units and constructions.
Conquest	To win, the player must destroy all enemy constructions.
Capture the Flag	A player is eliminated when his/her flag is captured and taken to the Enemy Position Mark. The game ends when only one player remains.

Loading a Saved Game

With this option, you may resume a previously saved game.

MULTI-PLAYER GAMES

To play a game with several players, click on Multi-Player and choose the Connection Type. Oultive support Multi-Player Games through the following connections: Direct (Serial) Cable, Modem, LAN (IPX) or Internet (TCP/IP):

DIRECT CABLE CONNECTION

Max Players: 2.

Requirements: Two computers connected through a serial cable.

To create a game:

Specify the port to which the serial cable is connected and the transfer rate.

Click on Connect. You will enter the Game List screen.

Click on Create. You will enter the Multi-Player screen.

After choosing one of the game options (Campaign, Custom Map or Saved Game) wait until the other player is connected.

As soon as both players are ready to play, click on OK to launch the game.

To enter a game already created:

Specify the port to which the serial cable is connected and the transfer rate.

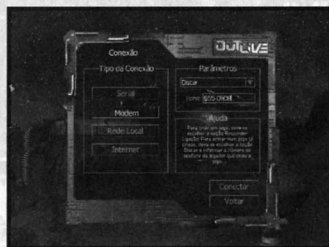
Click on Connect. You will enter the Game List screen.

Select the game created by the other player and click Enter.

As soon as you are ready to play, click on the confirmation box to the left of your name.

Wait until the other player starts the match.

Note: Make sure that the serial cable is connected to the specified port and that the transfer rate for both computers is the same.



MODEM

Max Players: 2.

Requirements: Two computers, each one with a modem and telephone line.

To create a game:

Choose the option Answer Call.

Click on Connect. You will enter the Game List screen.

Click on Create. You will enter the Multi-Player screen.

After choosing one of the game options (Campaign, Custom Map or Saved Game) wait until the other player

is connected. As soon as both players are ready to play, click on OK to launch the game.

To enter a game already created:

Choose the option Dial.

Enter the telephone number of the person who created the game.

Click on Connect. You will enter the Game List screen.

After the connection is made, select the game created by the other player and click Enter.

As soon as you are ready to play, click on the confirmation box to the left of your name.

Wait until the other player starts the match.

LAN (IPX):

Max Players: 16 (8 pairs).

Requirements: Two or more computers connected to the same network using the IPX protocol.

To create a game:

Click on Connect. You will enter the Game List screen.

Click on Create. You will enter the Multi-Player screen.

After choosing one of the game options (Campaign, Custom Map or Saved Game) wait until the other player is connected.

As soon as both players are ready to play, click on OK to launch the game.

To enter a game that was already created:

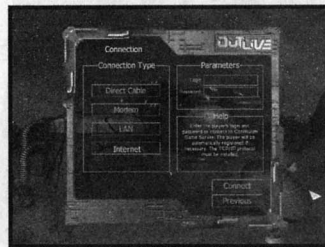
Click on Connect. You will enter the Game List screen.

Select the game created by the other player and click on Enter.

As soon as you are ready to play, click on the confirmation box to the left of your name.

Wait until the other player starts the match.

As soon as you are ready to play, click on the confirmation box that is on the left side of your name. Wait until the other player starts the match.



INTERNET (TCP/IP)

Players: Max Players: 16 (8 pairs).

Requirements: Two or more computers connected to the Internet and with the TCP/IP protocol installed. It is necessary to establish an Internet connection before launching an Internet Multi-Player game.

After establishing an Internet connection, you will enter the Continuum Game Server (CGS). CGS is a game matchmaking service offered for free by Continuum Entertainment, where it is possible to meet other people to chat and to play Oultive.

To enter or register on CGS, do the following:

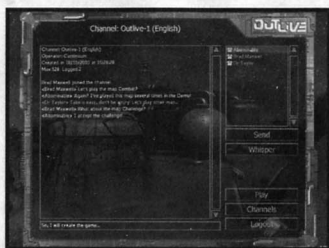
Enter your User Name (capital letters are ignored).

Enter your Password (case sensitive).

The first time you enter CGS, you will be registered automatically (if your User Name is not already in use). If this is not the first time, you will enter CGS after entering your User Name and Password.

Note: Each copy of Oultive allows four users to register on CGS, however only one can be on CGS at a time.

Upon entering CGS, you will enter a chat channel. On this channel you will meet other people with whom you can chat and play Outlive. It is possible to enter other channels and create new chat channels.



Sending Public Messages

To send a public message, simply type your message and press Enter or click Send. Everybody on the same channel with you will receive the message. To send a private message to a specific person, select the person from the user list, type the message and click Send To.

Note: people that are playing games have a symbol beside their name showing that they are in a game. These people will not receive normal chat messages, but can receive private messages from you while in their game.

PLAYING OUTLIVE ON CGS (CONTINUUM GAME SERVER)

To create a game:

Click Play. You will enter the Game List screen.

Click Create. You will enter the Multi-Player screen. You may choose a name and password for your game. If you do not choose a password, the game will be listed publicly and all players may join. For private games, choose a password and communicate it to the players you wish to invite.

After choosing one of the game options [Campaign, Custom Map or Saved Game] wait until other players join the game.

As soon as the desired number of players have joined the game, click OK to launch the game.

To join a game:

Click Play. You will enter the Game List screen.

Select the game you wish to join and click Enter. If necessary, enter the password for the game when prompted. As soon as you are ready to play, click the confirmation box to the left side of your name. Wait until the game host starts the game.

Entering/Creating Channels:

If you wish to enter another channel to chat, or create your own channel, click on Channels. You will enter the Channel List screen, where all public channels will be listed.

To create a new channel, do the following:

In the Channel List screen, select Other Channels and click Create.

Enter the name and password for the channel. If no password is specified, anyone may enter the channel.

Note: It is only possible to create 2 channels per user on CGS.

To enter one of the channels created by Continuum Entertainment, follow these steps:

Select the channel and click Enter.

To enter a channel created by another user, select Other Channels from the Channel List and click Enter. Enter the name of the channel and the password if necessary, then click OK.

CGS Advanced Commands

Below is a list of advanced commands available on CGS. This list may be seen inside CGS by typing the command "#help" instead of a message.

Command	Abbreviation	Parameter	Description
#HELP			Shows the CGS command
#WHISPERUSER	#WU	<user><message>	Sends a private message to user
#FINDUSER	#FU	<user>	Searches for a user on all CGS channels
#BAN		<user> <room>	Prevents a user from entering a channel (available only to the user who created the channel).
#UNBAN		<user> <room>	Allows a user previously banned from a channel to enter the channel again (available only to the user who created the channel).
#USERPASSWORD	#UPW	<password>	Changes the user password.
#CHANNELPASSWORD	#CPW	<room><password>	Changes a channel's password (available only to the user who created the channel).
#JOINCHANNEL	#JC	<room> <password>	Enter a channel. If the channel has a password, it is necessary to enter it when prompted.
#CREATECHANNEL	#CC	<room> <password>	Creates a channel. If you wish to limit access to the channel, you can put a password on it.
#DELETECHANNEL		<room>	Deletes a channel. The users in the channel will be automatically moved to a temporary channel (available only to the user who created the channel).
#LOGOUT	#LO		Leaves CGS (the computer is not disconnected from the Internet).

Note: Commands and abbreviations can also be used in small letters.

Game Options

Options in Multi-Player games are similar to those in Single Player games. However, in each of the options there are some minor differences:

Campaigns

The 3 Campaigns (Human, Robot and Co-operative) can be played by up to 2 people (pair). Matches in pairs offer a way of playing that is completely different from matches with only a single player. Co-ordinated efforts between the players are necessary to manage the base and execute attack strategies.

Note: the difficulty level chosen by the player who created the game determines The difficulty level of a Multi-Player Campaign game.

Custom Maps

All maps created by Continuum Entertainment or players may be used for Multi-Player Games. It is possible to play with up to 16 players (depending on the type of connection and the map) or mix real players with computer controlled players.

Note: The difficulty level of a Custom Map game is determined by the difficulty level chosen by the player who created the game.

Saved Game

Any player that was participating in the game when it was saved can resume a Saved Game. To Join a Saved Game that has been resumed, the player must have the game saved locally on his/her machine.

Note: Players that do not return to a Saved Game will be automatically defeated when the game is resumed without them. It is necessary to have at least 2 players to resume a Saved Game in Multi-Player mode.

Some Comments Concerning Internet Play

Heavy network traffic, cables not very well installed, noise in the telephone line, latency and other factors that decrease the connection quality may hinder the performance of Multi-Player Games.

In games played via the Internet, any player can generate information about the connection by typing the console command "#PING ON" in Messages Mode (see Chapter 4 for more information). In the upper right-hand corner of the screen, a window will be displayed describing the connection status, ping and packet loss. Connection status is reported as follows:

Good Connection: Ping less than 400ms and packet loss less than 5%.

Medium Connection: Ping between 400 and 800ms and packet loss between 5% and 10%.

Bad Connection: Ping greater than 800ms or packet loss greater than 10%.

Note: The information shown is always between the indicated player and the player who created the game.

When the connection is bad, the connection information window will be displayed automatically. If the bad connection window only appears for a few seconds, it means there was only a momentary instability. If the window persists for a few minutes, it means that the connection is not suitable for play. For Multi-Player Games, it is recommended that the player who creates the game have the best computer and the best connection.

CHAPTER 3 – CAMPAIGN EDITOR

The Campaign Editor is a powerful tool that allows the user to create Single and Multi-Player maps for Outlive. With this tool, it is possible to define the animation that will be shown at the beginning and end of each mission, create special units and configure the performance of several characteristics of Outlive, like the Market, the behaviour of the Abominable and technologies available for each mission.

In addition, it is possible to totally control the development of the game through Events. Events are a pseudo-programming language, enabling the creation of elaborate maps compatible with

the development of a storyline. They allow you to define the victory and defeat conditions for a map, create special positions, modify the objectives of a player or even change the Artificial Intelligence behaviour of computer controlled players.

The Outlive Campaign Editor comes with a handy on-line Help function that will provide all the necessary details of its use.

CHAPTER 4 – LEARNING TO PLAY



Game Interface

Menu: Allows the player to load and save games, configure game settings, sound and video options, display mission objectives and quit the battle or game.

Mini Map: Offers a general view of the battlefield. The player can use the mini map to give orders to units and to place troops. Above the mini map are the Pause and Help buttons. The Help function allows the player to obtain information about game items.

Information Window: Displays the information of the selected Interface Mode.

Modes Button: Changes the Interface Mode. There are 4 modes: Information, Paths, Messages and Diplomacy.

Credits Window: Allows the player to control the level of credits diverted to technological research and maintenance.

Alert Window: Alerts the player when a research or espionage mission is completed. Also displays dialogue and important events.

Game Area: Displays the battlefield. The Game Area is maximised when all the interface modes are minimised.

Information Mode

In Information Mode, the Information Window displays order buttons and information for the selected units. The information that is displayed depends on the unit(s) selected:

Icon: An image of the selected unit. Clicking on the icon centres the Game Area on the selected unit. When multiple units are selected, each click on the icon centres the screen on one of the selected vehicles.

Unit Name: Displays the name of the selected unit.

HP: Hit Points are a measure of the damage level of the selected unit.

Maintenance: The maintenance level of the selected unit. If a building is selected, the capacity with which the building is operating is displayed.

Information: Displays information about the damage, armour and characteristics of the selected unit.

Orders Buttons: Used to give orders to the units.



Messages Mode

In Messages Mode, it is possible to display messages that are shown during the game or sent by other players.

Players' Icons: Allows you to select which players will receive messages. Allies: Selects only allied players to receive messages.

Neutral: Selects only neutral players to receive messages.

Enemies: Selects only enemy players to receive messages.



Path Editing Mode

It is possible to create up to 12 different paths. Each path may be one of three types: Normal (one way), Patrol (two ways) or Circular. The paths may be used as escape, patrol or attack routes or simply for moving troops.

Paths: Paths that can be edited.

Path Kind: Type of the selected path.

Edit Path: Allows you to erase all or the last steps of the selected path.

Number of Steps: Displays the number of steps of the selected path.

Creating a Path

Select Path Editing Mode.

Select the path to be created. For example, click on Edit Path B.

Change the Path Type to Circular.

Move the mouse to the game area and notice that an image of the path that is being created appears with the mouse pointer.

Left click the mouse to mark the first step of the path. Repeat for any subsequent steps of the path.

Using a Path

To use a path to move troops, create a Normal path, select any vehicle and issue a Move order to the first or last step of the path.

To use a path to attack, you have to issue an Attack order or just right-click on the first or last step of a Normal path. The attack works as an Attack Move order.

To patrol a path, issue an Attack or Patrol order, or right click on a Patrol or Circular path.

To use a path as a retreat route, refer to the Advanced Characteristics section of Chapter 9.

Note: When not in Path Editing Mode, only the first and last steps of the paths are displayed. When the mouse pointer is on one of these steps the entire path is displayed. To activate/deactivate display of the first and last steps, press the * key.

Diplomacy Mode

In this mode it is possible to modify your diplomatic status with other players and transfer credits.

Player: Selected player.

Diplomatic Status: The diplomatic status of one player relative to another determines how both players' units will interact.

Allies: Allied players share vision and troops help each other.

Neutral: Neutral players neither help nor act in a hostile manner towards each other.

Enemies: Enemy players' troops will attack each other on sight. In diplomatic relations between two players, the most hostile option selected by one of the players predominates. For example, if one player selects Ally but the other player selects Neutral, what predominates is the situation Neutral.

Credits Transfer: Allows a player to transfer credits to another player.

Basic Commands

It is possible to give orders to units at any time during the game, even while the game is paused. Some units have special abilities, however many units share commands in common:



Move

With the unit already selected, click the Move button. The mouse pointer will change to the Move cursor. Left click the location where you wish to send the selected unit.

Note: The Move order can also be given simply by right clicking on the map.



Attack

Units can be instructed to Attack positions or objects (units, buildings, trees, etc). When a vehicle receives an order to Attack a position, it will move to the position, stopping to attack any enemy that it meets on the way. When a vehicle receives the order to Attack an object, it moves directly to attack the target. To issue an order to Attack a position, follow these steps:

With the vehicle already selected, click on Attack. Left click on the position for the unit to Attack. To issue an order to Attack an object:

With the vehicle already selected, click on Attack. Left click on the target.

Note: When the target is an enemy object, this same order can be given simply by right clicking on the target.



Stop

After a unit completes its current orders, it automatically stops and waits for new orders. If you wish to abort an order in process, press the Stop button with the unit selected.



Hold Position

After receiving an order to Hold Position, the unit will never leave its position even to attack an enemy until it receives new orders.



Patrol

A Patrol is conducted between two waypoints. Units on Patrol will attack any enemies within their sight range. To order a unit to Patrol:

Select the unit and click on Patrol. Left click to indicate the second point of the Patrol route. The unit will patrol between its current position and the new one you selected.



Escort

The Escort order directs the unit to follow another unit, protecting it against enemies: With the unit selected, click on Escort. Left click on the unit to be escorted. If the escorted unit moves, its escort will follow it around automatically until given another order.



Retreat

The order to Retreat causes the unit to move to a specified Retreat Point (See the Advanced Characteristics section of Chapter 9 for more information).



Harass

The Harass order directs the unit to briefly attack a position or object then return to its previous position. After a short period of time, the unit will attack again and remain in this cycle until it receives new orders. To order a unit to Harass an object or position:

With the vehicle selected, click on Harass. Left click on the position or object to harass.



Explore

When a unit is ordered to Explore, the unit automatically explores the map.



Scatter

Makes the selected vehicles Scatter around their current position. This is useful for masses of units facing attacks that have an area of effect.

Tutorial

To play the Outlive Tutorial, select Single Player, Human Campaign. If you have never played the Human Campaign, you will be prompted to play the Tutorial. If you have already started playing the Human Campaign, select Tutorial from the list and click OK.

The Tutorial mission contains 20 objectives presented one by one that must be completed in order. During the Tutorial, you will receive instruction and tips about some characteristics of Outlive. Use them to make the accomplishment of the objectives easier.

You will find a step-by-step explanation of each objective below:



Objective 1 – Build a Wind Power Plant

When you first enter the Tutorial, the Game Area will display your Headquarters, an Iron Mine and a Builder. To build a Wind Power Plant, follow the steps below:

Move the mouse pointer over the Builder. Notice that a coloured bar appears above the unit and a green circle surrounds it. The coloured bar is a graphic representation of the unit's HP (Hit Points) and the circle indicates that this unit

can be selected. Left click on the Builder to select it. Observe that the Information Window now displays information about the Builder unit: HP, Maintenance, Machine Gun Damage, Armour, Land Mines (not yet researched) and order buttons.

When you leave the mouse over any button for a few seconds, a box with the name of the button will appear. Click on the Resource Buildings button. A group of construction buttons will appear.

Move the mouse over the construction buttons and observe the price for each one. Select the Wind Power Plant for construction.

Move the mouse to the game area and notice that an image of the Wind Power Plant with some green rectangles appears near the mouse pointer. These rectangles indicate the space that the Wind Power Plant needs on the battlefield. To place a building, all the rectangle area must be

green. If you try to place a building where it doesn't fit, red rectangles will indicate the area that is unsuitable for building.

Move the mouse near the Headquarters. Notice that there is a line linking the Headquarters to the image of the Wind Power Plant. This line represents the Energy Net and indicates that buildings connected by lines will share any energy sources attached to them. A construction only works to

its full capacity when it receives 100% of the energy that it needs.

Choose a free area on the battlefield near the Headquarters and left click to place the Wind Power Plant. The Builder will move to the place you chose and begin construction of the Wind Power Plant. Move the mouse over the Wind Power Plant under construction and left click to select it. You can follow the construction progress via the Information Window.



Objective 2 – Build an Ore Extractor

Credits are obtained through the exploitation of Ore Mines, which can be of Iron or Uranium. Your objective is to build an Ore Extractor over the Iron Mine near the Headquarters.

Select the Builder.

Click on Resource Buildings.

Click on Ore Extractor.

A transparent image of the Ore Extractor will blink over the Iron Mine near the Headquarters. Ore Extractors and Ore Processors are may only be constructed over a Mine.

Move the mouse over the transparent image of the Ore Extractor. Observe that the rectangles that were completely red now become green. Left click to begin construction.

Select the Ore Extractor to follow the construction progress.



Objective 3 - Build a Gatherer

To collect the ore extracted by the Ore Extractor and transport it to the Headquarters, it is necessary for you to build a Gatherer. To build one, follow the steps below:

Select the Headquarters.

Move the mouse over the buttons and observe the prices of the units.

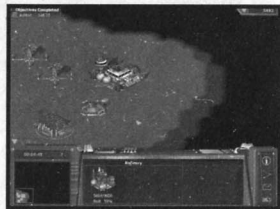
Click on Gatherer. The Information Window will identify which unit is being produced and the percentage of completion.

While you wait for the Gatherer to be built, select a Builder and build another Wind Power Plant next to the one you built before. Your buildings are probably under-powered at this point. To check the quantity of energy that your Energy Net has, you just have to select any construction that generates energy or select another building in the Energy Net and see if it is getting the amount of energy it requires.

Wait until the Gatherer is produced. When it is ready, select it.

Click on Gather and move the mouse pointer to the game area. Notice that the mouse pointer has changed to a circle. Left click on the Ore Extractor to order the Gatherer to start working. Note: This same order can be given just by right clicking on the Ore Extractor with a Gatherer selected.

Observe the Gatherer working. It will link with the Extractor for a while collecting ore and then it will take the ore to the Headquarters.



Objective 4 - Build a Refinery and three more Gatherers

More Gatherers will increase the rate at which you obtain credits. The Refinery is an alternative building that can be used by the Gatherers to return ore. Follow the steps below to build a Refinery and three more Gatherers:

Select the Builder.

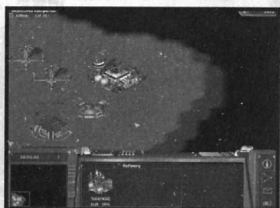
Click on Resource Buildings.

Click on Refinery. Choose a free area near the Ore Extractor and left click to place the building. It is best to build the Refinery one or two cells away from the Extractor.

While the Builder is building the Refinery, select the Headquarters.

Click three times on Gatherer. Notice that now there are three Gatherers in the production queue. The Headquarters will produce the Gatherers one by one until all of them are ready. It is possible to put up to six vehicles in the production queue.

As the Gatherers are produced, order them to gather ore at the Ore Extractor.



Objective 5 - Build an Ore Processor

Your objective is to build an Ore Processor over the Uranium Mine:

Select a Builder.

Click on Resource Buildings.

Click on Ore Processor.

A transparent image of the Ore Processor will blink over the Uranium Mine. Left click on the Uranium Mine to start construction.

While the Builder is building the Ore Processor, select the Headquarters and build two more Gatherers. Don't forget to assign the Gatherers to the Ore Extractor as they are produced.



Objective 6 - Build a Wind Power Plant for the Ore Processor

You must build a Wind Power Plant for the Ore Processor. Building a Wind Power Plant on high ground improves its ability to generate energy.

Select a Builder.

Click on Resource Buildings.

Click on Wind Power Plant.

Choose a free area on high ground near the Ore Processor.

Left click to start construction.

While the Builder is constructing the Wind Power Plant, produce two more Builders at the Headquarters.



Objective 7 - Build a Research Lab

For space reasons, it is best to build the Laboratory next to the Headquarters:

Select a Builder.

Click on Basic Buildings.

Click on Research Lab.

Choose a free area near the Headquarters and left click to start construction. During the construction of the Research Lab, the two Builders that you put in the production queue

will be completed. Select them and right click on the Research Lab. They will help with the construction, so the Lab will be finished sooner.



Objective 8 - Research Advanced Wind Power Plant

Through research, it is possible to improve your buildings and units. Your objective is to research Advanced Wind Power Plant.

Select the Research Lab.

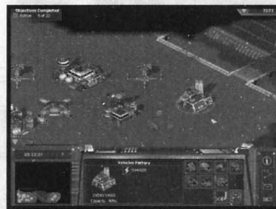
Click on Resource Buildings Researches.

Click on Wind Power Plant. A list of all the researches available for this construction will appear. Researches that were already completed are displayed in yellow, and the ones that can still be researched are in white. Move the mouse pointer over the list to get a description of the researches.

Move the mouse pointer over the research Advanced Wind Power Plant and left click. Notice that the Information Window has changed to show the current research and percentage of completion.

While the Advanced Wind Power Plant is being researched, select a Builder. Press Shift and click on another Builder to add it to your selection group. Note: it is possible to select multiple units by using bandbox selection. Left click and hold the left mouse button while dragging a selection box around multiple units. When you release the left mouse button, all the units in the bandbox will be selected.

With the two Builders selected, build one more Wind Power Plant near your buildings to connect it to the same Energy Net.



Objective 9 - Build a Vehicles Factories

At the Vehicles Factory it is possible to produce ground units of the Human Race:

Select a Builder.

Click on Basic Buildings.

Click on Vehicles Factory.

Choose a free area near the Research Lab and left click to start construction.

While the Vehicles Factory is being built, select the other two Builders and build two more Wind Power Plants for the factory (factories need a lot of energy).



Objective 10 - Research Time Bomb

At the Research Lab, it is possible to choose any research from the Technological Tree. If a research has prerequisites, it is called a target research. When a target research is chosen, all the prerequisites are automatically researched until the target research is completed. Your objective is to research Time Bomb, an accessory of the Explorer:

Select the Research Lab.

Click on Vehicles Researches.

Click on Explorer.

Select Time Bomb from the list of researches. Notice that the information displayed is a bit different from when you researched the Advanced Wind Power Plant. The Laboratory is researching Nitro (the prerequisite for Time Bomb) and it has a target research of Time Bomb.

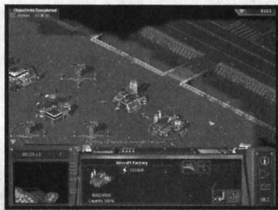


Objective 11 - Produce two Explorers

Select the Vehicles Factory.

Click twice on Explorer.

When the first Explorer is ready, select it. Notice that the two researched accessories are being loaded, Nitro and Time Bomb.



Objective 12 - Build an Aircraft Factory

The Aircraft Factory allows you to produce air units of the Human Race:

Select a Builder.

Click on Basic Buildings.

Click on Aircraft Factory.

Choose a free area near the Vehicles Factory and left click to start construction. While the Aircraft Factory is being built, select the other two Builders and build two more Wind Power Plants within the Energy Net.



Objective 13 - Build a Transporter

Transports are used to transport land vehicles into regions with difficult access. Your objective is to build a Transporter:

Select the Aircraft Factory.

Click on Transporter.

While you are waiting for the Transporter, select the three Builders and build one more Wind Power Plant (you will need more energy in the future).



Objective 14 - Destroy the Defence Tower and Rescue the two Soldiers

Objective 14 is a little more difficult than the others, because it demands co-ordination and interaction between the units you produced. To make it easier, let's divide it into sections:

PART 1 - LOAD AN EXPLORER INTO THE TRANSPORTER

The two Soldiers are trapped on an island, so it will be necessary for the Transporter to take an Explorer there. There are three ways to put the Explorer into the Transporter:

Select the Transporter.

Click on Load Unit.

Move the mouse to the game area. Notice that the mouse pointer has changed to a circle.

Left click on an Explorer to load it.

But, this way is simpler:

Select the Transporter.

Right click on an Explorer to load it.

The third way is:

Select the Explorer that you want to load.

Right click on the Transporter to load it.

After loading the Explorer, select the Transporter. Notice that in the Information Window there is a small image of the Explorer, indicating that the Transporter is now carrying that vehicle.

PART 2 - MOVE THE TRANSPORTER TO THE ISLAND

With the Transporter selected, click on Move.

Move the mouse to the game area. Notice that the mouse pointer has changed to a circle.

Left click on a part of the island to make the Transporter move there. Don't click too close to the Defence Tower or it will attack the Transporter. Note: The move order can be given just by right clicking on the destination.

PART 3 - UNLOAD THE EXPLORER ONTO THE ISLAND

There are two ways to unload the Explorer:

When the Transporter arrives at its destination, click Unload All Units.

Move the mouse to the game area. Notice that the mouse pointer has changed to a circle.

Choose a place where the Explorer can be unloaded and left click. Remember to choose a place outside the Defence Tower's range.

The alternative way:

When the Transporter arrives at its destination, click on the image of the Explorer to unload it.

The Transporter will search for the closest place to unload the Explorer.

PART 4 - DESTROY THE DEFENCE TOWER

To destroy the Defence Tower, use the Explorer's Time Bomb when it is available:

To prevent the Transporter from being shot by the Defence Tower, click on Hold Position. This will prevent the Transporter from helping the Explorer in the attack on the Defence Tower.

Select the Explorer.

Click on Nitro to activate it. Nitro makes the Explorer move very quickly, avoiding most of the shots from the Defence Tower.

Click on Install Time Bomb.

Move the mouse to the game area. Notice that the mouse arrow has changed to a red and white target.

Left click on the Defence Tower or near it. The Tower will be destroyed with the explosion of the Time Bomb.

PART 5 - RESCUE THE TWO SOLDIERS



Select the Explorer.

Move the Explorer to the two Soldiers. The Soldiers will be rescued and under your control when the Explorer contacts them. If you wish, load the Explorer and the two Soldiers into the Transporter, and take them back to your base.

Objective 15 - Build a Market

At the Market it is possible to buy and sell units:

Select Builder(s).

Click on Basic Buildings.

Click on Market.

Choose a free area in your Energy Net and left click to start construction.



Objective 16 – Buy One or more Units from the Market

Select the Market.

There are 4 buttons with unit images that are available at the Market initially. Move the mouse over the buttons to see the price of the units. Click on the unit you wish to buy. To continue the Tutorial, you must buy at least one unit.



Objective 17 – Build an Intelligence Centre

The Intelligence Centre allows you to undertake espionage missions:

Select your three Builders.

Click on Basic Buildings.

Click on Intelligence Centre.

Choose a free area in your Energy Net and left click to start construction. After completing the Intelligence Centre, play a little with its espionage features:

Select the Intelligence Centre.

Click on Open Sight.

Move the mouse to the game area. Notice that the mouse pointer has changed to a circle, and that there is a small box with the text: Probability of Success: 100%. The success of an espionage mission is based on probability. It is possible to improve this probability through the Research Lab.

Left click on the middle of the Island where you rescued those two Soldiers. After a while you will receive a success message and see the region. There is nothing important there, but just enjoy taking a look.



Objective 18 – Ally with the Orange Army

Did you think you were alone in this Tutorial? You were wrong! Besides you, there is an Orange Army and a Red Army. Unless you were very curious earlier, you don't know where the Red Army is yet.

But beware: The Red Army is in the Tutorial and is your enemy! The Orange Army is also your enemy, but you can try to ally with them:

Click on the Diplomacy button on the right side of the interface. Notice that the Information Window has changed to show Diplomacy information.

Click on Orange to select the Orange Army. Notice that the information displayed in the interface is now about the Orange Army and not about the Red Army. Click on Ally to change your diplomatic status with the Orange Army to ally. Notice that the status between you and the Orange Army is still enemy.



Objective 19 – Transfer 1000 credits to the Orange Army

The Orange Army will only accept an alliance if you transfer \$1000 credits. Don't be tight-fisted! Transfer the credits soon: Click ten times on Send to transfer 100 credits ten times to the Orange Army. If you prefer, change the value to 1000 and

transfer it all at once. Notice now that the status between you and the Orange Army has changed to ally. The two of you now share vision. In other words, what one player sees the other sees as well.



Objective 20 – Eliminate the Red Army

This is your last objective in the Tutorial: organise your troops and attack the Red Army. Here are some tips: Improve your vehicles before attacking. Research new vehicles and special abilities in the Research Lab. Build some Defence Towers in your base to protect against attacks from the Abominable. Don't forget to maintain the proper energy level of your buildings.

TIPS FOR BEGINNERS

First, concentrate on the collection of ore. Build an Ore Extractor at the Uranium or Iron Mine near your base and a Refinery near the Extractor. To make the income of credits faster, assign 6 Gatherers to each Extractor.

At Mines far from the main base build an Ore Processor instead of an Extractor. Although it is slower, Processors are cheaper and don't require Gatherers or Refineries. Besides, Mines far from the main base are usually more vulnerable to enemy attacks.

Select a construction that generates energy or a Transmission Substation to be sure that all of your constructions are linked to an Energy Net. Verify periodically that the Network Energy has not fallen below 100%. Build more Wind or Nuclear Power Plants whenever your energy level falls below the minimum required to keep your facilities operating at peak efficiency.

It is important to know where the Ore Mines and the enemies are. Give an Explorer or Transporter an order to explore the map automatically. Another method of reconnaissance is to send any unit to a point on a map that has not yet been explored.

Build Vehicle and Aircraft Factories to produce combat vehicles. Always remember to check the energy level after building. Factories require a lot of energy.

Don't forget to build a Research Lab. It is possible to improve your units and buildings through Research. Failure to do so will cause your army to fall behind the enemy.

Build Defence Towers and install Land Mines to defend your bases.

Attack with large groups of units. Usually 3 or 4 units will be destroyed quickly without doing much damage to the enemy.

Damaged buildings do not operate at full capacity. Use the Builders to repair damaged buildings. Use several Builders to speed up construction.

Use Gatherers to collect the scrap metal left on the battlefield when a unit is destroyed.

SHORTCUT KEYS

Menu Keys

	Shortcut Keys
F1	Save the Game
F2	Load a game
F3	Quick Save
Ctrl+F2	Quick Load
Ctrl+F3	Options Menu
F4 or Alt+O	Mission Objectives
Alt+B	Resolutions Menu
Alt+R	Gamma Correction Menu
Alt+H	Speed Menu
Alt+V	Sounds Menu
Alt+S	Restart the Game
Alt+J	Abandon the mission
Alt+A	Quit the Game
Alt+X	Increase the speed of the Game
+	Decrease the speed of the Game
-	Show/Hide Paths
*	

Selection Keys

Ctrl+O Ctrl+9	Save selected group
O to 9	Select saved group
Ctrl+T	Select all combat units
Ctrl+R	Select all land combat units
Ctrl+A	Select all aircraft
Ctrl+D	Select all administrative vehicles
Ctrl+L	Select all vehicles on screen
Ctrl+Select vehicle	Select vehicles of the same kind on screen
Alt+Select unit	Select the group to which this unit belongs
Shift+Select unit	Add/Remove unit from the selection

Other Keys

Space	Pause/Resume the game
TAB	Centre map on last event
Shift+Command	Queue orders
Print Screen	Take a screenshot (*)
Ctrl+F5 to Ctrl+F8	Memorise the position of the screen
F5 to F8	Zoom to memorised position
Alt+F1 to Alt+F12	Send a memorised message (**)

* When a screenshot is taken, it is saved as a .BMP in the Screenshots folder of the Outlive directory.

** It is possible to memorise up to 12 messages. Messages are saved in the Player's profile and are available in all maps. To memorise a message, go into Messages Mode and type (without quotes): "#Number Message". For instance: #1 I'm under attack!
#12 Now, you die.

The message can later be sent by holding ALT and pressing the Function Key corresponding to the message. For example, to send message #3, hold ALT and Press F3.

CHAPTER 5 – OBTAINING CREDITS

Credits are essential for the support of the base. They are obtained through the exploration of Ore Mines and through scrap metal collection. Credits may also be transferred between players.

Ore Mines

There are two types of Ore Mines: Iron and Uranium. Uranium Mines are more valuable than Iron Mines, however they send out radiation that damages vehicles and buildings. To extract credits from Ore Mines, build an Ore Extractor (Mining Facility for Robots) or an Ore Processor (Ore Assimilator for Robots) over a Mine (see Chapters 10 and 11 for more information about buildings).

Another factor affecting Mines is Purity. Purity ranges from 25% to 100%. The greater the Purity, the faster credits will be extracted. During extraction, Purity will decrease, eventually reaching the minimum of 25%. At 25%, Purity never decreases and collection speed remains consistent.



Iron Mine



Uranium Mine

Scrap Iron

When a vehicle is destroyed, it may leave scrap metal behind. The value of the scrap metal depends on the value of the vehicle that was destroyed. Heavier vehicles leave more valuable scraps. Scraps can be collected using a Gatherer or Marauder.



Scrap Collection

Maintenance Level

Maintenance is the cost of maintaining vehicles and it varies with a vehicle's value. Reducing the maintenance level (initially set at 100%) makes maintenance cheaper. However, characteristics such as damage, armour, energy for special abilities and automatic repair of units are adversely affected. To change the Maintenance Level, use the Credits Screen.

Research Level

The Research Level determines the speed of research. Reducing the Research Level spreads out the cost of research over a longer period of time. This makes the research take longer, but may free up credits in an emergency. To change the Research Level, use the Credits Screen.

CHAPTER 6 – ENERGY

Energy is essential for buildings to work at full capacity. For example, with insufficient energy, a Research Lab will conduct research slower; vehicles will take longer to be produced by Factories; Defence Towers will shoot slower and do less damage.

Energy Sources

Energy is generated by special buildings, existing only for this purpose. The Humans have Wind and Nuclear Power Plants for energy generation; Robots have Solar Collectors and Radioactive Generators. (see Chapters 10 and 11 for more information).

Energy Net

For a human building to receive energy from a Wind or Nuclear Power Plant, the buildings must be built close together so they can form an Energy Net. When a building is not receiving energy, it can be linked to an Energy Net through a Transmission Substation.

For the Robots, the establishment of Energy Nets is a little different, because the buildings don't need to be built near each other. The Robots have only one energy net, and all the Robot buildings are linked to this net, no matter the distance between them.

When a construction doesn't belong to an Energy Net, it works at 25% capacity. The exception is the Market, which stops working when it doesn't receive energy. However, the Market always works with 100% of its capacity when it is linked to an Energy Net.

To verify the amount of energy of a Net, select an energy building (Wind Power Plant, Nuclear Power Plant, Transmission Substation, Solar Collector or Radioactive Generator). If the Energy Network is at 100% or above, the buildings belonging to this Net will be working at full capacity.

CHAPTER 7 – TECHNOLOGICAL RESEARCH

Research is conducted at the Research Lab or Tech Centre. Research is absolutely essential in ensuring technological development of an army.

Developing Research

Researches are divided into 5 categories: Basic Constructions, Resource Constructions, Vehicles Research (or Basic Vehicles in the case of the Robots), Aircraft Research (or Advanced Vehicles in the case of the Robots) and All Researches.

The first four categories have subdivisions, making it possible to access the specific research of each unit or construction. The last category contains all the researches available in the game.

Note: When a research is halted and then resumed, it resumes from the point at which it was previously stopped.

RESEARCHES LABORATORY

Target Research

It is possible to choose any research from the Technological Tree to be accomplished. When a research has requirements, it is called a target research. When a target research is chosen, all the advances that are required for it will be completed automatically until the target research is obtained.

Research Scientist

It is possible to get the assistance of a Research Scientist when deciding what research to undertake:

Select the Research Lab (Tech Centre for Robots).

Click on Auto-Research to activate the Research Scientist. If the Lab has no current projects, the Scientist will choose one. If a research is in progress, the Scientist will wait until it is completed before choosing a new one.

Researches will be completed one by one until there are no more left to be researched.

* To deactivate automatic research, click again on the Auto-Research button. The Scientist will be deactivated, however the research that is in progress will be finished.

CHAPTER 8 – ESPIONAGE

Espionage is an essential weapon in battle. The more information a player has about his enemies, the better his chances of defeating those enemies. To use espionage, the player must build an Intelligence Centre or Information Centre.

The success of an espionage mission is based on probability: the higher the probability, the greater the chance of success. Researches in the field of espionage (see Chapter 7 for more information) make it possible to increase the probability of success and decrease the chance of being spied on by enemies.

Another factor that determines the probability of success of an espionage mission is the type of mission. The harder the mission, the smaller the probability of success. It is possible to conduct six different types of espionage missions: steal information, open sight, steal research, monitor player, lock constructions and defuse/redirect ICBM.

Steal Information

This mission yields some information about another player, such as: quantity of credits, quantities of land and air units, quantities of buildings and towers, and diplomatic status with other players.

To Steal Information, follow the steps below:

Select the Intelligence Centre (or Information Centre).

Click on Steal Information.

Move the mouse to the game area and notice that the mouse pointer has changed to a circle.

Left click on any unit or building of the player you wish to spy on.

Note: If the chosen player is an ally, the chance of success is always 100%.

Open Sight

This mission allows the player to explore a region of the map not previously explored before or covered by the fog of war. The region remains open for a few seconds, and is then covered by the fog of war.

To Open Sight, do as follows:

Select the Intelligence Centre (or Information Centre).

Click on Open Sight.

Left click on any region of the map you wish to see.

Steal Research

This mission allows you to steal one research from another player.

To Steal Research, follow the steps below:

Select the Intelligence Centre (or Information Centre).

Click on Steal Research.

Left click on any unit or building of the player that will be spied on. You may only Steal Research from other players that are the same race, i.e. Human players may only Steal Research from other Human players.

If the mission is successful, a list of the researches that the player has already completed but you haven't will be displayed at the Intelligence Centre. Left click on the research you wish to steal.

Note: If the player chosen is an ally, the chance of success of the mission is always 100%.

Monitor Player

This mission allows the player to temporarily monitor an enemy player and watch the movement of his troops and location of his buildings.

To Monitor a Player, do as follows:

Select the Intelligence Centre (or Information Centre).

Click on Monitor Player. Left click on any unit or building of the player that will be spied on.

Lock Constructions

This mission allows the player to temporarily paralyse several enemy buildings within a limited range.

To Lock Constructions, follow the steps below:

Select the Intelligence Centre (or Information Centre).

Click on Lock Constructions. Move the mouse pointer over some enemy buildings. The buildings that will be locked will have a transparent circle around them. Left click on an enemy building to lock it and the other affected buildings.

Defuse/Redirect ICBM

When an enemy launches an ICBM, the player can try to defuse/redirect the missile before it reaches its target.

To Defuse an enemy ICBM, do as follows:

Select the Intelligence Centre.

Click on Defuse ICBM.

If the mission is successful, the ICBM won't reach its target.

To Redirect an enemy ICBM, follow these steps:

Select the Information Centre. Click on Redirect ICBM. Left click a position on the map to indicate where the ICBM should be redirected. If the mission is successful, the ICBM will be diverted approximately to the position you selected.

Note: An ICBM can only be Defused/Redirected once.

CHAPTER 9 – ADVANCED CHARACTERISTICS

Damaged Constructions

Constructions that are very damaged don't work at full capacity, similarly to buildings with low energy (see Chapter 6 for more information). For instance: Wind Power Plants provide less energy, Defence Towers shoot slower, etc.

Damaged Vehicles

Damaged Robot Vehicles are fixed at Recycling Bases. Human Vehicles are self-repairing, recovering hit points as time passes. When the maintenance level is below 100%, self-repair is slower.



Selection through the Interface

When several vehicles are selected (multiple selection), they are grouped by type and displayed in the interface as small icons. To select one subset of a multiple selection, simply left click on the icon representing the unit or group in the Information Window. To remove a subset of a multiple selection, simply left click on the icon of the unit or group with the Shift key pressed.

Rally Point

The Market, Recycling Base and all constructions that produce units have a Rally Point, which determines where the unit will go after it leaves the construction. If no Rally Point has been set, units always move to the building's entrance. To change the Rally Point of a building, do as follows:

Select a Vehicles Factory.

Click on Rally Point.

Move the mouse to the game area and notice that the mouse pointer has changed to a circle.

Left click on a position to set the new Rally Point.

Note: when the selected Rally Point is on the first or last step of a Path, the unit will always proceed to the other end of the path, irrespective of the Path Type.

Pause

To pause the game, simply left click on the interface's Game Clock or press the Space Bar. It is possible to give orders to units while the game is paused. The orders will be followed as soon as the game is resumed.

In Multi-Player games, the game's creator can specify the pause time allowed for each player. This time may be of 1, 2 or 5 minutes. It is possible to set the pause time to unlimited or deactivate it totally.

Queuing Orders

It is possible to give a unit multiple orders to follow in sequence. To queue orders, simply keep the Shift key pressed while the orders are given. The orders will be carried out in sequence. For instance:

Select a Builder that is stopped.

Order it to move somewhere.

With the Shift key pressed, order it to attack a tree.

Again with the Shift key pressed, order it to build a Wind Power Plant.

The Builder will move to the place you indicated, attack the tree and build the Wind Power Plant.

If an order is given without the Shift key pressed, the unit will abort its current orders and follow its new ones immediately.

Note: Orders that can be activated/deactivated (like the Nitro of the Explorer) may be issued without aborting the unit's current orders. If the Shift key is pressed when these orders are given they are queued. For instance:

Select an Explorer.

Order it to move somewhere.

If the Nitro button is pressed without the Shift key held, the Nitro will be activated during the way to the place that was indicated. If the Nitro button is pressed with the Shift key held, Nitro will be activated when the Explorer arrives at its destination.

INTERACTIVE ENVIRONMENT

Radiation

Radiation is very dangerous and causes damage to vehicles and buildings that touch radioactive clouds. Radiation can be found naturally in Uranium Mines. Ore Extractors, Ore Processors, Mining Facilities and Ore Assimilators built over Uranium Mines may experience radiation leaks when they are damaged severely. The same may happen to Nuclear Factories and Radioactive Generators.

Wind and Fire

The strength of the wind influences the production of energy by the Wind Power Plant. The stronger the wind blows, the more energy is generated. Wind also influences the direction that fire spreads out through a forest. Vehicles and constructions in close proximity to a forest fire that are in the direction of the wind will suffer damage caused by the forest fire.

Elevated Lands and Lower Lands

Elevation affects vehicles and constructions. Land vehicles and lowers on low ground cause only 75% damage to targets in elevated positions. Wind Power Plants and Solar Generators built on elevated land will generate more energy than the same constructions on lower ground.

Abominable

The Abominable are genetically modified beings that have their own behaviour. They may become aggressive without warning or run away when threatened. With the proper research, the Humans can create obedient Abominable at their Headquarters.

Advanced Options (intelligent units)

Advanced Options are accessed through a button with the same name displayed on the interface when a vehicle is selected.

Automatic Retreat

This determines the level of damage that will cause the vehicle to automatically retreat to its Retreat Point (see below for more information about Retreat Points). If this percentage is 100%, any damage that the vehicle suffers will cause it to retreat. If the percentage is 0%, the vehicle will never retreat.

Help Radius

When a unit or building belonging to you or your ally suffers an attack, it will automatically send out a request for help. Units not directly under attack may respond to requests for help depending on their Help Radius. If the Help Radius is 0%, the unit will never leave its position to help another unit, similarly to the Hold Position order.

Note: The Help Radius of Builders, Gatherers, Morphers and Marauders is always configured to 0% and can't be changed.

Use Special Abilities Automatically

When activated, the special abilities of the unit are used automatically. For instance, a Dominator may automatically Incubate an Abominable when it finds one; Chaos may send out its radioactive cloud when there are enemies; and so on.

Retreat Point

The Retreat Point is the position a unit will fall back to when it Retreats. When the vehicle is produced, its Retreat Point is the building where it was created. To change the Retreat Point of a vehicle, do as follows:

Select any vehicle.

Click on Advanced Options.

Click on Retreat Point.

Move the mouse to the game area and notice that the mouse pointer has changed to a circle. Left click on the battlefield to establish a new Retreat Point for the unit.

Note: When the Retreat Point is placed on the first or last step of a Path, retreating units will move to the other end of the Path, irrespective of the Path Type. If the Retreat Point results in a Robotic unit arriving on a friendly Recycling Base, the unit will automatically enter the Recycling Base to be repaired.

Cancel

Cancels all changes and quits Advanced Options.

Apply

Confirms all changes and quits Advanced Options.

Note: Advanced Options can also be changed directly in any building that produces units. Advanced Options set at a building will apply to all units produced by that building after the changes were made.

SPECIAL SITUATIONS

There are some special situations to mention:

Robotic Constructions in the process of building/demolishing are more vulnerable. They will suffer greater than normal damage if attacked.

When the Twister is teleporting it is more vulnerable. It will suffer more damage than normal while teleporting.

Flags can't be teleported. When a Marauder (or Gatherer) carrying a Flag is inside a Twister, teleportation will cause the unit to drop the Flag at the point where teleportation was initiated.

When a Dominator dominates a Transporter or Twister, any vehicles being carried by the unit are instantly destroyed.

The Intelligence Centre and the Information Centre can't be locked through the Lock Constructions espionage mission.

Heavier Vehicles (Missile-Launcher, Tank, Heavy Tank, Tempest, Chaos and Incinerator) suffer more damage than light vehicles from weapons that use fire, such as the Flame-thrower and Incendiary Missile attack.

CHAPTER 10 – THE HUMANS

Vehicles



Vehicle: Builder
Weapon: Machine Gun
Targets: Air and Land

Use: Construction and maintenance of the base.

Special Abilities:

Land Mine

Used in the protection of land positions. When installed they become invisible to enemies and are detonated when a neutral/enemy vehicle passes over them. Land Mines can be destroyed through area effect attacks such as Airstrike.



Vehicle: Gatherer
Weapon: Machine Gun
Targets: Air and Land

Use: Vehicle responsible for transporting ore extracted by the Ore Extractor and collecting scrap that appears on the battlefield.

Special Abilities: none



Vehicle: Explorer
Weapon: Machine Gun
Targets: Air and Land

Use: The Explorer's speed makes it perfect for reconnaissance and penetration of enemy bases.

Special Abilities:

Nitro
Nitro has a temporary effect which, when activated, more than doubles the speed of the Explorer.

Time Bomb

The Time Bomb can be installed on a building or free position of the land. The Time Bomb detonates automatically after a short period of time, damaging units and buildings within its blast radius. A Time Bomb can be destroyed by enemies before it detonates.



Vehicle: Transporter
Weapon: Machine Gun
Targets: Air and Land

Use: Used to move Land troops into regions of difficult access.

Special Abilities:

Eject System

This system automatically ejects any vehicles that are being carried if the Transporter is destroyed.

Airstrike

Having an area effect, the Airstrike is used by the Transporter to attack multiple enemy vehicles grouped together, or to damage strategic constructions of the enemy base.



Vehicle: Dominator
Weapon: Fixed Cannon
Targets: Air and Land

Use: This vehicle joins speed with firepower. When equipped with Domination, it is used in the dispersion of enemy troops.

Special Abilities:

Incubation

Dominators with Incubation can infect the Abominable with a parasite that emerges after a short time as a Vampire under the Player's control, destroying the Abominable in the process.

Domination

Domination allows this unit to control enemy vehicles through the installation of an electronic device. To cancel the effect of Domination, it is necessary to destroy the electronic device installed in the dominated vehicle. The effect of Domination on Abominables cannot be reversed.



Vehicle: Flamethrower
Weapon: Flamethrower
Targets: Land

Use: Even though it has short-range, the Flamethrower is an excellent weapon against any kind of land vehicle. Its flames cause damage to any target within or crossing its fire range.

Special Abilities:

Napalm

Napalm is a substance expelled with the flames of the vehicle. When the Napalm reaches the target, it produces an intense flame that damages the vehicle/construction.



Vehicle: Rocket Launcher
Weapons: Surface to Air Missiles
Targets: Air

Use: Anti-aircraft vehicle with powerful missiles that are deadly to enemy vehicles in flight.

Special Abilities:

Fast Repetition

When activated, Fast Repetition temporarily increases the Rocket Launcher's rate of fire, allowing it to more quickly destroy enemy aerial units.



Vehicle: Chopper
Weapons: Machine Gun, Missile Launcher
Targets: Air and Land

Use: Always good in the air, when equipped with missiles the Chopper also becomes an excellent ground attack unit.

Special Abilities:

Incendiary Missile

The Incendiary Missile spreads a wave of fire when it reaches its target, burning everything in an area.

Air-Land Missile

The Air-Land Missile is also known as anti-tank missile, because it can penetrate even the heavy armor of the toughest vehicles.



Vehicle: Tank

Weapons: Independent Cannon

Targets: Land

Use: Vehicle used for Land combat. Its Independent Cannon allows it to attack while moving.

Special Abilities:

Extra Plating

Extra Plating offers additional protection to the Tank, absorbing damage that would normally hurt the unit. Even though it can be completely destroyed when the Tank is under attack, the Extra Plating can be recovered with time.



Vehicle: Fighter

Weapons: Air-Air and Air-Land Missiles

Targets: Air and Land

Use: Deadly in the air, the Fighter becomes even more powerful with the addition of Air-Air Guided Missiles.

Special Abilities:

Stealth

When activated, this system temporarily cancels the effect of enemy radar, rendering the aircraft invisible.

Air-Air Guided Missiles

These missiles increase the efficiency of the Fighter in combat. Packing more punch than the Fighter's regular ordnance, these missiles have the ability to pursue a target until it is destroyed.



Vehicle: Heavy Tank

Weapon: High Impact Cannon

Targets: Land

Use: The Heavy Tank has greater range than Defence Towers and Cannons. Its High Impact Cannon initiates a shock wave, damaging units/buildings around its target.

Special Abilities:

Invulnerability

When activated, the Heavy Tank is temporarily protected from taking damage.

Buildings



Name: Headquarters

Use: Main Human base installation. It can be used to process ore and produce Builders, Gatherers and Abominable.

Special Abilities:

ICBM

The Inter-Continental Ballistic Missile is the most destructive force ever created by mankind. When launched, ICBM's can only be disarmed by special espionage missions.



Name: Research Lab

Use: This building is used to research technological advances.



Name: Intelligence Centre

Use: This building is responsible for conducting espionage missions. Actual missions are undertaken by spies trained here in the art of intelligence gathering.



Name: Market

Use: The Market is the place to buy and sell vehicles. When a player buys or sells a vehicle to the Market, the price and stock of that vehicle are affected for all other players.



Name: Vehicles Factory

Use: This building allows the production of Builders, Gatherers, Explorers, Flamethrowers, Rocket Launchers, Tanks and Heavy Tanks.



Name: Aircraft Factory

Use: This building allows the production of Transporters, Choppers and Fighters.



Name: Defence Tower

Weapon: Cannon

Targets: Air and Land

Use: Defence Towers are a critical component of base defence and are able to attack land and air units.



Name: Ore Extractor

Use: Responsible for the extraction of ore from Ore Mines. Gatherers are needed to transport ore from Ore Extractors to a Headquarters or Refinery.



Name: Refinery

Use: This building is dedicated to the processing of ore collected by Gatherers. After being refined, the ore is converted into credits.



Name: Ore Processor

Use: Slower than an Ore Extractor, the Ore Processor combines the functionality of the Extractor and the Refinery, eliminating the need for Gatherers.



Name: Wind Power Plant

Use: Supplies energy to other constructions. The production of energy varies with the wind, and can be improved by building Wind Power Plants on higher ground.



Name: Nuclear Power Plant

Use: Supplies energy to other constructions. Nuclear Power Plants produce far more energy than Wind Power Plants, but become dangerous to units and buildings when severely damaged.



Name: Transmission Substation

Use: Supplies energy to other constructions by connecting Power Plants to buildings that are too far away from them. Substations only retransmit energy. They do not produce energy on their own.

Humans Researches Tree - See Appendix I

CHAPTER II – THE ROBOTS

Vehicles



Vehicle: Morpher
Weapon: Plasma Cannon
Targets: Air and Land

Use: The basic builder of the Robot race. The Morpher's design allows it to transform itself into any construction.

Special Abilities:

Freeze Devices

Used to protect land positions, Freeze Devices become invisible to enemy radar. They are able to freeze neutral/enemy vehicles that pass over them. Freeze Devices can be destroyed through area effect attacks such as Airstrike.



Vehicle: Marauder
Weapon: Plasma Cannon
Targets: Air and Land

Use: Vehicle responsible for transporting ore extracted by the Mining Facility and collecting scrap that appears on the battlefield.

Special Abilities: none



Vehicle: Raider
Weapon: Plasma Cannon
Targets: Air and Land

Use: When equipped with Camouflage, this reconnaissance unit can be very effective in penetrating enemy bases.

Special Abilities:

Abominable Camouflage

This camouflage system lets the Raider take on the look and behaviour of a native Abominable. Enemy units will not be able to tell the difference.



Vehicle: Twister
Weapon: Plasma Cannon
Targets: Air and Land

Use: Used to move Land troops into regions of difficult access.

Special Abilities:

Teleport

Allows the Twister to instantaneously move to a new location, regardless of the distance. All the vehicles being carried by the Twister are teleported as well.



Vehicle: Electro
Weapon: Gauss Cannon
Targets: Air and Land

Use: The Electro launches bolts of electricity at its enemies.

Special Abilities:

Steal Energy

This system allows the Electro to absorb energy from a building. While decreasing the energy available in the Energy Net to which the building belongs, this process also recharges the Nova wave.

Nova

Nova is an energy wave that sweeps the battlefield causing damage to buildings and Land vehicles in a radius around the Electro.



Vehicle: Tempest
Weapons: Independent Gamma Cannon, Auto-Tracking Gun
Targets: Air

Use: The Tempest is a deadly anti-aircraft unit with the ability to attack multiple units at the same time when equipped with the Auto-Tracking Gun.

Special Abilities:

Auto-Tracking Gun

Accessory that allows the Tempest to launch multiple projectiles and attack several aerial targets at once.

Quad Damage

This system temporarily quadruples the Gamma Cannon's power, greatly increasing the damage caused by the Tempest.



Vehicle: Avenger
Weapons: Laser Cannon, Photon Torpedo (when researched)
Targets: Air and Land (when researched)

Use: The Robot's chief air-to-air unit, the Avenger uses Laser Cannons to destroy aerial targets. When equipped with Photon Torpedoes, the Avenger becomes capable of destroying ground targets.

Special Abilities:

Photon Torpedo

When Photon Torpedo launchers are added to the Avenger, it gains the ability to target land-based units and buildings.

Force Field

When activated, the Force Field temporarily absorbs attacks that would normally damage the hull of the Avenger. Although it can be totally consumed during an attack, the Force Field can be recovered with time.



Vehicle: Chaos
Weapons: Cannon
Targets: Land

Use: The Chaos unit is equipped with a cannon that launches a massive projectile. When the projectile hits its target, it breaks into smaller pieces that damage surrounding targets.

Special Abilities:

Radioactive Cloud

When equipped, The Chaos can produce a Radioactive Cloud capable of doing great damage to units in its area of effect.



Vehicle: Thunder
Weapon: Sonic Modulator
Targets: Land

Use: The Thunder's Sonic Modulator sends out a sonic wave doing massive damage to units in its area of effect. Treated as a bomber, this aerial unit may only attack land targets.

Special Abilities:

Amplifier

When activated, Amplifier temporarily increases the damage caused by the Thunder's sonic wave attack.

Force Field

When activated, the Force Field temporarily absorbs attacks that would normally damage the hull of the Thunder. Although it can be totally consumed during an attack, the Force Field can be recovered with time.



Vehicle: Incinerator

Weapons: Independent Laser Cannon

Targets: Land

Use: Used for ground combat only, the Incinerator uses a laser to fry targets to a crisp. Its Independent Laser Cannon allows it attack while moving.

Special Abilities:

Incinerator Ray

The Incinerator Ray is a powerful laser weapon that can destroy any ground unit with only one shot.



Vehicle: Apocalypse

Weapons: Seeker Missiles

Targets: Land

Use: With tremendous range, the Apocalypse fires multiple devastating Seeker missiles at its targets. If the target is destroyed, the Seeker missiles will locate and attack the nearest enemy.

Special Abilities:

Force Field

When activated, the Force Field temporarily absorbs attacks that would normally damage the hull of the Apocalypse. Although it can be totally consumed during an attack, the Force Field can be recovered with time.

Constructions



Name: Control Centre

Use: Main Robot base installation. It can be used to process ore and produce Morphers and Marauders.

Special Abilities:

Hologram

When activated, a Hologram of any unit can be created. Although the Hologram is incapable of damaging enemy vehicles, it can be used to confuse enemies and draw fire from enemy units.

Clone

Cloning allows the Robots to make an exact duplicate of any unit.



Name: Tech Centre

Use: This building is used to research technological advances.



Name: Information Centre

Use: This building is responsible for conducting espionage missions. Actual missions are undertaken by computer viruses that infiltrate enemy systems. The viruses must be generated before the mission is ordered.



Name: Recycling Base

Use: This multi-purpose installation repairs Robotic units and recycles units that are no longer needed, turning their raw materials into credits.



Name: Basic Factory

Use: This building allows the production of Morphers, Marauders, Raiders, Twisters, Electros, Tempests and Avengers.



Name: Advanced Factory

Use: This building allows the production of Chaos, Thunder, Incinerator and Apocalypse units.



Name: Defence Cannon

Weapon: Laser Cannon

Targets: Land

Use: Defence Cannons are a critical component of base defence, but are only able to attack land units.



Name: Anti-Aircraft Cannon

Weapon: Laser Cannon

Targets: Air

Use: Anti-Aircraft Cannons are a critical component of base defence, but are only able to attack aerial units.



Name: Mining Facility

Use: Responsible for the extraction of ore from Ore Mines. Marauders are needed to transport ore from Mining Facilities to a Control Centre or Purification Plant.



Name: Purification Plant

Use: This building is dedicated to the processing of ore collected by Marauders. After being refined, the ore is converted into credits.



Name: Ore Assimilator

Use: Slower than a Mining Facility, the Ore Assimilator combines the functionality of the Mining Facility and the Purification Plant, eliminating the need for Marauders.



Name: Solar Collector

Use: Supplies energy to other constructions. The production of energy varies with altitude, and can be improved by building Solar Collectors on higher ground.



Name: Radioactive Generator

Use: Supplies energy to other constructions. Radioactive Generators produce far more energy than Solar Collectors, but become dangerous to units and buildings when severely damaged.

Robots Researches Tree - See Appendix 2

CHAPTER 12 – CHARACTERS



Name: Brad Maxwell.
Age: 36 years old.
Personality: War hero, young and cocky.
Occupation: Lieutenant of the World Council

Current Status: He was recently named Commander of the Special Counter Terrorism Group.



Name: Robert J. Kaminski.
Age: 59 years old.
Personality: Authoritarian and violent.
Occupation: General Officer of the World Council.

Current Status: World Council Supreme Counsellor. Until a few months ago he was the Defence Counsellor, but took over the World Council when a state of emergency was declared on Earth.



Name: Carl Eberhardt.
Age: 45 years old.
Personality: Ambitious and Machiavellian.
Occupation: Owner and President of Mechatronics, Inc.

Current Status: Mechatronics, Inc. is the largest technology firm on Earth, specialising in robotics technology.



Name: Pablo Morales
Age: 41 years old.
Personality: Revolutionary and idealist.
Occupation: Leader of the Liberty Army.

Current Status: Morales organised a rebel army to fight the domination of the World Council. He recently published the Liberty Manifesto, which made his a household name overnight.



Name: Peter Makenzie.
Age: 33 years old.
Personality: Persistent and loyal.
Occupation: Lieutenant of the World Council

Current Status: Responsible for the Special Counter Terrorism Group's Explosives Division, Makenzie has never been adept at concealing his dissatisfaction with the attitudes of his superiors.



Name: Joseph Taylor.
Age: 62 years old.
Personality: Extremely intelligent and dedicated, however a little absent-minded.
Occupation: Scientist, Ph.D. in Genetic Engineering.

Current Status: Responsible for genetic research related to the Outlive Mission. Dr. Taylor has been known to get lost in his own scientific thoughts at times.



Name: Claude Lineaux.
Age: 41 years old.
Personality: Extremely submissive and weak.
Occupation: Dr. Joseph Taylor's Assistant

Current Status: Though Dr. Lineaux is a respected scientist, he has lived in Dr. Taylor's shadow for most of his career.



Name: Mary Anne Harley.
Age: 30 years old.
Personality: Determined, perfectionist. Very attached to her father, Dr. Mark Harley.
Occupation: Scientist responsible for the development of robotic technology at Mechatronics, Inc.

Current Status: She recently took over the chief research position at Mechatronics. Her father, Dr. Mark Harley, occupied this position until he disappeared mysteriously.



Name: Dimitri Karpov.
Age: 74 years old.
Personality: Experienced and Conservative.
Occupation: Leader of the Independent Force.

Current Status: He created the Independent Force because he didn't agree with the domination of the World Council nor with the way the Liberty Army has defended its own ideology.



Name: Mercenary (her real name is unknown).
Age: 28 years old.
Personality: Aggressive, ambitious.
Occupation: Leader of a mercenary group.

Current Status: Her troops were recently seen near bases belonging to the World Council.



Name: Pedro Oliveira.
Age: 26 years old.
Personality: Clumsy and cowardly.
Occupation: Sergeant of the World Council.

Current Status: He was recently given the task of guaranteeing the security of Dr. Taylor.



Name: Procyon.
Existing Time: 45 days.
Personality: Programmable.
Occupation: Possible Commander of the Outlive 1 spacecraft.

Current Status: It is in the testing phase.



Name: Argus.
Existing Time: not yet built.
Personality: Programmable.
Occupation: Possible Commander of Outlive 2 spacecraft.

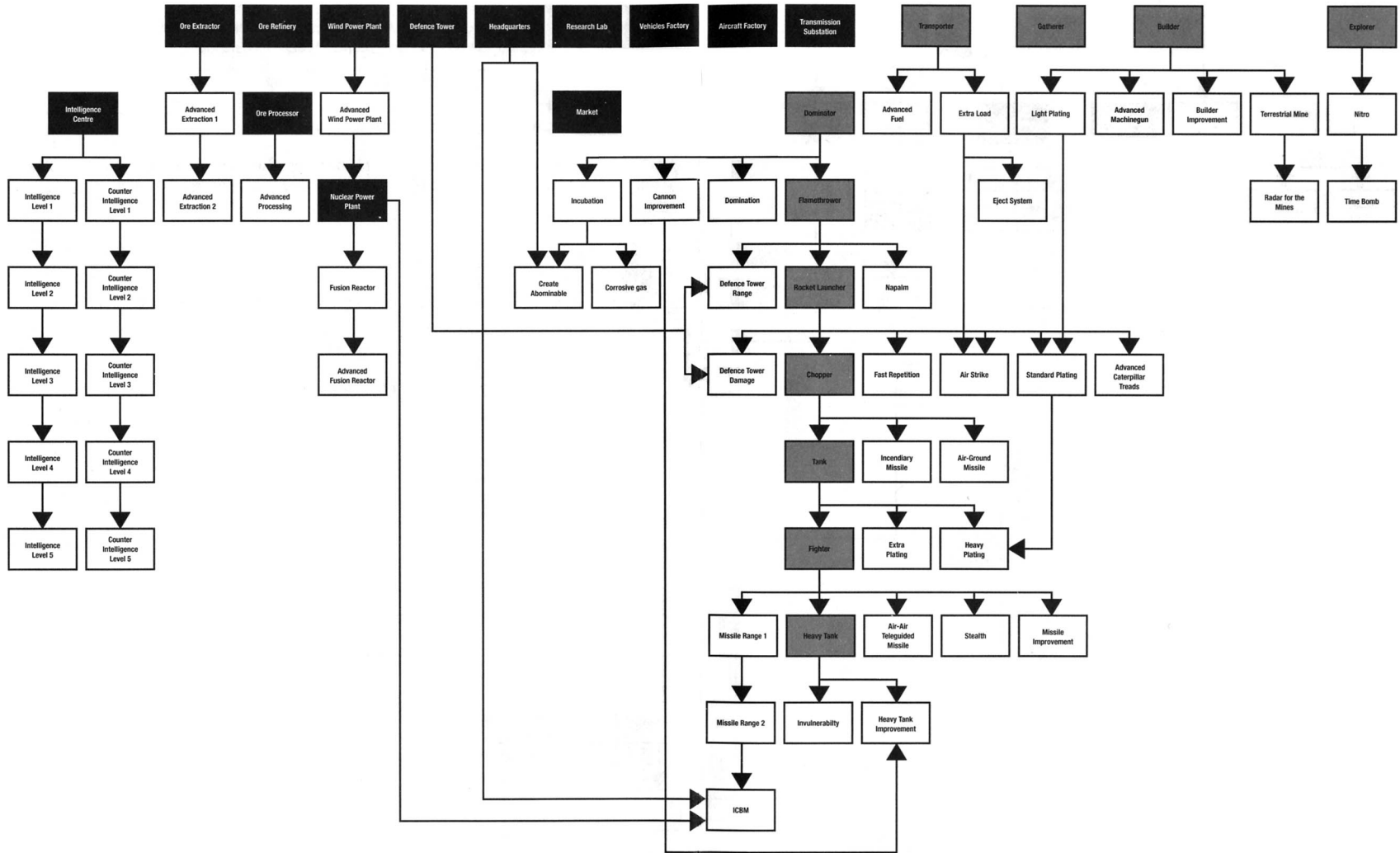
Current Status: Still under construction. Testing will begin soon.



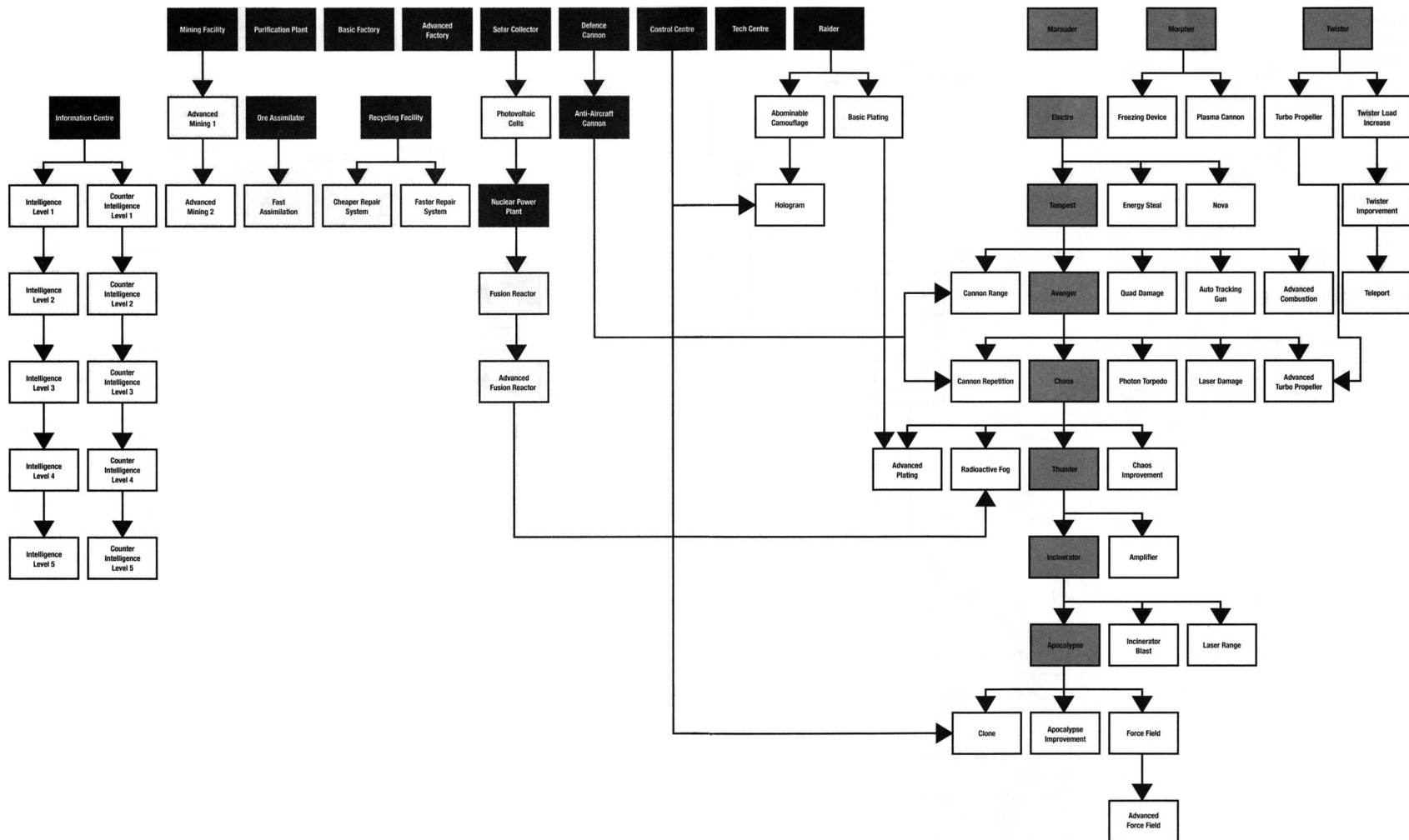
Name: Draco.
Existing Time: not yet built.
Personality: Programmable.
Occupation: Possible Commander of Outlive 3 spacecraft.

Current Status: Its architecture is now totally projected and assembly will start soon.

APPENDIX I HUMANS RESEARCH TREE



APPENDIX I ROBOTS RESEARCH TREE



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