

## FALLEN HAVEN COLONY SCREEN

**THE BLUE** province is yours, if you played human. Every time you take control of a province, its color will turn blue.

**THE RED** province is the one captured by the Tauran invaders. You will be able to see the progression of their invasion by watching all the provinces turning to red.

**THE GRAY** ones are Neutral. They are not allied together; each neutral (gray) province is autonomous. If you do not attack a neutral province, it will not attack you (*only available in the Release version of Fallen Haven*).

To win the game, you must take control of the capital province of the Tauran invaders.

### Special Symbols



This symbol represents the Human capital province.



This symbol represents the Tauran capital province

This symbol represents a special scenario province.  
(*Only available in the Release version of Fallen Haven.*)

**End Turn:** A Click on the End Turn ends the Strategic Mode and the computer now plays its Strategic turn. Then, the Tactical Mode begins.

**Map:** See Map Screen.

**Menu:** See Menu Screen.

**Technology:** In the Release version, this screen will let you choose where to invest all your technological resources to improve your units.

**Zoom:** The Zoom button is deactivated (in pale gray) since you may zoom only when a province you own is selected. Click on your province (blue) to reactivate the zoom button and click on it. You are now in your province *Haven*.

## **INTRODUCTION**

### **Goal:**

Fallen Haven is a strategy game in which your goal is to gain control of the capital province of the invaders. The game is played in two modes: the Strategic Mode followed by the Tactical Mode.

### **Strategic Mode:** *the thinking*

In the strategic mode, you build your cities, your defensive and attack forces. You can freely move your units around in a strategic position and give orders to launch attack forces. Strategic Mode is the thinking mode: there is no time limit and no combat in the strategic mode: you can not attack and can not be attacked. When your planning is done, you end the Strategic Mode to start the Tactical Mode.

### **Tactical Mode:** *the action*

Combats take place in the Tactical mode. The actions of the units are set by their characteristics. In this mode you can not build or repair. If you have launched attack forces in the previous Strategic Mode, the combat will start in the Tactical Mode.

### **Resources:**

You have three resources to manage: Energy, Credits and Research. Energy is essential to maintain the structures in your cities. Credits are used to buy structures and units. Research is used to increase the technological level in different technologies (*Research is not available in the demo version*).

Credits and Research are global resources; every Credits and Research point made in different provinces can be used by any province you own. Energy is local; in one province, you must have enough energy to supply the needs of all your buildings. You can not use Energy from one province to supply Energy to a weak province. Without energy, your buildings get damaged and stop producing.

### **Technology:**

In Fallen Haven, technology is a key point to victory. Research can be made in six technological fields:

- Energy Efficiency of structures
- Resistance of structures and units
- Speed of units
- Weapon Damage of units and towers
- Rate Of Fire of units
- Rocketry for nuclear attack and defense

*In the demo version of Fallen Haven, technological research is disabled.*

## FALLEN HAVEN TERMS

**Credits :** Credits are your money. You use credits to develop your cities, to build new attack units and to repair damaged buildings. Credits are produced by Mining Facility (Humans) or Refinery (Taurans).

**Energy Points ( EP ) :** EP are essential to maintain structures and production in a province. Without enough EP, all production in the province will stop and structures will start to degrade. EP are produced by Power Plants (Humans) or Energy Centers (Taurans). Research in energy efficiency technology can reduce the energy consumption of all the structures.

**Research Points ( RP ) :** RP are essential to victory. They allow you to improve your units and your cities by increasing their technological level. RP are produced by Laboratorys ( *since research is not available in the Demo version, you can not build Laboratorys* ).

**Province Resources :** For each of the three resources (Energy, Credits, Research) a Province's Resources can be Poor, Average, Rich, Very Rich. The Province's Resources sets the production output.

The following table shows the production output depending on the number of Production Structure you have in a province and the Province Resources. The same table applies for Credits, Research and Energy.

Production as per Numbers of Production Structure in Province	Province Resources									
	1	2	3	4	5	6	7	8	9	10
Poor	50	95	135	170	200	225	245	260	270	275
Average	100	190	270	340	400	450	490	520	540	550
Rich	150	285	405	510	600	675	735	780	810	825
Very Rich	300	570	810	1020	1200	1350	1470	1560	1620	1650

As you can see, for a specific resource, a single production structure in a very rich province has a higher production output than ten production structures in a poor province.

**Province Types :** Fallen Haven offers three different Province Types: Forest, Desert, Rocky. Each has its very own particularity and may require a different tactical approach. (*Desert and Rocky Provinces are only available in the Release version of Fallen Haven*)

**Action Points ( AP ) :** Every unit has an AP value. AP are used to move units and fire weapons in Tactical Mode (in the Strategic Mode, you can move your units as you want and you can not fire weapons). AP can be increased with research in technology.

**Armor ( AR ) :** Resistance of units and structures. If AR falls to zero, units or structures are destroyed. AR can be increased with research in Armor technology.

**Dropships :** Dropships are used to transport units from one province to another. Without Dropship, your units are restrained to their province. ( *you can not build Dropships in the Demo version of Fallen Haven* ).

**Units :** Each race has many different units.

**Structures:** Each race has 12 structures that can be build to develop a city. (*only a few structures are available in the Demo version*)

**ToolTips:** ToolTips are little windows that appear over a button if you let the mouse cursor over it for 1 second or more. Information on the button is presented in the window. As soon as you move the mouse cursor, the ToolTips disappear.

**Direct Fire:** Indicates that the weapon can not fire over obstacles like trees and other units. The unit must

be in direct line with its target to be able to fire on it.

**Indirect Fire:** The target can be reached by the weapon even if there are obstacles between the target and the unit that fires.

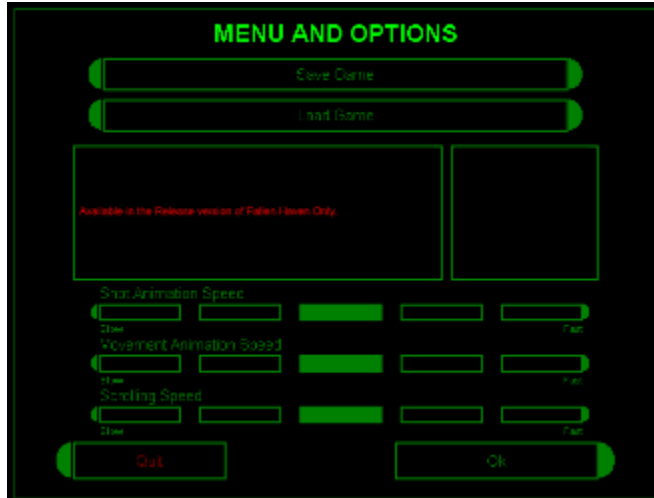
**Orbital Attacks:** The enemy is attacking any province it wants directly from space. Leaving units behind your border provinces is a good defense against this tactic. *(Only available in the Release version of Fallen Haven)*

**Hover and Grav:** Indicates that the unit can pass over water, canyons and ice *(you can not build these kind of units in the Demo version)*.

**Click :** Press the left button on the mouse.

**Right Click :** Press right button on the mouse.

## MENU



**Save Game:** Lets you save up to ten different games.

**Load Game:** Lets you load a game.

**Shot Animation Speed:** This setting determines the speed of shots on the screen.

**Movement Speed:** How fast the units will move on the screen.

**Scrolling Speed:** How fast will the screen will scroll when you move the mouse.

[Click OK to return to the Colony Screen.](#)

## **MAP SCREEN**

Since you have a radar in your province, the Map button allows you to scan a province adjacent to yours. To do so, click on the gray province just over yours (in blue). Its name appears on the right side of the screen. Click on the Map button to see an overview of the province and its contents. A radar is very useful in the planning of an attack but its scanning range is limited to an adjacent province. Click again on the Map button to return to the Colony Screen.

**Click again on the Map Button to return to the Colony Screen.**

## **PROVINCE SCREEN**

In the Province Screen, you can repair damaged structures, recycle units or structures, build new structures, units , roads. You are presently in the Strategic Mode and you have all your time to build up your strategy.

### **Description of the Province Screen Interface**

**Repair:** *The Repair option is disabled in the demo version of Fallen Version.*

**Build:** Brings up the Building Menu. Click on one of the two small buttons to review the available structures. If you have enough Credits, just click on the structure you want to build and select its emplacement. To exit the Building Menu without selecting a structure to build, just right click on the structure IN the Building Menu. *(Only a few buildings can be built in the demo version of Fallen Haven)*

**Positioning:** Walls and Towers must be placed adjacent to another wall or road. Buildings must be place alongside a road. The size of the cursor indicates the size of the selected structure to be built. If the cursor is marked by an **X**, the emplacement is not valid (you might have to build roads in order to place your structure). Once a valid position is selected, just click. The structure is shaded since it takes one full Strategic Turn to complete the structure (with the exception of Walls and roads that are completed as soon as you place them on the map).

**Road:** Allows you to build a road. A road must be placed adjacent to another road. Roads are essential to the building of structures.

**Recycle:** *The Recycle option is disabled in the demo version of Fallen Version.*

**Map - Menu - Colony:** Brings up their respective screen.

## ACTIONS IN THE PROVINCE SCREEN

**Scrolling:** To scroll around on the View Screen, move the cursor along the edges of the screen.

You can use the Map Screen to rapidly move on the View Screen. Just click the Map button, click anywhere in the map to return to the View Screen where you have just clicked.

**Moving Units:** In Strategic Mode, all the units can be moved freely on the map. Click on a unit to select it then move the cursor on the map to select where you want it and click.

**Launching Nuclear Missiles:** *Only available in the Release version of Fallen Haven.*

**Looking inside a Dropship:** Click on the Dropship to see its content.

**Putting Units in the Dropship:** To place a unit in the Dropship, select a unit by clicking on it, then move the cursor on the Dropship: the cursor will change to a green arrow. Click to place your unit inside the Dropship. The <D> Hotkey will also let you put a unit inside a dropship. (see hotkeys)

**Getting Out Units from the Dropship:** To remove a unit from the Dropship, click on the Dropship, then click on the unit you want to remove. Select the place you want to put it on the map and click.

The **ALL OUT** button will let you exit all of units inside a dropship in one click instead of one per unit.

**Unselect:** A right click will unselect a unit.

**Launching a Dropship:** To launch a Dropship for an attack or for a transport, click on the Launch button. (*See Dropships*)



## **LAUNCHING DROPSHIPS**

**Launching a Dropship:** To launch a Dropship for an attack or for a transport, click on the Launch button.

Select the destination by clicking on the province you want to go to and click the OK button. If you change your mind, you can click the Abort button BEFORE leaving the launching screen. Once the OK button is clicked and you quit the launching screen, you can no longer modify the destination of your Dropship.

**IMPORTANT :** Your destination province must be adjacent to one of your own provinces.

**Landing a Dropship:** To land a Dropship, you select a valid landing site by moving the mouse where the cursor does not contain an **X** and click. To have an overview of the province, click on the Map button. You can move instantly to any part of the province by clicking directly on the Map.

**Auto-Destruct :** If there is no room for you to land a Dropship in a province, the only solution is to destroy your Dropship to avoid capture.

## TACTICAL MODE

All the combats take place in the Tactical Mode. Actions of the units are set by their characteristics. In this mode you can not build or repair. If you have launched attack forces in the previous Strategic Mode, the combat will start in the Tactical Mode.

First, the attacker selects his landing site, deploys his units and starts the attack. When all his units have used their Action Points, the tactical turn of the attacker ends and the defendant starts his Tactical turn.

In the Demo version, your goal is always to completely destroy all enemy units.

**BONUS :** At the end of every successful attack on a province that does not contain a special goal, you will receive a credit bonus directly dependent on the strength of your attack force and the number of tactical turns it took you to win.. A short combat with a weak attack force, greater will be the bonus.

**Menu:** Takes you to the Menu Screen

**Next Unit:** Selects the next unit with remaining Action Point (AP). If there are no more units with AP, clicking on Next Unit will have no effect.

**Next Unit Without Coming Back:** Selects the next unit with remaining Action Point (AP) *AND* that has not been selected this way before (the unit is removed from the list of valid next units). If there are no more units with AP, clicking on Next Unit will have no effect. Useful if you want your units to have enough AP to reply if fired upon.

**Overwatch Light:** Restrains the movement of the unit in order to keep enough AP to fire the light Weapon. *If you keep enough AP to fire the light weapon, the unit will be able to defend itself if attacked during the enemy's tactical turn.*

**Light Weapon:** Selects the light weapon to fire.

**Overwatch Heavy:** Restrains the movement of the unit in order to keep enough AP to fire the heavy weapon. *If you keep enough AP to fire the heavy weapon, the unit will be able to defend itself if attacked during the enemy's tactical turn.*

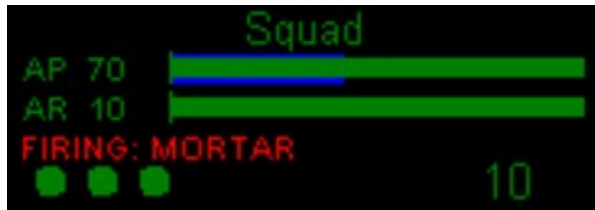
**Heavy Weapon:** Selects the heavy weapon to fire.

**Map:** To access the Map Screen.

**Information Window:** The window at the bottom of the screen presents information on the selected unit or the selected weapon. When pressing the **CTRL** (control) key on the keyboard and holding it down, move the cursor over any unit or structure to see its name and its remaining Armor Points. This will help you to select the appropriate weapon to use on your target.

**End Turn:** To end your Tactical Turn. The computer will now plays its Tactical Turn.

## INFORMATION WINDOW



**AP:** Stands for Action Points.

**AR:** Stands for Armor Points.

**GREEN LINE:** Represents the remaining AP or AR you unit has.

**BLUE LINE:** How much AP the presently selected weapon will use if fired.

**FIRING:** The name of the selected weapon and it's damage. In this case, the Squad's Mortar causes 10 points of damage.

For Every succesful combat your units survive, they receive a **Dot** that represents experience. The more experienced your units are, the more precise they are when they fire their weapon.

Experienced units are valuable, take good care of them.

## **FALLEN HAVEN RELEASE VERSION**

The release version of Fallen Haven will have the following special features.

- 3 different races. ( Humans - Neutrals - Taurans )
- 25 different units.
- 20 different buildings.
- More than 40 different battle grounds.
- 3 different geological grounds ( Forest - Rocky - Desert )
- Missions with special rewards.
- Digitised Speech.
- A complete On-Line Encyclopedia.
- 2 Player battles.
- Complete Technological research.
- Nuclear Weaponry.
- CD-Player with digital soundtrack.

## **CREDITS**

### **FALLEN HAVEN DEVELOPMENT TEAM**

Didier Bertrand  
Marcel Émond  
Dominic Mathieu  
Yanick Piché  
Stéphane Rainville

### **Special Thanks**

Benoit Carrière  
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