

ORIGINAL WAR



14-671

INSTRUCTION MANUAL



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English Instruction Manual

1. Installation.....

To install Original War, insert CD 1 into your CD/DVD-ROM drive. If the Autorun feature of Windows is enabled, the installation will start automatically. Otherwise, open Windows Explorer, browse to your CD/DVD drive and double-click the 'Setup.Now.exe' icon.

Once the installation starts, follow the on-screen instructions.

For last minute changes and amendments, please see the Readme.txt file on CD 1 or in the installation directory.

2. Launching the game.....

Original War can be launched in two ways:

2.1. Autorun

If autorun is enabled on your PC, the Original War Launcher program will start. If you have Original War already installed, it will give you the option to either Run the game or re-install it. You can use the latter option if you want to add components to your installation (such as the low-resolution version).

2.2. Start menu

If autorun is not enabled on your PC, start Original War via the Start menu in the taskbar. The default path for Original War is Start/ Program Files/ Virgin Interactive/ Original War. Clicking on the Original War icon will start the game.

3. Playing Original War

3.1. Choose a campaign

The Main Menu screen will appear after the game is launched. There are six options:

Current User
Campaign
Multiplayer
Options
Credits
Quit

To start a new campaign, select 'Campaign'.

To change the current player, choose 'Current User' in the main menu. This brings up the Profile menu. Enter a name for the player in the text box and click on Add New Profile. Highlight the new profile by clicking on it and click on OK to return to the Main Menu.

Selecting 'Campaign' brings up a menu allowing selection of either the American or Russian campaign. It is recommended that you start with the American campaign. Selecting the campaign opens the Campaign Tree. On the right hand side of the Campaign Tree the three difficulty levels are displayed:

Adventurer
Commander
Master Strategist

Adventurer is the easiest, and Master Strategist is the hardest. The difficulty level can be changed between missions. Click on the New Campaign box in the tree window. A box will appear below it. Click on this box to start the first mission. As the campaign progresses, the tree can be used to explore alternate paths through the game.

3.2. User Interface

In the game the screen is divided into a tactical view of the action and the 'Head Up Display' (HUD). The HUD runs across the bottom of the screen and is split up into four main areas.

From left to right these are:



The portrait box:

This is where the portrait and statistics of the current selection are displayed.

The command panel: This is where the command for the current selection can be chosen. The commands displayed change depending upon the current selection.

The mini profiles:

This displays portraits of all of your characters, vehicles, and buildings. The portraits show health bars, and, in the case of the vehicles, their fuel status. In the buildings section, a separate bar will display anything that is being built or researched in it, or if that building is being upgraded.

The mini map:

This gives an overall view of the map. Right clicking on the mini map will order the current selection to move to that position and left clicking will centre the tactical view at that location.

3.3. Selecting Things

To control the characters, vehicles and buildings in the game they must be given commands. In order to give a command to something, it must be selected. To select a single unit, left-click on it in the tactical view or in the mini profiles on the HUD.

To select multiple units, hold down the mouse and drag a box around the desired units in the tactical view or add units to the current selection by holding down the shift key while making another selection.

To select all characters with the same profession, double click on one of the characters' portraits in the mini profiles.

To select all characters with the same profession who are currently visible in the tactical view, double click on one of the characters in the tactical view.

In order to be able to repeat selections easily, the current selection can be given a number by holding down the control key and pressing the desired number. To make that selection again, press the designated number key.

3.4. Giving Commands to Things

To give a command to something it must first be selected. The desired command can then be given by right clicking over the target. The game will try to decide what command is desired depending upon the current cursor position and shows this 'default command' with the cursor shape. For example, selecting a soldier and holding the cursor over an enemy will show the attack cursor whereas holding it over an ally will show the follow cursor.

Some commands cannot be provided as defaults and occasionally the default command may not be desired. The command panel shows the possible commands for the current selection and the desired one can be left clicked. If the explicit command selected in this way does not require a target (such as 'stand up' or 'hold ground') then the command will be carried out immediately; if it requires a target then the cursor will change to reflect the explicit command and the target must be right-clicked in either the tactical view or the mini profiles.

Below is a list of all the basic commands:

Selecting units:

Select unit	LEFT-CLICK unit
Select more units	Drag box around units
Add unit to selection	Shift + LEFT-CLICK unit
Deselect unit	Shift + LEFT-CLICK unit
Create group	Ctrl + number (0 - 9)
Select group	Number (0 - 9)

Issue Commands:

Default command	RIGHT-CLICK target
Attack	Attack Button or A, then LEFT-CLICK target
Move	Move button or M, then LEFT-CLICK target
Stand ground	Stand Ground button or G
Stop	Stop button or S
Get out	Get Out button or U (in vehicle only)
Crawl	Crawl button or C (soldiers only)
Walk	Walk button or W (soldiers only)
Build	Build button or B (engineers only)
Repair vehicle	Repair button or R (mechanics only)
Heal	Heal button or H (scientists only)
Move in formation	Alt + Move command
Rotate formation	Alt + RIGHT-CLICK

Queue Command:

Any command	Shift + command
Patrol loop	Shift + double click

3.5. Changing Professions

A character may have one of four basic professions. Additional specialised professions may become available later in the game. Each profession has its own distinct uniform. Professions can be taken on in the appropriate building as described below:

Soldier:

Although all characters are capable of combat, the soldier has the best equipment and capability. Soldiers also make the best scouts because they can crawl in order to observe or ambush the enemy while not being easily detectable. Characters can be made into soldiers in Armouries or Barracks.

Engineer:

Engineers are the mainstay of base construction and resource gathering. They can also prove very useful in assaults on enemy bases with their abilities to demolish and capture buildings. Characters can be made into engineers in depots or warehouses.

Mechanic:

Mechanics are responsible for the construction and maintenance of vehicles. They also make the best drivers. Characters can be made into mechanics in the workshop or factor.

Scientist:

Scientists are required to carry out research and locate resources. They are also indispensable as healers. Later in the game they acquire other useful abilities. Characters can be made into scientists in the laboratory.

3.6. Constructing Buildings

The depot is the most important building in the base and must always be built first if one has not been provided or captured. Every other building can only be built within a certain distance of the depot. To construct a building you have to select an engineer, and click on the build icon in the command panel. Clicking the build icon brings up a display of the possible buildings. Clicking on the desired building will produce a ghost image of it in the tactical view. This allows the building to be positioned. If the ghost changes from green to red then it cannot be built either because the terrain is unsuitable or because it is too far from a depot. The buildings have entrances

and may need to be rotated by right clicking to get them to face the right direction. Left clicking will complete the command and the engineer will proceed to that position and start to build your depot.

3.7. Researching Technologies

Research technologies strengthen your offensive and defensive capabilities and obtain new technology. Scientists in laboratories carry out research so you must have a laboratory with at least one scientist inside it to do research.

To research a particular technology, select the laboratory and select the technology. If the technology is not available then an appropriate upgrade to the laboratory may be required. If the technology appears in grey then preliminary research may be required.

3.8. Building Vehicles

Vehicles provide increased capabilities for your characters. Mechanics in workshops or factories construct vehicles. Anyone can drive a vehicle but only mechanics are able to repair them. To build a vehicle, its components must first be researched in a laboratory. If the component is not available in the factory after it has been researched then an appropriate extension to the factory needs to be built by an engineer. With the factory selected, vehicles can be designed by selecting the appropriate components and construction ordered by clicking the build icon. Vehicles can be queued up in the factory by holding down the shift key to design and order subsequent vehicles but a mechanic will probably have to drive the vehicle out of the factory and at least one mechanic must be present in the factory for the construction to proceed.



3.9. Resources

There are four main resources available to you throughout the game.

Below is a summary of each resource and its uses:

1. Crates

are the main building materials and supplies for the base. The crates appear at random from the future. The engineers, apemen or cargo vehicles can collect them. Take them back to your depot and store them for when you need to use them.

2. Solar Energy

is used to power your base and to power vehicles. It is the cheapest fuel for your vehicles, but the battery charge runs out quite quickly. The main advantage is that solar energy doesn't run out. The batteries will recharge over time.

3. Oil

is important in supplying your power stations and vehicles with fuel. Only scientists are able to locate the site of an oil deposit. Build an oil pump on it to extract the oil and research oil powered vehicles.

4. Siberite

is the fuel that everyone wants to control! This is mainly used in fuelling power stations and vehicles. Later on, it can also be used in the production of weapons. Only scientists can locate a deposit of Siberite.

3.10. Gathering Crates

When crates are located, they need to be transported to the depot. Three of your units have the ability to do this:

1. Engineer –

The main collector of the crates. However, engineers are also responsible for building the base. The balance between collecting and building gets harder as the game goes on so you need to develop technologies that allow you to concentrate on building.

2. Apemen –

Trained apemen are ideal for collecting crates – leaving your engineers free to build. When you have enough Apemen in your squad, you will be able to collect a whole supply drop in one trip.

3. Cargo Vehicle –

These can collect 100 crates in one trip before heading back to the depot.

To collect a supply drop of crates, select the unit(s) and point the cursor over the crates. When the cursor changes click on the crates and the unit(s) will go and collect them.

3.11. Experience

There are four skills in which experience can be gained by your units during the course of the game. The higher their experience, the more efficient they will be in performing tasks using that particular skill. Below is a description of the skills:

1. Combat –

gained by anyone in battle. A unit's experience increases, every time they are placed into battle.

2. Engineering –

gained by anyone constructing buildings. Engineers also gain experience by gathering resources and repairing buildings.

3. Mechanic –

gained by anyone by driving. Mechanics can also gain experience by building and repairing vehicles.

4. Scientific –

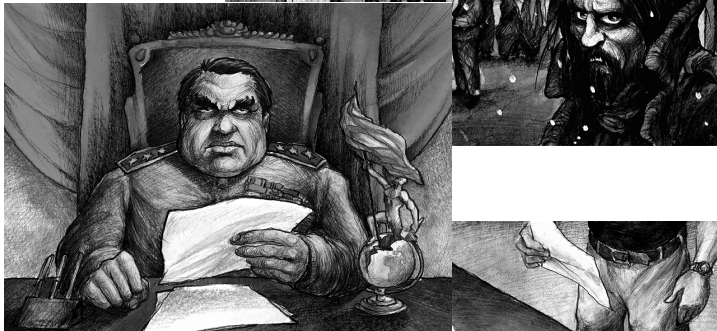
only gained when a character is working as a scientist. Scientific experience is also gained when healing troops, researching technology, and taming indigenous creatures.

3.12. Line Of Sight and Fog of War

Original War uses true line of sight. This depends on elevation and obstructions. If you stand behind a building or tree you won't be able to see what is directly on the other side of the obstruction. If a character stands on a higher part of the map he will be able to see and shoot further. It may be possible to take out the enemy on low ground without even being seen if full advantage is taken of the high ground.

3.13. Grass Tracks

Grass may be used to tactical advantage. If an enemy walks the same path to get between two places they gradually wear a track in the grass. This can be used to track them to their base or to set up an ambush for the next time they use the route.



3.14. Technical Support

Thank you for purchasing Original War. In the unlikely event that you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support : 0207 928 9655
Fax : 0207 261 0540
Internet email: webmaster@sold-out.co.uk
(please use the game title as your subject heading)

World Wide Web : www.sold-out.co.uk

Address : Customer Services Department
Sold Out Software
122 Southwark Street
London
SE1 0SW

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- ij Speed and Manufacturer of your Processor.
- ij Make & Model of your Sound Card and Video Card.
- ij Make & Model of your CD-ROM drive.
- ij Amount of RAM present.
- ij Any additional Hardware and Peripherals.
- ij Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.