Uropa_Guide

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Contents

Chapter 1

Uropa_Guide

1.1 UROPA^2 release 2.0 documentation

Uropa^2 - The Ulterior Colony

ShareWare Release 2.0

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1.2 Introduction

Welcome to Uropa^2.

Uropa^2 is a combination 3D isometric and 3D light sourced vector game which is based on the moon of Uropa. Battle the evil Kapones and seek out the mastermind of their operations!

Good Luck....

1.3   Background

During the interstellar wars against the alien invasion forces, a vast majority of earths colonies sustained major damage to their structures and defence systems. The invasion force was repelled at great human loss, the earth colonies were slow to develop to their former civilized position.

To prevent such wide spread destruction from being forced upon the Earth colonies, they banded together with mother Earth to form a peace keeping force. This peace keeping force is known as Intercorp.

Intercorp is the military arm of the Earth Colonies and is funded by a user pay policy. Any action that Intercorp engages in, is paid for by the colony or colonies making the request.

Intercorp is structured into three main Task Forces. The Central Task Force is made up of Humans and Intelligent droids known as Tekites. The Humans are the command and both Humans and Tekites provide the main attack and counter attack forces of Intercorp. The Key Task Force is made up of intelligent droids known as Kapones. The Kapones provide ongoing defence at major or important installations owned by the Earth colonies. The third section is the Centurion Task Force. It numbers 100 of the elite Tekites. You are the newest addition to the Centurion Taskforce.

The Centurions are a covert strike force which are mainly used in covert intelligence operations or tactical strikes against enemy installations prior to the Central Task Force arrival.

The colony of Uropa^2 is based on a small moon revolving around the planet of Jupiter, at one time known as Europa. The moon was almost destroyed during the wars, but due to the rich resources on the moon, the colonists re-built the moon and renamed it Uropa^2. The moon is situated on the outer reaches of the Earth controlling zone and because of its strategic position, has been set up as a major link in communications and detection of hostile fleets entering the zone.

There are twelve bases, scattered across Uropa^2 , which are networked together providing a unique system of integration. Each base is capable of space and sub-space surveillance at different detection levels. Only the central communication base, Castalia, is capable of direct contact with Intercorp.

Uropa^2 detection systems were placed under the control of human colonists. These colonists have no weapons or defence training and as a result of their peaceful nature, the protection of the colony was charged to Key Task Force of Intercorp. From suspected reasons of greed, the Key Task Force on Uropa^2 has rebelled against Intercorp and has gained command of the moon. Communications with the moon have ceased and the fate of the colonists is unknown. The Kapones are acting as mercenaries for one of Intercorps interstellar enemies and have been tasked with the destruction of Uropa^2.

1.4   InterCorp Briefing

Time: 2200 hrs Wednesday 17th June 2099.

Phase-I: Intercorp has been actioned by the Uropa^2 colony to regain control
of their moon and destroy the rebel Kapones. Phase-I of the operation commenced
with the sending of six Covert Tekite Operatives (C.T.O's) from the Centurion
Taskforce onto the moon to gather forward intelligence for the following two phases.
At 0200 hrs, four of the C.T.O's were transported back on board this Star Cruiser. The
fifth Centurion has been stranded on Uropa^2 and is the subject of Operation Nomad.
Contact was lost with the sixth C.T.O. and it's now known that he has been captured.
As a result of the intelligence gathered during Phase-I, the operations have
been planned for phase 2 and will commence at 0000 hrs. on the 18th.

Phase-II: The remaining Tekites from the Centurion Taskforce will be
transported down from this Star Shifter Cruiser to the moon of Uropa^2 below us. Each
Tekite has been given a series of Tactical Operations to perform, the details of these
operations are contained in your personal Operations Folder.

These strike operations are aimed at the Kapones communications and command. Success
of these operations will weaken the rebel Kapones defences and lower their moral,
making the final major assault, Phase III, easier to complete. The details of
Phase 3 will not be shared with the Tekites in the Centurion Task Force in case of
capture and data interrogation.

Your Prime Directive is:

To rescue as many of the colonists as possible from each base. They should be returned
to this Star Cruiser via the main transporter room in each base. This is necessary so
that they may be returned to their normal functions on Uropa^2 once the battle for its
control has been won.

To destroy all Kapone Commanders within each base. If you fail to do this,it will make
phase 3 of the battle more difficult and result in the loss of more Tekite and human
lives.

Tekite Bluebeard, you will commence your mission in the main transporter room on the
base of Castalia. Your first operation is "Blackout" (refer to Operations Folder).

It is necessary that you complete all operations and any further operations that maybe
communicated to you as you progress.

Always remember your prime directive!

You have been supplied with a laser sword for use in stunning the Kapones, but it will
be necessary to obtain more powerful weapons in your quest to complete your assigned
operations. These weapons can be purchased from Armoury rooms within the bases. The
Colony will debit you as operations are successfully completed.

For travel between bases, we have managed to obtain an Eagle-V hovar. It
appears to be in good working order and should enable you to travel to any base or
sector required by operations. You need all your skills to survive any enemy attacks
however.

Good luck, and... Be careful out there.

1.5   General Specifications

The game is divided into two main sections.

First, each base on the moon is represented by 3D isometric graphics. The view will

be of you in each room as you wander around the base. Each base is located under

ground and can only be entered by transport from a floating base station on the moons

surface.

The second section involves the moons surface. It is represented by 3D vector light-

sourced graphics. The view will be from inside your Hovar vehicle looking out. This is

the only way to travel from base to base.

Each base station on the surface provides the link between a base and your hovar.

Transportation from a base to the base station will enable you to replenish your

hovar before embarking on base to base travel.

Dashboard Display The status bars

Dashboard Icons What they are and what they do

1.6   Dashboard Display

There are two status bars, one on the left and one on the right of the dash. The left

bar indicates your current energy level. When full it will be a complete long green

bar. When your energy reaches a critical low level it will begin to flash red. If this

occurs, it's time to bail out of any battle you are fighting as death is imminent!

The bar on the right indicates the temperature status of the current weapon you are

carrying. When it reaches minimum effectiveness it will begin to flash red and the

fire rate will slow until it cools down again.

1.7   Dashboard Icons

There are six operational icons on the dashboard. These icons are selected by clicking

on them with the mouse or by using the matching keyboard function keys.

See Game Controls

The icons going from left to right on the dash are;

Communications Messages sent to you

System Functions Various functions (load game etc..)

Weapon Inventory What weapons you have

Weapon select Current weapon select

Inventory What items you have

Map Where you are

1.8   Communications

Selecting this icon will bring up a display of all the current messages you have

received. These may be internal or external messages depending on how you obtained

them.

This icon will flash when an external message has been received, this will also be

accompanied by a ringing sound if it is a priority message. Simply click on the

gadget to bring up the communication window. The left list of names refers to the disks

or broadcast messages to read. If the message is from a message disk, then it will say

"DISK". If the message is from a broadcast reception, then it will say

"BCST". The number after each of these refers to the date stamp associated with

that message.

Selecting one of the messages in the list will be highlighted and the message will be

displayed in the read area on the right. You can use the gadget scroll bar and up/down

gadgets to view long messages.

The dashboard icon layout is here.

1.9   System Functions

General Information Main system window

Load Save Load and save gadgets

Preferences User settings

Operation Folder   Covert operation information

Personal Modules Personal enhancements

1.10   General Information

This icon will bring up the information window. This window displays information

regarding your general status on the left and the personal modules you are currently

using on the right. The information supplied is as follows;

· Current Location

Whilst in a base this will tell you of the current base

name. If you are on the surface then the type of

Hovar you are currently in will be displayed.

· Current room

The name of the room you are currently in. If you

are on the surface then your current sector location

will be displayed instead.

· Intercorp Credits

The amount of credit you have earned. You must

have a credit card before you can collect and use

credits. Some computer systems will not function

until you insert a credit card.

· Data Downloaded

The amount of data that you have downloaded

from enemy droids.

· Operation Time

This is the amount of time you have spent on the

current operation.

· Time left

The time you have before Phase III commences

(refer to briefing). All your allotted operations must

be completed before Phase III commences.

· Current legal status

Your current legal status could either be "lawful",

"rogue", or "criminal". Inadvertent shooting of

colonists will bring about a "rogue" rating.

Continual killing of colonists will inevitably bring the

wrath of other Tekites upon you.

· Colonists left

The current number of colonists left in the base to

rescue.

· Commanders left

The number of Kapone Commanders left in the

base to destroy or capture. Generally there will

only be one Commander per base.

The dashboard icon layout is here.

1.11   Load Save

Selecting either of these gadgets will bring up a file requester. This allows you to

save or load the game at its present stage. Note that the game play still continues

while the requester is displayed.

Games maybe saved anywhere and almost at any time. You can not save your game

while in the base station or playing HovarWars.

Every game file is saved with it's own icon.

1.12   Preferences

Selecting this gadget (or pressing the "O" key) will bring up the preferences window. You can control some in-game functions such as the sound effects and your Centurion name. The default name is "Bluebeard".

No Background Music/Fx turns off all music and background effects.

Background Music will play a music file instead of background effects. You can supply your own music files to play if you wish. To play these, you need to use the preferences program.

Background FX plays different effects depending on what room you are in.

Use Sound FX allows all explosions and weapons sounds to be heard. This option is independant from the background sounds.

Non-active window pause mode is used whenever you want to switch to the Workbench screen and automatically pause the game. When you click the left mouse button in the game window, the game will resume.

Close window on move is used to quickly close a window down whenever you move. If de-selected, a window will remain open while you move. This can be of a benefit on the surface while using the map.

Alternate control provides the player with a 30° rotation of the controls so that the forward of the joystick or keyboard equivalent will move the player directly upwards on the screen, rather than the default move to the top-right. Other directions are rotated accordingly.

Detail Low-Ultra selects the detail level of 3D objects in the surface section. You should select this before going to the surface.

Render accuracy enables or disables the dither mode for 3D objects.

Twinkling stars enables or disables twinkling stars on the 3D backdrop.

Backdrop scenery enables or disables the backdrop on the surface.

Object lights enables or disables flashing lights on hovars and buildings.

1.13   Operation Folder

This gadget (or pressing the "f" key) will give you access to your personal operations folder. The operations folder is divided horizontally into two areas. The upper area displays a list of operation names to select, the credits you have earned per operation and the status of each operation. The bottom area displays the operation details of the selected operation.

To select an operation to read, move the mouse pointer over the operation name and press the left mouse button. This will highlight the operation name and display the details of this operation in the lower area.

The status of an operation is either "Incomplete" this indicates that not all

objectives for an operation have been completed. "Complete", indicates all

objectives have been met and the operation is finished.

Lastly, "Failed" this means that an important objective can no longer be

completed due to some action or in-action on your part.

If an operation has failed it may be possible to complete the remaining objectives

and still earn some credits for the operation, but the amount of credits will be far

less and the status will still remain as "Failed".

Pressing the "Objectives" gadget on the bottom right of this window will display

the main objectives necessary to complete the currently selected operation.

1.14   Personal Modules

On the right hand side of the system window is a section which has six small module

slots (black squares). This is where your personal modules will be inserted as you

collect or purchase them. By double clicking on any of these modules with your left

mouse button, a red square will appear around the module (indicating it's selected)

and a small window will appear giving a short description of this module.

There are six different personal enhancement modules that can be attached to you.

These are;

· Room sensor

Used to indicate if there are any objects within the

current room which can be collected.

· Energy enhancer

This module will decrease the energy drain when

being attacked.

· Energy regenerator

This module increases your energy at an

accelerated rate.

· Optic enhancement

The optic module increases your perception of

holographic images.

1.15   Weapon Inventory

This icon will bring up a window containing your current inventory of weapons, weapon

enhancements and rounds of ammunition.

The top row of selection boxes can each contain a weapon. The small indent bar above

each of these boxes indicates the amount of effectiveness the weapon has. The bar below

each of these boxes indicates the rounds of ammunition that weapon contains.

The second row of six selection boxes can each contain up to nine weapon enhancement modules. Each of these modules can be attached to any of the weapons in the above row. To add a weapon enhancement to a weapon, you click on the box containing the enhancement, and by dragging the mouse whilst holding the left mouse button down, you move the icon image of that module over to the weapon you wish to enhance. Simply let go of the left mouse button once you have the enhancement icon over that weapon, it will then be attached to that weapon.

Each weapon may be reloaded with ammunition via the reload button at the bottom of the window. Simply select the weapon you wish to reload by clicking on it's box, then press the reload button.

The dashboard icon layout is here.

1.16   Weapon Select

Each weapon container in your weapon inventory can be selected for use by clicking on this icon. Next to each of these icons will be a number referring to the amount of ammunition left in that weapon, except for the laser sword (the weapon given to you by default), which uses no ammunition as such.

The dashboard icon layout is here.

1.17   Inventory

Selecting this icon will bring up the inventory window. This window contains all the objects you carry in the main inventory hold. Each box in the window can contain one object that was either found or bought.

Selecting an object in the inventory will cause a simple descriptive text to be displayed in the bevel text box towards the bottom of the window. Once an object is selected, you may then proceed to use, insert or drop that object.

Insertion of most objects can only be achieved by being physically next to a computer with special object access. In most cases, a message will be displayed within the window if an error occurred during insertion. If you are not next to a computer or accessible device, then the insertion gadget will be disabled.

Using an object is more commonly done with objects that have a special interface, such as the T.E.D. (Timed Explosive Device) or the LockPik Device. See

Battling and Weapons. Any object that can not be used, will bring up an error message.

Weapons Canisters (blue Canisters), and Weapon Enhancement modules (yellow Canisters) will automatically go to your Weapons inventory when they are collected. However if

you already have that particular weapon or nine of the same enhancements, then the

canister will then go to this main inventory hold. Later, when there is room in the

weapons inventory you can select any of these Canisters, and then pressing the use

button will cause the item to be transferred to your Weapon Inventory

ready for use.

Personal Enhancement modules (red Canisters) also automatically go to the module area

on you general information window unless you already have this module.

Objects can be dropped just about anywhere. If there is no space to drop the object,

then the drop gadget will be disabled.

Note: By dropping the T.E.D., you actually activate the device and the

timer commences. Be careful...

The dashboard icon layout is here.

1.18   Map

Activating this icon will bring up the base map window while inside a base or a

surface map while in your hovar vehicle.

Base Map: This window will display the current map of the base you have

currently explored. You can zoom in and out using the In/Out gadgets. The

Centre gadget will re-draw the map with the room in the centre of the map

being the current room you are in. You can scroll around the map area by moving the

mouse pointer about the map and pressing the Left mouse button as the pointer changes

into one of eight different directions. The size of this scroll area depends upon the

amount of the base area you have explored. Selecting the find button will bring up a

string requester for you to enter a name. You may enter a room name to search for,

the name can be complete or just the first couple of letters. When you the return

key the map will be centred over the room, however this will not locate rooms that

you have not already been to and are visible on the map. SetMark and ClearMark

are all disabled whilst in the base.

Surface Map: The surface map is similar in operation to the base map. All of

the known sectors are displayed here and may update depending on what new places you

discover. The SetMark gadget is used to mark a position on the map to be

used as a reference point. The ClearMark gadget clears the reference point from

the map.

The dashboard icon layout is here.

1.19   Base Rooms

Throughout the bases on the moon, you will encounter many different types of rooms.

Here is a description of some of the more common types of room that you will find;

Transporter Transport and translink rooms

Supply Buy items to help you out

Security They are there for a reason

Living Quarters Colonists home away from home

Generator Control Oxygen supply control

Generator Oxygen generation

IEC Sell information for credits

Armoury Buy weapons to help you out

1.20   Transporter

The first room you will start at will be the transporter room. From this room you can travel to the Base Station (on the surface) or to any other translink rooms. To transport, you need to access the transport computer located in the room. Use the access gadget when the transport window appears and select you destination. Once the transporter starts, you should hear the sound of the transporter device working. You must be standing in the centre area defined by the circular pad to be transported.

You may transport any creature/droid using this device.

1.21   Supply

Most bases will have a supply room from which to purchase miscellaneous goods. These rooms will contain various items from food to personal enhancement devices. To use buy goods from this room, you need to have a U.C.C. (Uropa Credit Card). Insert this card into the supply computer to get access to the supply menu. Supply menu will list the item types available in the current room. Selecting one of the item types will then bring up a sub-menu which will list all the items of that type with the prices and quantity available. Selecting on each item will add one to the amount you want whilst subtracting the quantity left. The total price will increase accordingly.

You may either accept the order or cancel at this stage. Once an order has been accepted, the items will be placed in your main inventory and credits deducted from you credit card. If there is no room left in you inventory for these items, then an error message will appear.

1.22   Security

Each base has areas which require security access. The doors could either be locked or
unlocked according to the security computer status in the room.
If a security door is locked, you can either walk through by having the base ID card
in you possession, by blowing open the door, or by using a Lock pick device.
Once inside the room, accessing the security computer will allow you to lock or unlock
the doors. Colonists will only come through these doors if they are unlocked, whereas
Kapones have security access to most of the rooms in the base.

1.23   Living Quarters and Workers Quarter

These rooms are quite common and are the places where most colonists will be found.
They may contain objects hidden by the colonists when the base was attacked and by
searching all the objects in a room, you may find something which could be of use.

1.24   Generator Control

The generator control room is usually guarded by some Kapones. These Kapones will have
to be destroyed before accessing the control computer. Once you access the computer,
you may need to enter a generator control code found on the appropriate key. This key
may be given to you, or hidden somewhere within the base.
Once you enter the code, you will have access the control menu. If the generator
is working, then you can enable it, by selecting the Enable Generator option.
If it is not working and requires repair, you can select the Examine Generator
option. This will give a detailed examination of the generator sections and a report
on the findings. Once you have determined the fault(s), you will need to repair the
unit, and then return to this menu.

1.25   Generator

The generator unit powers the surveillance systems for the entire base. The repair of
these units is vital to the success of the overall set of operations.
The generator may be faulty and require repair. You may need to find the fault by
accessing the control computer in a nearby room. See Generator Control Once
the fault has been determined and you have worked out the object(s) required for
repair, you may insert them into the unit to activate the auto-repair sequence.

1.26   Intelligence Exchange Center (IEC)

These rooms contain computer units which let you gain credits for information. It is
a U.C.C. Device and therefore requires the insertion of a credit card. Any
information you have from downloaded droids can be uploaded into these computers.
To upload data, you must have first Downloaded Data. Most bases will give
around 1 (one) credit for each megabyte of data uploaded.

1.27   Downloading Data

Data can be downloaded from most droids once they have been stunned. See Laser Sword .
Access to a droid after stunning will bring up the download window. Select the start
gadget to initiate to download procedure. As the data is transferred, a bar indicates
the progress.
Once the data has been downloaded, the droid may be destroyed by minimal shots to its
shell.

1.28   Armoury

The armoury room is similar in operation to the Supply room. By
inserting your credit card, you may access the available items for purchase. Once
these items have been selected from the menu, they will appear in the weapon holder
units nearby.
To pick up the objects from purchase, you need to access the appropriate holder and
take the objects inside. If your inventory is full, you will get an error message.

1.29   Base Game Fighting

Uropa^2 is not just searching and thinking, it also requires a certain physical skill
so that you may succeed.

Battling and Weapons The hard stuff

Weapon Enhancements Extra items to make it easier

1.30   Battling and Weapons

Battles are the most predominant occupation for the Tekite droid. The better the
weapon(s) a Tekite has, the greater the chance of defeating the Kapone empire. If
you are having difficulty surviving battles then try looking at the Hints & Tips
section.

Laser Sword: This is the weapon that all Centurions have built in. It is a
simple weapon and is one of the few that can cause droid stunning. It uses low power
and provides an effective means of destroying Kapones. This weapon is a single beam,
chest firing weapon with a short range.

The sword supplies an electrical charge to its tip, this can be used to damage the
control of enemy droids. When droids are damaged they will become erratic in their
movement for a short time. If you continue to use the sword on them in this state
you will eventually destroy their internal circuitry causing them to become inactive.
When they are in this state, you may access their download circuitry and perform a
Data Download.

Phaser Gun: The phaser gun is a fast single shot firing gun that supplies
short phaser blasts from the chest centre. It is a longer range weapon and has more
power in its shots than the sword but is not able to stun, only destroy. It can be
quite useful when fully enhanced.

Blaster: The blaster is a very good weapon for quick battles. It uses a twin
firing mechanism from the Tekites arms and is best used with both shots lined up on
an enemy. It has far more power then a phaser but over-heats quicker. This weapon will
quickly dispose of most enemy droids.

Mega Blaster: The Mega-Blaster is a similar weapon to the blaster but fires
five blasts at a time in a spread fashion. This is very useful when attacking or
defending against multiple enemies. However care should be taken if you have allies in
the same room as they spread effect may hit them.

Flame Thrower: This weapon will fire a blast of flame from both arms. It is
very effective in short range combat destroying most enemy very quickly. However,
without a heat resistant barrel it is only usable for a few shots. It is also limited
by range. This weapon is better against aliens that can feel pain rather then metallic
droids.

Disrupter: The disrupter fires a ball of plasma from the Tekite. This will
have a similar effect on the enemy as the sword. However the disrupter is a long range
weapon and far more powerful. It is quite capable of damaging a Kapones circuitry with
a single hit.
This weapon is most useful in stunning Kapones for access.

FPL: The weapon fires a twin laser bolt in very rapid time.This weapon when
fully enhanced is probably the most effective weapon you have to choose from. However,
keep an eye on your ammunition when using this.

Rockets: The Tekite is capable of rocket fire similar to that of the Kapone
warrior. You have an advantage in that you can fire twin rockets. This weapon is the
most powerful one available and also the most drain on ammunition.

1.31   Weapon Enhancements

There are six different weapon enhancements. Any combination or all of these can be
added to any droid weapon. Also most of these enhancements can be added to your Hovar
weapons although there are a few restrictions. Adding enhancements to a weapon is
explained in the section Weapon Inventory.

Some of these are;

· Auto-Fire

This will enable the weapon to fire continuously by
holding down continuously on the fire button.
Without this added, it will be necessary to
continually press the button for a weapon to fire.

· Weapon Coolant

This enhancement allows the weapon to cool down
a lot quicker.

· Heat-resistant barrel

This enhancement will stop the weapon from
heating up quickly. It allows more shots to fire
before the weapon starts to over-heat.

· Booster

Adding this enhancement will increase the hitting
power of a weapon.

· Automatic sight

This enhancement when added to a weapon will
restrict the weapon from firing when a friendly
(Colonist or other Tekite) is targeted. This
particularly useful for a weapon like the
mega-blaster which can sometimes hit a friendly
droid with its plasma spread.

· Green energy

This enhancement will increase the efficiency of a
weapons use of ammunition. The amount of
ammunition used will be halved for that weapon.

1.32   Base Station

Each base station floats above its corresponding base which is buried deep underground.
Each station, based on the Elderado series, contains holding bays for hovar
vehicles, maintenance depots and supply terminals.

By moving the mouse over the presented screen, you can select one any of three actions

that may be performed whilst in a base station.

These are;

· Beam down to the base below. Your hovar is left in the

base station while you go about your operation.

· Go to the station foyer. Here you can buy weapons, collect

objects left by transporting colonists and check various

systems status. See Elderado Computer

· Transport your hovar down to the surface for travel to

another base.

While on the moons surface, all that is required to beam into a base station is to

position your hovar under a base station, come to a complete stop and wait for a few

seconds. The transporter needs a steady subject for matter transformation.

1.33   Elderado Computer

All computer systems within Elderado stations are networked to the base

station underground. From these terminals you can access the following menus;

· Access Hovar Supply

If you need to buy weapons or ammunition for your

Hovar,then use this menu.

· View Hovar status

Select this menu to view the current status of your

Hovar vehicle, prior to departing the station. It is

advisable to do so before leaving as the vehicle

may be sabotaged during the Phase II operations.

· View Hovar Weapons Status

This will display the weapons fitted to your Hovar.

· View Kill sheet

A log of all kills performed during the game are

shown here for your information. This is broken

down into "Droids" destroyed and "Hovars"

destroyed.

To leave the Elderado foyer and return to the Hovar room simply move towards

the open edge of the room and you will appear back to the view of your Eagle-V.

1.34   Surface Section

The surface section of the game is your means of travel from one Base to another.

Your view will change to first person perspective as you fly about in your

Eagle-V Hovar.

Surface Dash A modified dashboard

Heads-Up Display Helpful control unit

Surface Game Fighting Battle details

Surface Objects What you may find on the surface

EAGLE-V Weapons System Weapons available to you

1.35   Surface Dash

The dashboard for the Hovar is quite similar to the dash used in the base

section. However, a large radar has been added to the centre of the dash.

There are four indicator LEDs in this part of the dash, two on each

side of the radar;

· Upper left LED

Spare bulb when the other LEDs don't work...

· Upper right LED

Base sector detection. When in a base sector, this

led will be activated.

· Lower left LED

Enemy missile detection. This led will activate

when an enemy missile has been detected and is

tracking your hovar.

· Lower right LED

Low fuel detection. This led indicates that your

hovar is low on fuel and that you should find a

base station and re-fuel.

1.36   Heads-Up Display

The Heads Up Display (HUD) appear centre screen just extending above the dash.

The HUD is only available during front view and will turn off when viewing left/right

or rear. The HUD can also be turned off for the front view by pressing the "H" key.

The HUD supplies three pieces of information, a scrolling strip on the top of the HUD

displays the current direction of travel in a 360° format, there is also four letters

on the strip indicating "N" North, "E" East, "S" South, and "W" West.

The left vertical bar with the letter "V" at the top is the Hovars current velocity,

the right vertical bar with the letter "F' at the top is the amount of fuel being

carried by the Hovar.

1.37   Surface Game Fighting

The Eagle-V Hovar does not have the ability to be invisible to radar, therefore
you will often be attacked by enemy hovars when flying on the surface. Usually, you
will not be aware of enemy hovars until your radar system picks up incoming laser fire.
Most of the enemy hovars are fitted with laser cannon only and do not have the
awesome weaponry available to the Eagle V. However some of the enemy do have
a variety of guided missiles at their disposal.

See EAGLE-V Weapons System

1.38   EAGLE-V Weapons System

The Eagle-V can be fitted with 8 weapon types, some of these weapons employ
auto-targetting of hovars. To use auto-targetting you must first be in forward view
with the H.U.D. enabled. The H.U.D. will auto-target the nearest hovar within the
H.U.D. display and within firing range. The detected hovar will then have a yellow
diamond drawn around it. To select that hovar as a target, press the "T" key and the
yellow diamond will turn red. Also, the name of the detected hovar will appear in the
top left corner of the viewing screen.

A missile can now be launched by pressing the fire button (or return key or "A' on the
keyboard). The hovar will remain targetted whilst within range, but doesn't have to
be within view. If the selected Hovar moves out of range, you will lose target
selection.

To de-select a target, press the "T" key again and the red diamond will disappear
allowing you target a different Hovar.

The eight weapons available are:

Laser: This weapon is supplied at the commencement of the game. It is a
direct firing weapon meaning that it will fire a laser bolt in the direct line the
hovar is facing. This weapon is quite satisfactory especially when enhanced.

HS 1200 Missile: This is a heat seeking guided missile. As with both types
of missiles it can not be launched until an auto-target has been selected (see auto
targetting above). This missile is a very fast missile with a destructive payload.
The missile follows its target using heat seeking technology. This is not as accurate
as laser guidance but is much cheaper. This weapon is best used to destroy stationary
ground targets or hovars flying in a fast straight line.

LG 0500 Missile: This is a laser guided missile and uses the same method of
targeting as the HS 1200 Missile. This missile has a very accurate targeting system
and is quite useful in dog fight situations. Its destructive payload is not as
powerful as the HS 1200 but it should be able to destroy most hovars with a single

missile. Don't waste this missile on stationary ground based targets.

Plasma Bolt: The plasma bolt weapon will launch a ball surrounded by plasma energy. This is also an excellent weapon for dog fighting. It does not need to be targeted before firing, the hovar should be aimed in the direction of the target before firing. It does have a very simple guidance system that allows it to curve towards moving targets but generally its not considered as a guided weapon.

Missile decoy: This weapon is for defensive purposes. When fired it is launched from the rear of the hovar. It is a small homing module that will causes all enemy missiles to change target to itself. It does not effect your own missiles targets. It will be destroyed when hit by a missile or after a period of time.

Laser II: This is a twin bolt laser that operates exactly the same as the first laser. It simply fires two bolts at a time instead of one.

Plasma Bolt II: Once again this is a repeat of the Plasma Bolt weapon but it fires twin plasma bolts.

Negatron: Oh, I don't know, something awesome I s'pose.

1.39   Surface Objects

There are many objects on the surface of Uropa. Some are natural, others are not.

The objects that will concern you the most are;

Recharge Units Breathing space

Collectable objects Replenishment

Base Station Back to safety

1.40   Recharge Units

These units are found in various sectors and allow you to recharge your shields by stopping your hovar vehicle under them. A charge action will be produced as long as your hovar is stationary.

You can stay under these units for as long as you like, but an attack wave of enemy ships may knock the energy from you shields faster than the recharge unit can replace it.

1.41   Collectable objects

These objects may be found anywhere and can provide weapons, enhancements and shield boosts.

In the normal game play, these objects will not re-appear once they have been picked up. In the HovarWar section of the game, these objects come back after a certain time.

1.42   Base Station

To land at a base station you must fly underneath a base station, come to a complete
stop and wait for a few seconds. The transporter needs a steady subject for matter
transformation.

1.43   Game Controls

The game may be controlled from keyboard, mouse and joystick.

Keyboard Controls

Joystick Controls

1.44   Keyboard Controls

Keyboard controls are always accessible. Most key controls are re-configurable by
the user.

Base Section

'F1' - Communications

'F2' - Load/Save/Info

'F3' - Status

'F4' - Weapon select

'F5' - Inventory

'F6' - Base Map

Cursor left - Move west

Cursor right - Move east

Cursor up - Move north

Cursor down - Move south

Cursor-SHIFT or

Cursor-CAPSLOCK - Double speed movement

A - Fire

RETURN - Fire/Access

1..8 - Weapon select

TAB - Window gadget cycle forward

TAB-SHIFT - Window gadget cycle reverse

TAB-ALT - Window selection forward

TAB-SHIFT-ALT - Window selection reverse

O - Preferences window

F - Operations folder

Surface Section

'F1' - Communications

'F2' - Load/Save/Info

'F3' - Status

'F4' - Weapon select

'F5' - Inventory

'F6' - Surface Map

Cursor left - Rotate anti-clockwise

Cursor right - Rotate clockwise

Cursor up - Increase velocity

Cursor down - Decrease velocity

A - Fire

RETURN - Fire/Access

1..8 - Weapon select

TAB - Window gadget cycle forward

TAB-SHIFT - Window gadget cycle reverse

TAB-ALT - Window selection forward

TAB-SHIFT-ALT - Window selection reverse

O - Preferences window

F - Operations folder

H - HUD on/off toggle

Z - Radar zoom range toggle

T - Targetting toggle

Keypad 8 - Fore view

Keypad 6 - Starboard view

Keypad 4 - Port view

Keypad 2 - Aft view

1.45 Joystick Controls

Controls for both surface and base sections;

Stick left - Move west

Stick right - Move east

Stick forward - Move north

Stick backward - Move south

Fire button - Fire/Access

While accessing a computer terminal and holding down

the FIRE button, the following controls are enabled;

Stick left - Window selection reverse

Stick right - Window selection forward

Stick forward - Window gadget cycle reverse

Stick backward - Window gadget cycle forward

1.46   Uropa FAQ

Q. The game says it can't find the austex library?

A. You are probably running kickstart <v36. Copy the .library files from the

main Uropa[2] directory into your libs: directory.

Q. What Amiga do I need to run the game?

A. The minimum system required to run the game is a 68000 CPU, 1.5Meg

of RAM (of which 1Meg has to be Chip Memory), and a hard drive.

However, we highly recommend a 68020 or greater CPU and 1Meg or more

of Fast Memory. Also, the game requires a Hard Drive.

Q. The game screen flickers horribly, especially when I move the mouse

around?

A. Turn off any FastBlit programs you might be running. This should help.

Q. The game seems slow on my AGA machine even though I have a fast processor

and lots of fast memory?

A. Mode promotion could be a cause. The game will run promoted, but it does

slow the game down somewhat.

Q. I received a message saying I failed this operation, but I still can't

select the next operation?

A. Before you are allowed to select the next operation you must still complete

the remaining objectives. Failure of one objective doesn't stop you from

completing the others for an operation.

Q. Sometimes when I change the detail level while on the surface, I seem

to be trapped and can't move?

A. Some objects are added to the playing area when in a higher detail level.

It is possible to be in the same physical position as these objects and

causes a collision which stops you from moving. The solution is to change

the detail level to low, move away, then reset the detail level. As a

general rule, you should set the detail level before entering the surface

section.

Q. How do I get back objects that colonists pick up?

A. Use the colonist interface and ask for the objects back. If there's room

in your inventory, you'll get them.

Q. What about objects carried by colonists that are transported to the

StarShifter?

A. Any objects they carried are deposited in the Elderado station foyer. Go

there and pick them up.

Q. The colonists won't follow me into a security room. Why not?

A. Access the security room computer and unlock the doors. The colonists can't

open locked doors.

Q. A screen comes up after I finished some operations, but the image is corrupted?

A. Turn off any mode promotion utilities you may have running.

1.47   HovarWar

HovarWar allows two player action using a serial cable between two Amiga computers.

Both computers should be evenly matched in terms of hardware, but this is not

necessary.

A serial cable is required to join the two Amiga computers together.

Amiga One Amiga Two

25-Pin RS232 25-Pin RS232

Pin Pin

2 .... 3 Transmit to Receive

3 .... 2 Receive to Transmit

4 .... 5 RTS to CTS

5 .... 4 CTS to RTS

7 .... 7 Gnd to Gnd

Note: For baud rates of 19200 and slower, the RTS/CTS connections may

be disconnected ,however, it is recommended that they are joined.

· Make sure both computers are turned off and connect the cable up.

NEVER CONNECT THE CABLES WHILE THE COMPUTERS ARE ON!!

· Power up both Amigas and select the HovarWar option from the operations

folder. If all goes well, the two computers will connect and you can start battling

it out!

· Both computers should be set to the same settings. Machines don't have to

be the same though. (one could be ECS, the other AGA...)

· Most HovarWar levels have been designed for a minimum detail level setting of

medium.

· Minimum recommended system would be a 68030 CPU at 25Mhz or greater and at

least 2Meg of FastRam.

1.48   Registration

Uropa^2 is shareware. The game is restricted is some ways and if you pay the fee

those restrictions are lifted.

Please print out the form "OrderForm" in the documents directory of Uropa^2 and fill

in your details. No order will be processed unless it is signed. By signing the order

form, you agree to only install the keyfile onto one computer and also not to give

the keyfile to others.

Keyfile via e-mail

Cash AUS$30 (US$25)

Postal Money Order AUS$30 (US$25)

Direct debit AUS$30 (US$25)

Foreign Check AUS$40 (US$32)

Keyfile via mail

Cash AUS$40 (US$32)

Postal Money Order AUS$40 (US$32)

Direct debit AUS$40 (US$32)

Foreign Check AUS$50 (US$40)

Full version via mail

Cash AUS$45 (US$36)

Postal Money Order AUS$45 (US$36)

Direct debit AUS$45 (US$36)

Foreign Check AUS$55 (US$44)

Direct Debit to:

Name: Austex Software

Bank: Commonwealth Bank of Australia

Code: 064834

Account: 1009-9225

Note: - Make sure all charges are paid at your end.

- Please enter your name or email on the transfer form.

The full version (minus keyfile) will be freely available, so you can save

some money by obtaining the game from such sites as the Austex Web Site,

Aminet or a local BBS.

NOTE!!A quick way to obtain your keyfile would be to direct debit our bank account

and fax your signed order form to us.

Mail or fax your order to:

AUSTEX SOFTWARE

P.O. BOX 48

Kirwan

Queensland 4817

Australia.

Fax: +61 77 716098

1.49   Hints & Tips

If you are having difficulty completing operations or find yourself

continually dying, then this section may help you. However, if you

are doing fine, then don't read this section as you may get more

satisfaction working out game strategies yourself.

· Make sure you understand the operation objectives, don't just kill

anything that moves as you may fail an operation objective. In particular,
be aware in surface operations of the direction to travel to locate
any required structures.

· Make sure you search all room objects as you will often find objects
to enhance your weapons or yourself.

· When you first commence, your weapons are fairly limited. However, you
can still battle against a Kapone droid with the laser sword and win.
Stay at a reasonable distance to a Kapone and it will try to fire a
rocket at you. As soon as it raises its arm to fire, move to the side
and move in close and use the laser sword before it can drop its arm down
and attack you. Don't wait until it has actually started the rocket firing
as this is too late. Do this a few times and you will soon stun the droid.
When doing this, make sure you have the "caps lock" key on so that you
are moving at full speed.

· After stunning any droids make sure you destroy them. It is possible
that they maybe carrying objects you may need. Destroying them will make
them drop any objects they may possess.

· Don't forget to use the weapon enhancments, as they will improve the
power and efficiency of the weapons. For example, a fully enhanced
Mega-blaster will easily take care of anything you meet in the game.

· Early in the game you need to gain credits to buy more weapons. It's
better to stun droids and download their information before destroying
them.

· When you come across a Kapone Commander, you will need fairly heavy
weapons to destroy it. In the early operations, don't try and take them
on with the Laser Sword or Laser Gun. There will always be sufficient
Timed Explosive Devices (TED) hidden to allow you to destroy it. If you
waste your TEDs, then you're in trouble. It is possible to destroy them
with a Laser gun, but it does take some skill.

· Having a hard time geting passed those black guns that pop-up out of
the floor. Well there are two points to consider here. Firstly, they
mainly only shoot when you are moving or firing your weapon. You can
sometimes manouver around a room slowly and they won't fire much. Secondly
they can't rise up if you place something on them. Try shooting them and
when they drop down, place something from your inventory on them.

· If your still having trouble surviving, then try going to the surface
as soon as you have destroyed the communications room in operation Blackout.
At this time the Kapone hovars attack in small numbers, so fly around
destroying them and build up your credits. Then return to the base and
purchase better weapons.

· If you still can't survive after all these hints, then seriously, you
aren't a very good games player are you!.

1.50   Copyright

```
*********************************************************************
* *
* UROPA² - The Ulterior Colony *
* ShareWare Version *
* *
* Copyright (C) 1996 AUSTEX SOFTWARE All Rights Reserved *
* *
*********************************************************************
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1.51   Contact

Languages! If anyone would like to help convert Uropa² into their native

language, then please contact us below;

If you have any comments or questions, then please;

E-Mail

Stephen J.Smith: steve@ph4227b.jcu.edu.au

Paul N.Goulding: paul@ultra.net.au

Bug Reports: uropabugs@ph4227b.jcu.edu.au

(please quote version number, your Amiga system

and any other relevant information when sending

in a bug report)

Austex Web Site

http://ph4227b.jcu.edu.au

Snail Mail

AUSTEX SOFTWARE

P.O. BOX 48

Kirwan

Queensland 4817

Australia.

1.52   Changes

(23-Nov-96) v2.0

Full version releases from now on

- Save game bug fixed.

- Miscellaneous text corrections.

- Save file requester color change.

- Dash weapons icons should now be correct.

- Workbench exit fixed.

- Sliding now occurs on collision with surface objects.

- All four hovarwar levels complete (additional levels

may be added later).

- Orderform and guide price updated.

- File requesters improved.

- Reverse TABCycle in OpFolder fixed.

- HovarWar startup bug fixed.

- Improved surface sectors.

- Added surface negatron weapon.

- Pause mode added to HovarWar.

(24-Sep-96) v1.3

- Final screen can now be exited by the correct keys.

- Fixed library startup problem when launching

game from WorkBench (no austex.library msg).

- Palette color bug fixed.

- Minor cosmetic rooms changes.

(16-Aug-96) v1.2

- Fixed minor copper related bugs

(28-Jul-96) v1.1

- Message window update bug fixed

- Fixed bug with file load corruption on surface

- Fixed bug with operation time calculation

- Terminal window error message color fixed

(04-Jul-96) v1.0 Changes since beta release 6.550

- Window rendering changed (slightly faster)

- Bugfix: Colonist freeze problem corrected.