

# **MANUAL for STATE OF WAR DEMO:**

## **Table Of Contents:**

- 1. HARDWARE REQUIREMENTS:**
- 2. SOFTWARE REQUIREMENTS:**
- 3. INSTALLATION:**
- 4. ORDERING INFORMATION:**
- 5. THE STORY:**
- 6. MOUSE CONTROL:**
- 7. INGAME KEYS:**
- 8. MAIN MENU:**
- 9. MAIN SCREEN:**
- 10. TIPS AND TRICKS:**
- 11. HOW TO FORCE GAME TO RUNS FASTER:**
- 12. HOW TO RUN MULTIPLAYER GAME:**

## **1. HARDWARE REQUIREMENTS:**

### ***minimum:***

- Pentium 200 MHz
- 32 MB RAM
- CD-ROM drive
- Sound card - 100% Windows compatible
- Mouse

### ***recommended:***

- Pentium II 300 MHz
- 64 MB RAM
- CD-ROM drive
- Sound card - 100% Windows compatible
- Mouse

## **2. SOFTWARE REQUIREMENTS:**

Windows 95/98/2000/Millennium  
DirectX 6.1  
DirectX Media 6.0  
Intel Indeo - video codecs

### **3. INSTALLATION:**

Run "State of War.exe" file. Make sure you have installed DirectX 6.1 or higher and DirectX Media 6.0 or higher on your computer.

### **4. ORDERING INFORMATION:**

California based Publisher Crystal Interactive, Inc. will release the RTS game "STATE OF WAR" on the 25th of November 2000. The game will be available from most good retail stores in North America, South America, Europe and Asia as well as the territory of Australia. The retail price is US\$19.95.

For ordering information you can visit the Publisher's website at : [www.crystal-interactive.com](http://www.crystal-interactive.com).

### **5. THE STORY:**

After centuries of continuous struggles, war and turmoil the humankind finally came together and founded United Federation of Seven Continents – U.F.S.C. It was decided that every member of the federation would provide their armed forces to build single military unit with the goal to protect the earth and settle eventual conflicts. Thus it was no longer possible for any individual group to use military force to resolve their personal aim.

Within several years the federation created a global defense network known as OVERMIND. Actually it was a super intelligent mainframe computer – a unique work of hundred's of the most gifted scientists on the planet. It was operated by intelligent software and consisted of 22 military bases worldwide located far from populated areas ready to act in case of the conflict. Since then no machinery was ever controlled by man. Only the formal approval to activate OVERMIND had to be given by each U.F.C.S. representative.

Global society, however, carried its burdens. People suffering from spiritual emptiness sought refuge in organizations that offered salvation. The most influential among them all was BEHO-SUNNS.

Charismatic leaders of the cult used their personal charm and plausible rhetorical skills to attract more and more people. Their audience included every social group from workers, scientists, lawyers to elite politicians. Behind it all there was wicked plan to get hold of OVERMIND.

None of the BEHO-SUNNS followers knew that during their meditation seasons cult gathered all kinds of information from their minds. Over years BEHO-SUNNS discovered much about OVERMIND mechanics and were able to lunch their plan....

And so it happened. BEHO-SUNNS leaders tried to hack OVERMIND but due to extensive firewall protection they failed. Consequences were fatal. Global defense system was set out of order and malfunctioned.

People from BEHO-SUNNS have quickly recovered from defeat and started occupation of defenseless military bases. Their actions must be halted! To do so U.F.S.C. have declared State of War....

## **6. MOUSE CONTROL:**

### ***Left mouse button:***

- \* *Selecting units:* - individual or multiple
- \* *Movement:* - select unit(s) or advancer and click on the map to its destination
- \* *Attack:* - click on enemy unit(s) to attack it.
- \* *Force attack:* - hold CTRL, ALT then click on enemy unit(s)
- \* *Add unit to group:* - hold SHIFT and click on individual unit
- \* *Infobox:* - select a building or turret

### ***Right mouse button:***

- \* *Cancel:* - cancels all selections, (including buildings, turrets and Info-box)
- \* *Fast scrolling:* - hold and drag to quickly move over the map

## **7. INGAME KEYS:**

- Arrows -> scroll on the map
- H, Num+ -> select advancer
- Num Enter -> jump to selected units
- Space, Num0 -> jump to last message
- Backspace -> jump to Headquarters
- Tab -> jump to unit under fire
- Num\* -> select all visible units
- Num/ -> select all visible anti-air units
- Num- -> select all visible tank units

Esc	-> additional options
Num 1-9	-> jump to location on the map
Shift + Num 1-9	-> save location
R	-> select rally point
X	-> scatter
Ctrl, Alt	-> unit forced attack
Shift	-> add units to group
F5	-> quick save
Shift + F5	-> quick load
P	-> pause
F1	-> show in-game keys
F2	-> show briefing
F12	-> instant quit
Enter	-> chat (multi-player)

## **8. MAIN MENU:**

NEW GAME – single-player missions as commander in chief you must succeed in 22 missions and finally seize Overmind. Your units appear as blue and enemy units are green.

LOAD GAME - load saved game (single-player only)

TUTORIAL - an easy way to learn the basics of State Of War. Recommended for all players to familiarize with unique elements of our game.

MULTIPLAYER - runs network game for two players. First player is server (blue) while the other (green) is client and can join the server game. When link is established server selects mission for the season in the left window. Check our web-site for possible new multi-player missions. Each multi-player mission can be adjusted to individual needs by adding credits, research points or adjusting amount of air forces.

OPTIONS – controls miscellaneous options, video and sound effects. If game runs slowly disable cloud animation here.

EXIT GAME - quits game

## **9. MAIN SCREEN:**



**1 – Credits:** - shows amount of credits available. You can gain credits by mining in Gold Mine building. Credits are necessary for building turrets.

**1 - Research points:** - shows amount of research points produced by Research lab. Research points are vital for improving tech-level of ground units in factories.

**2 - Air forces icons:** - shows amount of airforce unit (if available).

**3 – Messages:** - miscellaneous announcements appear here.

**4 - Turret icon:** - shows kinds of turrets available.

**5 - Facilities icon:** - shows icon for currently selected buildings. Remember! It is also the only place, where you can upgrade Tech-level of your units (an orange arrow pointing up).

**6 – Radar and Info-box:** - Info-box shows info on selected unit or building. When Info-box is disabled, there is radar available. Left click on the radar screen will bring map view to selected area, whereas right click on will set black background for easier navigation.

**7 – Remaining Time:** - shows remained time for special event (reinforces, mission's end, etc.). It is available only in several missions.

## **10. TIPS AND TRICKS:**

**Rally Point:** - select factory and press "R" key to set a rally point (or you can use icon located

over unit icons) Then left click on the map to set a gathering site for newly produced units. What a smart feat, isn't it?

**Global Unit Selection:** - learn them fast, make you play faster!

Num/ - selects all visible A.A. units  
Num\* - selects all visible tanks and A.A. units  
Num- - selects all visible tanks  
Num Enter - jump to selected units

**Advancer hot keys:** - advancer is the most important unit in the game and its effective navigation is your first priority:

Num+ - instant advancer selection  
Num+ and LMB click - preemptive command for advancer.  
Num+ and Num Enter - centers your view on Advancer.

**Defining strategic locations:** - using SHIFT + "Num1-9" you can set nine strategic point on the map and quickly switch among them by pressing respective numbers on the Numpad.

**Last message jump:** - Jumping to the last message event is very effective. Learn to use it! For example: When message is "Building lost", after the pressing "Space" or "Num0" key, it automatically center view on this event.

**Long ranged firearms:** - Some units such as Artillery and walker robot (Gatling) are effective at eliminating remote target. They are especially effective in destroying turrets and enemy facilities.

**Fighter:** - the only unit that cannot be destroyed by antiaircraft means (A.A. units and A.A. turrets). Hence using it in primary attacks greatly eliminates your casualties within the rest of antiaircraft units.

**Advancer disengaged:** - this message means there is an idle advancer. Remember: Advancer can repair your turrets and destroy turrets of your enemy so keep it spinning!

**Satellite protection:** - some buildings or turrets can be protected from advancer attack by satellite protection. These buildings cannot be occupied using advancer.

**Force attack:** - all ground units destroy targets in the following order: units, turrets and buildings. Use force attack (hold CTRL or ALT while attacking) to eliminate preemptive targets.

## **11. HOW TO FORCE GAME TO RUNS FASTER:**

- Disable all programs and utilities before starting the State Of War.

- In case you have slower processor or slower 2D graphic board disable cloud animation in OPTIONS.
- If Windows often swapping then switch Low Graphic Details in the startup. It is recommended for users with less than 64 MB of RAM memory.

## **12. HOW TO RUN MULTIPLAYER GAME:**

Multi-player works perfectly via Network (IPX). The first player (server) has to create session and wait after the second player (client) join this session. There is available only one mission for multiplayer in the demo.

If you want to play game via Internet (TCP/IP) you have to know IP number of the first player (server) to join its session. Run "winipcfg.exe" in the Windows directory to find out your actual IP number (for example: 192.168.1.1). The second player (client) must type this IP number after clicking on the "Show All Sessions" in multiplayer mode. You will need fast Internet connection and fast processor (Pentium II 300 or better) with at least 64 MB RAM for smooth Internet playing.

Load / Save option is not available for multiplayer game.