Z

INSTRUCTION MANUAL

WARNER INTERACTIVE

The BITMAP BROTHERS

WARNING !

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of conciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

Contents

1. HOW TO PLAY Z

(i) Introduction

Z is a riotous race for supremacy between armies of space-faring robots. Your one aim in life as the commander of your forces is to conquer planets and totally wipe out the enemy forces. To do that you'll have to take charge of your robot units and direct them in battle. The action is fast and furious. Be prepared to make life and death decisions on the spur of the moment. Remember, in Z, hesitate and you've had it!

(ii) Installing and Setting Up the Game

Please refer to the accompanying installation guide.

(iii) Basic Concepts

- Your objective in Z is to defeat your opponent by destroying all his forces or entering his fort, while simultaneously defending your forces and fort from attack.

- Your forces consist of robots. These robots are capable of occupying guns and vehicles. Your robot army is divided into units. You give orders to units by selecting them (click on any member of the unit), then moving the cursor over the object you want the order to apply to. The intelligent cursor system will automatically change the cursor to show the type of order that will be applied. The most common order types are 'Go To' (cross) and 'Attack' (crosshair). Clicking again will confirm the order.

- Every battlefield in Z is divided into several territories. At the start of a battle the red and blue armies each own a single territory (which also contains that army's fort), and a few units of robots and vehicles. The rest of the territories will be neutral. Either side can capture them by simply having a friendly unit touch the flag that marks that territory. The flag will then turn the corresponding colour to show that the territory has been captured. Beware though, that the other side can take territories just as easily so you must defend the ones you capture. It is important to capture and hold as many territories as you can.

- Some territories contain buildings: factories, repair facilities and radar stations. Whichever side holds the territory they are located in can use these. Factories create new robots or vehicles to replace or reinforce those you start with. Repair facilities can repair damaged vehicles and radar stations show you the location of enemy units. As you conquer more territories your factories will build units faster, your repair facilities will work faster and your radar stations will increase in range. If you lose territories, the efficiency of these buildings decreases.

- You can change which unit is being built by one of your factories (including your fort) by clicking on it and selecting a new item to manufacture from the control box.

- Each planet you visit has four battlefields. Once you have won a battle you may progress to the next. Once you have completed the four battles, you will be transferred to the next most difficult planet. There are five planets to conquer.

Good luck! (Oh, and do watch out for General Zod...)

(iv) Quick Start Guide – Single Player

1. From the main menu, select NEW GAME.
2. The title screen will disappear after a short while and you will be looking down on your fort and your initial robot units.


Looking Around

3. Pushing the mouse pointer to the edge of the screen will scroll the screen. You can also scroll the screen by holding down the right mouse button and moving the mouse whilst the pointer is over the battlefield.

4. On the mini-map in the bottom right corner is a white rectangle showing the area currently in view. By clicking with the left mouse button on the mini map, the view will scroll rapidly to centre on the point you selected on the battlefield.

5. The mini-map also shows the territory boundaries and the controlling flags (pulsing dots) coloured according to who is in control of that territory.

6. The fort acts as a factory that can manufacture a variety of units. Clicking with the left mouse button on the centre of the fort brings up a box detailing what unit is being manufactured. Click the CANCEL button and then click on one of the arrows to the side of the portrait of the unit under construction to cycle through the available units. Clicking the Up arrow will show more expensive units whereas the Down arrow will show the cheaper ones. Just select the Grunts again for now and click on OK to return to the game.

Giving Orders

7. Now we've surveyed the battlefield it's time to play the game. Click on MENU and then select QUIT GAME and confirm by clicking OK. From the main menu, select NEW GAME and begin again. If you don't want to see the cut scene again just press ESC.

8.
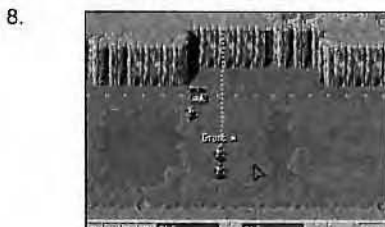
It is important to move quickly so click on the unit of Grunts in front of your fort. Scroll the screen north until you can see the flag that controls the central territory. Move the cursor over the flag and click when it becomes a grasping hand. The Grunts will now head due north, directly towards the flag. On their way they will pick up the grenades and use them to blow a direct path through the rock towards the their target. Press RETURN to scroll back to your fort.

9.

The territory to the right of the fort contains a radar station that will be useful for locating the position of the enemy. Click on the Grunts to the right of your fort. Then click on the pulsing dot which represents the flag in the bottom right territory on the mini map in the bottom right hand corner of your screen. This will centre the screen over this flag and all you have to do is to click on it to send the selected unit towards it.

10.

Returning to the fort, select the remaining unit of Grunts and send them to capture the jeep at the end of the road to the left. The cursor will change to a downwards arrow when it is over the jeep indicating that you want a robot to get into it. Whilst they are on their way to it, they will see the flag in the same territory and automatically capture it for you.

11.

Whilst you're waiting for the robots to carry out their orders click on your fort. (Make sure that you do not have a unit selected, as you can only select a building whilst your cursor is the white arrow. If you do have a unit selected, you can press the SPACEBAR to de-select it.) Clicking on your fort will show you that it is currently making a unit of Grunts, click the CANCEL button and use the arrow buttons to select the jeep and then click OK. A new jeep is now under construction which will be very useful later.

12. The unit on the right should now have captured the flag. They will also have noticed the empty jeep near this flag by now and one of them will have got in it. Send the unit of robots up to capture the flag in the territory directly to their north and after they have set out, tell the jeep to follow them as backup.

13. The unit you sent to the left should also have finished its order by now. One of them will have captured the jeep as you instructed whilst the others will have taken the nearby flag. Tell them to capture the territory to their north in the same way as you did for your other units on the right.

By now you should have had your first contact with the enemy, and since any number of things could happen, you're on your own. Things to remember though are:

i) Your jeeps can destroy Grunts quite quickly, and they are fast, making them a good rapid response unit. Beware that drivers can be easily shot out, so always try to have some Grunts standing by to jump into the jeeps if this happens.

ii) It is always a good idea to use two of your units to attack one of the enemies where possible. The enemy unit will have two targets to fire at whereas your robots can concentrate their fire against their single opponent.

iii) The number of territories you have dictates the speed at which your fort and robot factories produce new units, so you should always try to protect as many territories as you can. Having said that, don't spread your defences too thinly – concentrate them on the most important territories to hold (those with buildings in them).

iv) Don't leave your fort unprotected. Otherwise you may find yourself losing to a sneak attack, even if the battle is generally going your way.

v) Build up a sizeable force before you press your final attack on your opponent. Remember that your opponent will also be building his own force, so while you are consolidating your own position you should also be doing your best to hamper your enemy's efforts.

2. MAIN GUIDE

(i) The Main Menu

This menu contains the following functions:

NEW GAME
Select this to start a new game.

LOAD GAME
Select this to load a previously saved game. This will activate the load game window on the right of your screen, which works in an identical way to the load game window from the game menu (see below). Click CANCEL to return to the main menu.

REPLAY LEVEL
Select this to replay a level you have played previously. Click the up and down arrows or drag the scroll bar, by clicking on it with the left mouse button and moving the mouse while holding down the button, to move up and down through the levels you have been to (you can also use the UP and DOWN keys to move through the available levels). Click on a slot to select it. Now click OK or press RETURN to replay the selected level. Click CANCEL or press ESC to return to the main menu.

MULTI-PLAYER
Select this to access the multi-player menu screen (see below).

HIGH SCORE
Select this to display the High Score table. Click OK to return to the main menu when you have finished.

QUIT TO DOS
Select this to quit the game to the operating system.

The CONTROL window on the right hand side of the screen contains the following functions:

SVGA: This changes the display resolution of the game between super VGA high resolution and normal VGA.

Scenes: This controls whether the cut scenes will be shown between levels.

Gamma: This adjusts the brightness of the screen. Move the marker to the left to darken the screen or to the right to brighten it.

(ii) The Play Screen

(A) Status Panel:

(1) Attack Button: This flashes whenever a unit is under attack. Clicking on it will cycle through the units currently under attack. This function is duplicated by the F5 key.

(2) Time Elapsed: The clock shows the time elapsed since the start of the battle. This is important because the longer you take to complete the battle, the lower your rank will be.

(3) Reporting Unit: This shows the name and portrait of the unit that you have selected or is reporting back. If the unit is reporting back, but is not currently selected, you can select it by simply clicking the left mouse button on the portrait.

(4) Weapons/Vehicle: This shows either the weapon type that the unit is carrying or the vehicle or gun that it is occupying.

(5) Grenades: If the unit is capable of using grenades, the number of grenades it has remaining is also shown.

(6) Energy Bar: This shows how much energy the unit has remaining.

(B) Mini Map:

The mini map always shows your own units and a rectangle marking the position of the battlefield view. It will also show the scanning range of any radar stations you have captured and the position of any enemy units within the radar scan. The scanning range will increase as you capture territories and decrease as you lose them. You will be shown brief descriptions of the units and buildings on the mini map as you move the pointer over them. You can move the battlefield view directly to any spot on the mini map by clicking with the left mouse button. Holding down the left mouse button as you move the pointer over the mini map will also move the battlefield view to track the pointer.

(1) Overlay Buttons: Clicking the left mouse button on these buttons toggles the mini map overlays on and off. The overlays are:

T: Terrain Overlay.
This shows roads, rock formations, water and other terrain features. Buildings are displayed and colour coded to show whether they are uncaptured (white) or are in the possession of the red or blue army, in which case they are shown in the relevant colour. The position of the flags controlling each territory is shown by a pulsing dot. These are also marked in white if the territory is uncaptured or red or blue if captured. Buildings and flags will remain on the display even if terrain is switched off.

D: Description Overlay.
This shows brief descriptions of units and buildings as you move the pointer over them on the mini map. The descriptions are coded as below:

R   Robot
V   Vehicle
G   Gun
RF Robot Factory
VF Vehicle Factory
VR Vehicle Repair Facility
RA Radar Station
FT Fort

Z: Zone Overlay.
This shows a grid marking the territories owned by either of the armies.

(2) Screen Position: This indicates the section of the battlefield shown in the battlefield view.

(C) Command Bar:

`[R][V][B][G] 03 [      ][2] 10 [      ][3 Menu]`

(1) Cycle Unit Buttons:
Clicking the left mouse button on the R, V, G or B buttons will cycle through the available Robots, Vehicles, Guns and Buildings respectively, starting with the unit that is closest to the one currently selected. This function is also duplicated on the first four function keys (F1: Robots, F2: Vehicles; F3: Buildings; F4: Guns).

(2) Army Strength:
The bar graphs show the number of units each side has.

(3) Menu:
Clicking the left mouse button on this button will pause the game and bring up the game menu (see below).

(D) Battlefield:
The main section of the screen shows a bird's-eye view of a portion of the battlefield. This is where you view and control your units.

(iii) Viewing the Battlefield

There are three different ways to move the battlefield:

(i) Moving the pointer to the edge of the screen will cause the display to scroll slowly in that direction. The longer you keep the pointer there, the faster the screen will scroll.

(ii) Holding down the right mouse button while moving the mouse will cause the display to scroll quickly in the direction the mouse is moving. This is the most efficient way of moving from one area of the battlefield to another and is worth learning once you are familiar with the game.

(iii) Clicking with the left mouse button directly on the mini map will cause the battlefield view to be centred immediately on that point (holding down the left hand mouse button with the pointer over the mini map will allow you to move the marking rectangle, around thus scrolling the battlefield view).

You can always check where in the battlefield the current view is by looking for the marking rectangle on the mini map.

(iv) Selecting Units

There are five different ways of selecting units.

(i) Click with the left mouse button directly on any member of the unit in the battlefield view.

(ii) Click with the left mouse button on the portrait of a unit as it reports in.

(iii) Cycle through the available units with the relevant button on the command bar, or the relevant function key.

(iv) Cycle through units under attack by clicking on the attack icon when it appears at the top of the status panel or by pressing the F5 key.

(v) Click with the left mouse button on the message that appears at the top of the screen when a unit is built.

When selected, a box will be drawn around the unit and its portrait will appear in the status panel, and it will be ready for any order you give it. If the unit is currently carrying out a previous order it will continue to do so until you give it a new one. While the unit is selected its route will be marked as a dotted line. At its destination an animated icon will show the order it is intending to carry out when it gets there. You can see the route that your unit will take to its target location on the mini map, this will be updated as you move the cursor around the battlefield.

A dotted circle shows the range of vision of the selected unit. Units will only attack, return fire or capture hardware and flags which come within this circle.

Once you have selected a unit you may toggle its selection by pressing the SPACEBAR. Pressing the SPACEBAR while a unit is selected will de-select that unit. Pressing the SPACEBAR while no unit is selected will re-select the last selected unit. If you have a three button mouse installed, the middle mouse button will perform the same actions as the SPACEBAR.

(v) Building Units into Groups

You can build multiple units into groups. Only units that are on screen at the same time can be grouped. To group units, click and hold down the left mouse button and drag out a dotted box around the units you want to include. The name of the units will appear as the box surrounds them. Now release the mouse button and the units will be grouped. From now on when you select any unit in the group, all of the units will automatically be selected, and any order will apply to all of them. You can also press the A key to form a group out of all of the units on the screen.

You can also build groups by holding down either SHIFT key and clicking on each unit you wish to be part of the group. You cannot scroll the screen whilst you have a SHIFT key held down.

The order that can be carried out by a group will be related to the member of the group which you have selected. As the available orders that can be given to a unit can be different, make sure that you select the member of the group which can perform the action you require. For example, if you have grouped a unit of Grunts (without grenades) with a light tank and you wish to use the group to destroy a building, then you should select the group by clicking on the light tank before clicking on the building to attack it. Now both the Grunts and the light tank will head off towards the building, but on reaching it, only the light tank will attack the building. Similarly, if you wanted the group to collect some grenades, you should select the group by clicking on the Grunts rather than the light tank.

You can remove units from groups, or otherwise split groups up, by selecting them in the same way with the dotted box. A new group will be formed from the units included in the box. A single unit marked out this way will function independently again. You can also split a single unit from a group by holding down either SHIFT key and clicking on the unit.

If you wish to completely disband a group, select any unit in it and press the DELETE key.

(vi) Giving Orders to Units

To give an order to a unit, first select it as detailed above. Orders can be of six types:

(i)   Go to a place.

(ii)   Attack something.

(iii)   Capture a flag or grenades.

(iv)   Get out of a gun or an APC.

(v)   Get into a gun or an APC.

(vi)   Repair something.

These orders are given using the intelligent cursor system. Simply move the cursor over the object or location that you want the order to apply to and the cursor will change to show what type of order the computer will give the unit. Confirm the order by simply clicking the left mouse button. For example, if you wanted to tell a Grunt unit to attack a light tank, you would first select the unit of Grunts and then move the cursor over the tank. The cursor will change from a cross to a crosshair to show that the unit would be attacked. Now simply click the left mouse button to confirm the order. The unit will begin to make its way towards the tank, and on reaching it will attack it. The cursors used are as below:

(i) 🔆 Cross:

The unit will attempt to take the shortest route to the selected destination. If the unit is capable of doing so it may destroy objects like rocks and vehicle wreckage that are in its way.

(ii) ⬩ Crosshair:

The unit will attack and attempt to destroy the selected target. You can target units anywhere in the battlefield. Your unit will find its way to the enemy and attack it when it comes into range. If the unit you attack moves location your unit will automatically track it.

(iii) 🖐 Grasping Hand:

Capture a flag or some grenades.

(iv) ⬆ Up Arrow:

This cursor is shown when an occupied APC or gun is selected and the cursor is then moved over the selected unit. Clicking to confirm will cause the robot(s) occupying the unit to get out. Note that hardware abandoned in this way becomes neutral and can be recaptured by any side.

(v) ⬇ Down Arrow:

Vehicles and guns can be seized by robot units, but one member of the unit will be used to man the captured hardware.

(vi) 🔧 Spanner:

This order can be used in two ways. When given to a Crane, it can be sent to repair a damaged bridge or building. This cursor also appears when a damaged vehicle is sent to a repair facility.

(vii) 👆 Wagging Finger:

No order possible.

In general, whenever a unit has completed an order or achieved something noteworthy they will report it. Click on the portrait of the robot on the status panel to move to it. The unit will be selected automatically.

(vii) Attacking Buildings and Bridges

Buildings can be damaged and destroyed. To target a building simply select the unit you want to conduct the attack and then move the cursor over any part of the building other than the entrance. If the unit is capable of attacking the building, the cursor will change to a crosshair. Now click the left mouse button to send your units to attack.

To attack bridges you must use the same procedure but move the cursor over the edge of the bridge so that cursor changes to a crosshair. Clicking on the centre of the bridge will merely send the unit to that location.

(viii) Repairing Buildings and Bridges

Destroyed bridges and buildings can be repaired using Cranes. Simply click on the Crane and move the cursor over the destroyed building or bridge. When the spanner cursor appears click to confirm the order. You can repair any destroyed bridges but only repair buildings which are in territories that you control.

(ix) Using Buildings

There are four different types of building. These are described individually below:

(i) Fort

This is your most important building, and must therefore be your greatest concern. When this building is destroyed or entered you have lost the battle. Your objective is to destroy or enter your opponent's fort. Your fort is capable of building a variety of units. The units that can be built by your fort will change from one battle to the next. Your fort has four locations (one on each corner) on which gun emplacements can be built. One or more of these locations may already be occupied by a gun emplacement at the start of each battle. However you can add additional guns to the unoccupied corners (or anywhere else in the fort territory) during the battle. You can scroll to your fort from anywhere on the battlefield by pressing the RETURN key.

(ii) Factories
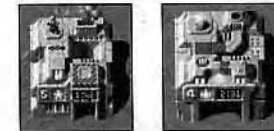
There are two types of factory: those that manufacture robots, and those that manufacture vehicles. Factories are rated with between one and five stars. The more stars a factory has, the more unit types it can manufacture. A 1* factory can only manufacture two or three types of unit, while 5* factories can manufacture all the available units. Both types of factories are also capable of manufacturing guns. A factory will not begin to manufacture anything until the flag controlling it has been captured by one side or the other. Once a factory has been captured it will begin to manufacture its default item: Grunts in the case of a robot factory or the fort, and a jeep in the case of a vehicle factory.

Different units take different times to manufacture. The more powerful a unit is, the longer it takes to manufacture. Manufacturing times will also be influenced by the number of territories you hold. As you capture territories the time taken to manufacture units will decrease. Correspondingly the time taken to manufacture units will increase if you lose territories. The time to manufacture the selected unit will be displayed on the front of the building and in the control box.

If a factory has been damaged it will be operating at a reduced efficiency, and will take longer to manufacture units. You can check a factory's operating efficiency by calling up the control box where it is displayed as a percentage in the top right hand corner.

(a) Selecting units for manufacture
You may change the type of unit being manufactured in one of two ways:

While no unit is selected, click on the factory or fort with the left mouse button. This will overlay a manufacture control box on the screen. This shows a portrait of the unit currently being built, and, in the case of robots, the number of robots that will be in the unit. Beside the portrait is a bar graph showing how far the building operation has progressed. The time left until completion is also shown. To build a different type of unit click on the CANCEL button with the left mouse button. You will now be able to select a new unit type to build by clicking on the arrows to the side of the portrait. As you cycle through the available units the time required to build them will be shown. Clicking on the Up arrow will show more expensive units whereas the Down arrow will show the cheaper ones. To proceed with construction of a new unit type click the OK button or the unit's portrait with the left mouse button. If you change your mind and wish to continue building the unit that was previously being constructed you may do so without losing the current amount manufactured by simply re-selecting it or clicking on CANCEL.

You can exit the control box by simply clicking anywhere on the screen off the box or click the CANCEL button when no unit is selected for manufacture. If you exit with no unit selected, the factory will continue to manufacture the previously selected unit.

When a factory has completed construction of a unit, a message will appear for a short time at the top of the screen informing you that a new unit has been manufactured. Clicking on the message box will scroll the screen to the newly constructed unit and select it.

(b) Placing Guns

When a gun is manufactured, a message will appear at the top of the screen to inform you that the gun has been constructed and a G will appear in the top left hand corner of the screen. When you are ready to place a gun, click on the G or the Gun Manufactured message with the left mouse button. The screen will scroll to the relevant factory and its control box will appear. Click on PLACE and the manufactured gun will become your cursor, move it until it is over the site that you wish to place it and then click with the left mouse button. If more than one gun is waiting to be placed there will be a 'x' symbol next to the G showing how many are manufactured.

There are some restrictions to placing guns. They must be placed within the territory in which they were manufactured and they may not be placed on roads or buildings (except for the fort). A cross will appear over the gun if you move it over a location in which it can't be placed. If you try to place the gun more than twice in an illegal position an orange crosshatch will appear around the gun to show you the areas where it can be placed. If you move the gun away from the territory that made it by mistake you can press the SPACEBAR to return to it.

There is no time limit in which you must place a gun once it has been manufactured, but any guns still not placed when the territory is captured by the enemy will be lost.

You can place a maximum of four guns in a territory. Once four guns have been placed, no more guns can be manufactured and a cross will appear over the portrait of the guns in the control box.

(c) Choosing which units to manufacture

When deciding what units to manufacture you should consider the following criteria. The more powerful, expensive units take longer to manufacture and you may well lose the territory and thus the factory before the unit can be made. A defensive gun unit will defend a currently owned territory whereas a mobile unit can capture a new one and it is important to have a balance of different types within your army.

(d) Unit Limits

In the single player game each side can manufacture a maximum of 50 units. Once this limit has been reached, your factories will pause manufacturing and will only resume when the number of units under your control drops below 50.

(iii) Radar Stations

When you capture a radar station, it will begin to scan a circular area around it. Within this area you will be able to see the exact location of enemy units on the mini map. If you move your cursor over an enemy unit that is within range of one of your radar stations, the unit will be identified. By capturing strategically placed radar stations you can build up an accurate picture of the position of enemy units.

(iv) Repair Facilities

When these are in your possession you can use them to repair damaged vehicles. Simply select the vehicle you want to repair and move your cursor over the entrance of the repair facility. Click the left hand mouse button when the cursor changes to a spanner cursor. The vehicle will go to the building and enter it. The time required to repair the vehicle will count down on the clock at the front of the building. When the clock reaches zero, the vehicle will re-emerge with all damage repaired. The time taken to repair a vehicle depends on how damaged it is, how damaged the repair facility is and how many territories that are currently under your control.

If a Repair Facility is captured while a vehicle is inside it, the vehicle will be sent out in whatever state of repair it had reached at that point.

(x) Robots

There are six robot types, each with their positive and negative sides. Different robots vary in intelligence, speed and armour. A robot's intelligence affects its awareness of its surroundings, accuracy, ability to lead targets, avoid shots and its route-finding. The more intelligent robots will be better at controlling vehicles. Speed affects how fast the robot moves and armour dictates how much damage it can sustain.

Robots are the only type of unit which can move through water, however they are less accurate whilst in water.

The available types of robot unit are shown below with ratings out of five for intelligence, speed, and armour:

	GRUNT	GRUNT	TOUGH	SNIPER	PYROS	LASER
Intelligence	3	4	3	10	6	3
Speed	5	5	3	7	5	7
Armour	1	2	6	2	5	3
	Rifle	Machine Gun	Missile Gun	Rifle	Flame Gun	Laser
Range	5	5	5	7	5	6
Damage	2	1	4	2	3	3
Fire Rate	8	10	5	7	6	7
Cost	1	2	4		6	7	9

(xi) Grenades

On many levels there are boxes of grenades to be collected. To collect a box simply select a robot unit that is capable of using them, move the cursor over the box and, when it changes to the grabbing hand cursor, click with the left mouse button. Note that Tough robots cannot collect grenades (they carry missile guns, so they don't need them).

Once a unit of robots have collected a box of grenades, it will not be able to collect any more boxes until it has used all its existing grenades. If you click on a box of grenades having selected a unit that either already has them or is not capable of using them, that unit will assume that you want it to destroy the box of grenades.

Grenades enable units to destroy rocks, buildings and bridges.

(xii) Vehicles

There are seven different types of vehicle that can be either captured or manufactured throughout the game. Vehicles have different armour ratings, damage, fire rate and speed. Armour dictates how much damage a vehicle can sustain. Damage controls how much damage its bullets will do and fire rate controls how often it fires them. Speed affects how fast the vehicle moves.

It is important to learn the positive and negative sides of each piece of hardware. This will help your strategy in selecting which units to manufacture and choosing which to send into battle against enemy hardware. For example, whilst a mobile missile launcher is a very powerful unit it can be attacked quite effectively using a light tank. If the manoeuvrable tank can avoid the first salvo from the missile launcher, it will have plenty of time to take advantage of its rapid fire rate before the slow moving and slow firing missile launcher can shoot again.

The available types are shown below with ratings out of five for speed, armour, damage and fire rate:

	LIGHT	MEDIUM	HEAVY	MO. MISSILE	JEEP	APC	CRANE
Speed	7	5	3	1	10	7	7
Armour	6	8	10	10	2	8	10
Range	5	5	7	8	5	var.	n/a
Damage	4	5	6	10	1	var.	n/a
Fire Rate	7	6	5	2	10	var.	n/a
Cost	6	12	16	20	1	4	5

All vehicles come ready made with a Grunt robot driver (see above for its statistics).

(xiii) Artillery

There are four types of stationary artillery to be found in the game. These can be manufactured in either robot or vehicle factories. Again, you should be careful to note the relative strengths and weaknesses of each artillery piece. For example, the standard Gun is quite powerful, but fires slowly, whereas the Gatling Gun has less powerful shots but makes up for this with its rapid fire rate and its ability to shoot the drivers from vehicles (its also quite cheap). The available types are shown below with ratings out of five for speed, armour, damage and fire rate:

	GATLING	GUN	HOWITZER	MISSILE
Range	5	5	10	8
Armour	2	6	4	6
Damage	1	5	6	8
Fire Rate	10	5	1	2
Cost	1	3	8	13

All guns come ready made with a Grunt robot gunner (see above for its statistics).

(xiv) Winning Battles

There are three ways to win each battle:

(i)   Destroy all your opponent's units (i.e. all robots, vehicles, and guns).

(ii) Destroy your opponent's fort by attacking it from outside.

(iii) Destroy your opponent's fort by getting a unit inside it successfully.

If any of these things happens to you first, you will lose the battle.

(xv) Advancing through the game

Your overall objective is to win four battles on each of the five planets you visit. If you lose a battle you may replay it until you have won. If you win a battle you will automatically proceed to the next. After four battles you will proceed to the next planet. Each successive battle will become more complex, introducing more unit types, buildings and hardware, and your opponent will become more skilful. The five planets in order are:

(i) Desert – A dry and open environment, sparsely vegetated, in which your units will have little trouble in moving around freely. You will encounter rivers and islands as you progress through the battles on this planet. Some territories will be controlled by flags on islands, therefore make sure you have plenty of robots in your army as without them you will not be able to capture these territories.

(ii) Volcanic – A much more hostile environment. Watch out for the deadly lava flows.
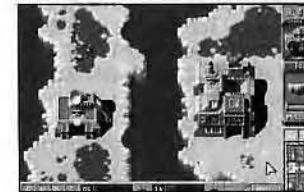
(iii) Arctic – A frozen world of snow and ice spanned by glacial rock formations.

(iv) Jungle – A verdant world of menacing swamps and impenetrable chasms. Watch out for the crocodiles in the swamps who will eat robots hanging around in the mud.

(v) City – A decaying, industrial complex in which danger lies around every corner. Keep an eye out for the sewer monsters who like to eat robots that are crossing the water.

(xvi) Ranks

At the end of each level you will be awarded a rank based on how quickly you managed to complete it and how many of your units you lost and how many of enemy you killed in the process. The ranks, in decreasing order, are:

Warlord
Commander
General
Colonel
Major
Captain
Lieutenant
Sergeant
Corporal
Private

An average performance will be awarded the rank of Captain. To gain higher ranks you will need to complete the level quicker and / or kill more of the enemy's units than you lose.

(xvii) Game Menu

The game menu can be accessed at any time during play by clicking the MENU button at the right of the command bar with the left mouse button or by pressing the M key. This menu provides the following functions:

LOAD GAME

Select this to load a previously saved game. Click the up and down arrows with the left mouse button, or drag the scroll bar to move up and down through the ten saved game slots (you can also use the UP and DOWN keys to move between the slots). To select a slot click it with the left mouse button. You cannot select an empty slot. The name of the saved game will then appear at the top of the dialogue box. Now click OK or press RETURN to load the game. Click CANCEL or press ESC to return to the game menu without loading a game. You can also bring up the load game menu by pressing the L key in the game.
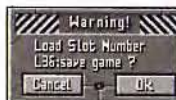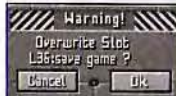
Before the game is loaded, overwriting the game you are currently playing, you will be asked to confirm that this is what you want to do. Click OK or press RETURN to confirm. Click CANCEL or press ESC to return to the dialogue box.

SAVE GAME

Select this to save the game currently in progress. Click the up and down arrows or drag the scroll bar to move up and down through the ten saved game slots (you can also use the UP and DOWN keys to move between the slots). Click on a slot to select it. If the slot has previously been used, the filename will appear at the top of the dialogue box. You can now backspace over the existing filename and enter a new one if you wish. Now click OK or press RETURN to save the game. Click CANCEL or press ESC to return to the main menu without saving a game. You can also bring up the save game menu by pressing the S key in the game.

Before the game is saved, overwriting the saved game slot, you will be asked to confirm that this is what you want to do. Click OK or press RETURN to confirm. Click CANCEL or press ESC to return to the dialogue box.

QUIT GAME

Select this to end the game currently in progress. You will be asked to confirm that this is what you want to do. Click OK or press RETURN to end the game. Click CANCEL or press ESC to return to the game menu. You can also quit the game by pressing CTRL Q (hold down the CTRL key and press the Q key).

GAME CONTROL

Scroll Rate: The rate at which the battlefield view can be scrolled can be set to Low, Medium or High sensitivity. Selecting Low will make the scroll slower and High will make it faster.

SVGA: Changes the display resolution between super VGA high resolution and normal VGA.

Cut Scenes: If you have already played through the game once and seen all the cut scenes, you may wish to switch these off.

Detail Level: This specifies the level of detail in which the game effects are rendered. The higher the level the bigger the explosions and the more shrapnel produced when things explode. The optimum level will have been automatically selected according to the specification of your computer but you may change it if you wish. Move the setting to the left to reduce the detail level and to the right to increase it. Note that if you increase the level above the recommended one you may slow the game down.

Changes to the detail level are only applied by clicking OK or by pressing RETURN. Changing the display resolution before confirming any alterations to the detail level will cause those alterations to be lost.

Gamma Correction: This adjusts the brightness settings within the game, the cut scenes and the menus. Move the setting to the left to darken the screen or right to brighten it.

SOUND CONTROL

Select this to switch music and sound effects on or off or to adjust their volumes using the scroll bars. Music or sound effects will play as you adjust the volume so that you can determine the effect. Click OK or press RETURN to confirm the changes you have made and return to the game. Click CANCEL or press ESC to ignore the changes you have made.

(xviii) Game Control

(a) Pause

Press the P key to pause the game, pressing P again will unpause the game.

The game is also paused whilst you are in any of the above menu screens.

(b) Restart

Press CTRL R (hold down the CTRL key and press R) to restart the current level. Before the level is re-started you will be asked to confirm that this is what you want to do. Click OK to confirm or CANCEL to return to the game.

(xix) Cut Scenes

During the game video sequences will be played as you win or lose battles. They also inform you where you will be going next in your campaign. If you wish to turn these off select Scenes OFF from the Game Control menu or from the Control box on the Main Menu screen.

3. MULTI-PLAYER GAMES

In addition to playing the twenty single player games against the computer, you can also challenge up to three friends to a multi-player game. You can play the two player game across either a direct serial connection or via a modem and either a two, three or four player game over either an IPX or NETBIOS network.

(i) Quick Start Guides

(a) Quick start – Multi Player Direct connect game
1.   Join the computers together with a NULL MODEM cable.
2.   From the main menu, select MULTI-PLAYER.
3.   From the multi-player menu, set LINK TYPE to DIRECT.
4.   Check that the link is configured correctly by clicking the CONFIGURE button to bring up the Direct Configuration screen. Ensure both computers have the same value in CONNECT SPEED and that their COM ports are configured correctly.
5.   Click the CONNECT button.
6.   When the connection has been established, select the level to be played and then press the START button.

(b) Quick start – Multi Player Modem game
1.   Ensure that your modem is connected to both your computer and to the telephone system.
2.   From the main menu, select MULTI-PLAYER.
3.   From the multi-player menu, set LINK TYPE to MODEM.
4.   Check that the link is configured correctly by clicking the CONFIGURE button to bring up the Modem Configuration screen. Ensure both computers have the same value in CONNECT SPEED, that their COM ports are configured correctly, that one has it's MODE set to DIAL and the other to ANSWER and that the computer set to DIAL has the correct phone number entered in the PHONE NUMBER box.
5.   Click the CONNECT button.
6.   When the connection has been established, select the level to be played and then press the START button.

(c) Quick start – Multi Player Network game
1.   Ensure that each computer is connected to the network.
2.   From the main menu, select MULTI-PLAYER.
3.   From the multi-player menu, set LINK TYPE to NETWORK and set the NUMBER OF PLAYERS.
4.   Ensure that all the computers have the same number in BATTLE GROUP on the Network Configuration screen by clicking the CONFIGURE button.
5.   Click the CONNECT button.
6.   When the connection has been established, only one player will have control of level selection. Select the level to be played and then press the START button.

(ii) Menu Screens

(a) The Multi-Player Menu

LINK TYPE
Select this to specify which type of link joins the computers together. You may choose between:
DIRECT
For serial connectivity – requires the computers to be linked with a NULL MODEM cable. Contact your computer vendor if you need more information on NULL MODEM cables.
MODEM
For modem connectivity.
NETWORK
For network connectivity – requires the computers to be linked with either an IPX or NETBIOS based network. Contact your network administrator if you need more information on network types.

Click with either mouse button on this menu item or click on the arrows to the right of the current setting to cycle through the available choices.

LEVEL NAME
When you have connected to all the other machines in your game (see below) one of the machines will have control (it is chosen randomly). This machine will display a message saying "YOU HAVE CONTROL" and the selection arrows by the level name will remain blue and you may select this to choose which level will be played. On the other machine(s) the selection arrows will be greyed out to show that they cannot be selected and these machines will display a message telling then which computer has control. You may choose between 5 different levels.

Click with either mouse button on this menu item or click on the arrows to the right of the current setting to cycle through the available choices.

NUMBER OF PLAYERS
Select this to choose the number of players in the game. For MODEM and DIRECT play this number is automatically set to TWO and cannot be changed. For NETWORK play you may choose between TWO, THREE or FOUR players. Note that all the machines which wish to play together in a network game must have this number set to same value.

Click with either mouse button on this menu item or click on the arrows to the right of the current setting to cycle through the available choices.

PLAYER NAME
Select this to enter your name. This will be used to identify you to the other players in the game.

Click on the menu item or in the name box to be able to edit the name. Press RETURN to finish editing the name and to reactivate the multi-player menu. Note that you are restricted to five characters for your name.

STATUS
This window will show you the status of your current connection.

Click the CONFIGURE button to configure the link type you have selected (see the relevant configuration section below).

Click the CONNECT button to connect to the other machines in the game using the settings you have defined above. The button will stay in whilst you are attempting to establish the connection. To stop

trying to connect, click the button again and it will pop out (this will happen automatically if you do not establish a connection within about 20 secs.). When the connection has been established the button will change to say START.

Click the DISCONNECT button to drop any current connection.

Click the CANCEL button to return to the main menu.

When you connect to the other machines in your game the following things will happen:

(i)   Your CONNECT button will change into a START button which you should click when you are ready to start to the game.

(ii)   You will be able to select the DISCONNECT button which you should click if you wish to break your current connection.

(iii)   One of the connected machines will be selected to control the game. This machine will display a message saying "YOU HAVE CONTROL" and the Level Name menu item will remain active so that this player can select the level to be played.

Configuring your link type
If you need to change any of the settings of your link type you should click the CONFIGURE button. This will bring up a configuration screen appropriate to link type being configured:

(b) The DIRECT Configuration screen

This allows you to configure the settings of your direct serial link and the COM port which it uses. This menu has the following functions:

CONNECT SPEED
Select this to change the baud rate at which the link will run. This should be set to the highest rate possible and should be the same for both machines in the game.

PORT NUMBER
Select this to change which COM port the link will use.

IRQ & PORT ADDRESS
Select these menu items to change the physical characteristic of the serial port being used. These default to the standard settings and should normally not have to be changed. Contact your computer vendor if you need more information on serial hardware.

Click OK to confirm your settings or CANCEL to abandon any changes and return to the multi-player menu.

(c) The MODEM configuration screen

This allows you to configure the settings of your modem. This menu has the following functions:

CONNECT SPEED
Select this to change the baud rate at which the link will run. This should be set to the highest rate possible and should be the same for both machines in the game.

PORT NUMBER
Select this to change to the COM port your modem is using.

IRQ & PORT ADDRESS
Select these menu items to change the physical characteristic of the serial port being used. These default to the standard settings and should normally not have to be changed.

MODE
Select this to change whether you will DIAL the other computer or ANSWER an incoming call.

PHONE NUMBER
Select this to enter the phone number that will be used when you dial another computer.

Click the SETUP button to change the INIT, DIAL, HANG UP and CONNECT strings which your modem uses. These are set to the standard HAYES compatible strings and should normally not have to be changed. Refer to the manual that came with your modem for more information.

Click OK to confirm your settings or CANCEL to abandon any changes and return to the multi-player menu.

(d) The NETWORK configuration

BATTLE GROUP
Select this to choose which group you are going to join. Z supports up to 16 battle groups or independent games played simultaneously on one network. This number should be the same on all machines wishing to play together.

NETWORK TYPE
Displays which type of network has been detected. This is selected automatically and cannot be changed.

Click OK to confirm your settings or CANCEL to abandon any changes and return to the multi-player menu.

(iii) Differences in the multi-player game

Essentially, the multi-player game is played in the same way as the single-player game, except for some minor differences which are detailed below:

(i)   There are no Cranes in the multi-player game. Destroyed bridges will be repaired automatically after about 2 mins. Damaged or destroyed buildings will repair automatically at a rate controlled by the number of territories which the player owns.

(ii)   If you kill all of your opponents' forces, all his territories will become neutral and may be captured by any of the remaining players. However, if you destroy an opponent by getting one of your units into his fort all of his units will be destroyed and all of his territories will become yours.

(iii)   If you lose, providing of course there's more than one person left playing, you can stay in the game watching the battle. You can scroll around as you wish but you cannot effect the game in any way. If, however, you wish to leave the game you should Disconnect as detailed below. Once you have left the game you will not be able to return.

(iv) No Ranks are awarded in the multi-player game. At the end of a game you are shown the relative positions of each player.

(v) You cannot bring up game menu. None of the usual game commands are available. The Quit Game commands are available via the keyboard shortcuts detailed below.


```
      Simon : HELP ME          M   Send
```

(vi) You can send messages to your opponent or opponents by clicking M button or by clicking on the player's name on the command bar at the bottom of the screen. Type in your message and use the backspace key to delete characters if you make a mistake. Use the coloured buttons to select the recipients for your message. Hit the RETURN key when you are ready to send it.

When you receive a message you can click on the message to reply or on the cross at the right hand end of the message bar to clear it. If you begin typing a message but then decide not to send it, simply click on the M button to turn off the messaging function.

You can review any messages which you have previously been sent using the UP key to go back and the DOWN key to go forwards through your messages.

(iv) Level Structure

The various maps available to play in the multi-player game differ in size and complexity. The Desert and Volcanic are smaller with less territories, buildings and units to control. These are designed for inexperienced players or those seeking a quick battle. The larger maps such as those in the Arctic, Jungle and City offer a much more complex battle as they contain the full range of buildings and hardware. These have been designed for the more experienced players seeking a much longer battle.

(v) Game Control

(a) Pause
Press the P key to pause the game, pressing P again will unpause the game.

The "Paused" message tells you which player has paused the game. Only the player who paused the game can unpause it.

(b) Resign
Press CRTL R to Resign.

When you resign all your units will be destroyed, your fort will blow up and all your territories will become neutral. You will remain in the game as an observer, if you wish to leave press disconnect (see below)

Before you resign you will be asked to confirm that this is what you want to do. Click OK to confirm or CANCEL to return to the game.

(c) Disconnect
Press CTRL D to Disconnect.

When you disconnect you will leave the game. If you were still playing all your units will be destroyed, your fort will blow up and all your territories will become neutral.

Before you are disconnected you will be asked to confirm that this is what you want to do, click OK to confirm or CANCEL to return to the game.

(d) Hang Up
Press CTRL H to Hang up.

When you Hang up ALL players will leave the game and be returned to the main menu and any connection will be dropped. This option should only be used when something has gone wrong and all players need to completely leave the game.

Before you Hang up you will be asked to confirm that this is what you want to do, click OK to confirm or CANCEL to return to the game.

Customer Software Support

Warranty

4. CREDITS

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