

SHADOW OF THE EMPEROR



BATTLE ISLE





www.bluebyte.com

BLUE BYTE SOFTWARE GMBH
Eppinghofer Strasse 150 · 45468 Mülheim/Ruhr · Germany

BLUE BYTE SOFTWARE INC.
8140 North Mopac · Suite IV-230 · Austin TX 78759 · USA
Technical Hotline: +44 (0) 1604259090 · hotline@bluebyte.com



Battle Isle 3 - Shadow of the Emperor is the latest in the Battle Isle series of strategy games from Blue Byte Software GmbH.

Battle Isle 3's combination of present-day and future technology together with a futuristic story will test your tactical skill to the utmost.

BATTLE ISLE 3 - SHADOW OF THE EMPEROR begins with the Tutorial, a set of instructions for players who have not played the game before.

We advise you to play through the sections for beginners and experienced players step by step.

Those of you who are already familiar with the BATTLE ISLE series may not immediately notice any revolutionary new features in this new instalment.

BATTLE ISLE 3 is easy to operate, and may seem at first glance to be an easy to understand program with relatively few features. But appearances can be deceptive! The various tool symbols, menus, sub-menus and dialog boxes conceal such a wealth of features that you should familiarise yourself with them before you start playing.

This manual will explain all the commands in BATTLE ISLE 3 - SHADOW OF THE EMPEROR, and take you through the multitude of tasks by means of explanations, examples and step-by-step instructions. It will introduce you to all the features of BATTLE ISLE 3, including the playing screen and the content and function of the various menus, in other words, all the basic information you'll need before you start playing the game in earnest.

Your Battle Isle Team



Battle Isle 3



BATTLE ISLE 3



TUTORIAL

Introduction	4
Contents	6

Tutorial map 1	9
Tutorial map 2	15
Tutorial map 3	16
Tutorial map 4	19
Tutorial map 5	20
Tutorial map 6	22
Tutorial map 7	23
Tutorial map 8	24



STARTING THE GAME

Starting the game	30
Start new campaign	31
Set up network game	32
Load missions window	35



PLAYING THE GAME

Playing the game	36
Change player	37
Set up menu	38
Disk menu	41
Map window	42
Overview window	42
UIA window	43
Brief info window	46
Statistics window	48
Mission briefing	50
Chip window	51
Select weapons window	52
Shops	55



Index	60
Credits	62
Imprint	64

TUTORIAL MAP 1**Battle Isle 3 tutorial**

Illus. from left to right
Maximize Button
X-Button

Welcome to the **BATTLE ISLE 3 - SHADOW OF THE EMPEROR** Tutorial.

Battle Isle 3's ease of operation and intuitive user interface hide an extremely complicated program. To exploit Battle Isle 3's potential to the full, please familiarise yourself with the basic operations described in this Tutorial before starting to play the game. It is advisable to play through all eight maps in the beginner's and expert's sections.

Like most Windows programs, Battle Isle 3 is controlled almost entirely with the mouse. In the following instructions, „clicking“ means you put the mouse cursor onto the object you want and press the left mouse button once; to „double click“, you press the left mouse button twice.

Please see the instructions in the technical leaflet to find out how to install Battle Isle 3. The following instructions assume that you have already installed the game. Start the game as described in the instructions, and the Disk Access Menu will appear.

In the **DISK MENU**, activate the yellow button to the left of the text line to select Start Individual Map.

Click on the yellow square next to the „START INDIVIDUAL MAP“ instruction to open the Load Missions Window, which shows all the missions in the present campaign. Now click on the bottom arrow at the top right, next to the name of the campaign, until the word **TUTORIAL** appears in the square. Then click on the square next to „Tutorial 1“, and the computer will load the first map of the Tutorial.

You will see a Menu bar asking you to select a level of difficulty. It is best to select the *Normal* level at first; to do this, click on the **X BUTTON** in the bottom right-hand corner.

Two windows of different sizes will now open. The larger one is the Map Window where all the action will take place - the smaller one is an Overview Window, which lets you look at the whole map. Both windows can be manipulated just as in normal Windows, so you can move them, maximize them or minimize them. First, enlarge the Map Window by using the **MAXIMIZE BUTTON** and look at how it is laid out (see also Map Window section).

You will see three forested areas with a road winding through them, a mountain at bottom right, a farm with cornfields in the top right-hand corner, and a flashing cursor. The **CURSOR** shows which hexagon has been selected on the map. A number of combat units are spread over the map; the colour of each unit shows which player it belongs to. On this map, your units are dark green, while the blue ones belong to your opponent. (In the Battle Isle 3 campaign „Shadow of the Emperor“ you will always control the dark green units which represent the Emperor's troops).

Illustrations of vehicles in the Map Window usually represent several vehicles - for example, a picture of one tank actually represents ten tanks.

Another important tip - the game runs one round at a time, and the computer will not begin to do anything until you have finished your move, so don't be in a hurry; you've got plenty of time to think about each move.

One of the farms is under threat from three enemy artillery units, and you only have two **TECHNOTRAX** to defend it. The rest of your troops are scattered all over the map, so it's vital that you get them back to the Technotrax as quickly as possible to defend the farm. One of our units is the **MOBILE Fortress**. It looks as if it might be very useful to us; but how can you tell how strong a unit really is?

From top to bottom:
Maximize Button
Brief Info Button
Movement Button

Technotrax
Travelling Fortress
Movement Range Icon



First, click on the Mobile Fortress so that it is framed by the cursor. If you now click on the Information Icon in the Menu Bar, a window will open showing an animated picture of the unit and all the significant details about it. (You can also call up the **BRIEF INFO WINDOW**, containing the most important information about the unit, by clicking on the icon next to it). In the same way, you can have a good look at the other units too - the Info Window always shows the data on the object which has been selected.

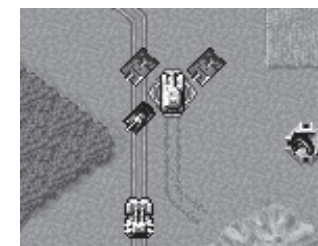
As you can see from the Window, the Mobile Fortress contains a large number of heavy armaments, but its **RANGE OF MOVEMENT** is not very good. The range figures always indicate how far the unit can travel on a road; don't forget that the range will usually be smaller when the unit has to travel over other kinds of terrain. Now close the Info Window, or drag it to the side.

If you double click on the **MOBILE Fortress**, a small window containing more icons will appear. At the moment we are only interested in the **MOVEMENT ICON**. If you click on this icon you will see a change in the Map Window; most of the squares will turn red, and only the area around the Mobile Fortress will stay its original colour - this is the area within which the unit can move.

As already mentioned, a unit's range is much larger when it is travelling on asphalt than over fields. Double click on the road square which is furthest away from the unit and has not turned red, and the unit will travel to the square. The white colouring of the unit indicates that it has been moved on this round, and can not be moved again until the next round.

The enemy guns are too far away yet for us to attack. The window which has just opened won't be of any interest to us until later on, so close it by clicking on the X icon.

Illus.:
Samurai
exact position



Now let's look at the **BUGGY** below the forest. Double click on the Buggy, then click on the Movement icon. The whole forest will turn red, showing that, because of the type of terrain, the Buggy can't travel through it. In other words, the program automatically shows you where a unit can and can't travel.

In this case we have no choice but to move the Buggy around the edge of the forest. Double click on a square to the left of the forest, next to the road, and the Buggy will go there.

Now let's look at how we can attack. Find the **SAMURAI** tank in the bottom right of the map near the mountains, and move it up to the enemy's assault guns - the Samurai should be right next to them. You will see from the illustration that the left-hand assault gun is hemmed in between the Samurai and the Technotrax. Because it has to worry about several enemy units at once it is weakened, which is very much to our advantage. The opposite of this manoeuvre is called „blocking“; this is where your units are positioned in adjoining squares, thus blocking the attacking unit. In both cases you will receive a bonus to your units' battle values, so you should try to create these sorts of positions whenever possible.

Now back to the Samurai: when the tank has moved, another window, the **CHIP WINDOW**, will appear. This is the window we saw earlier when we were moving the Mobile Fortress, but this time we are not going to close it.

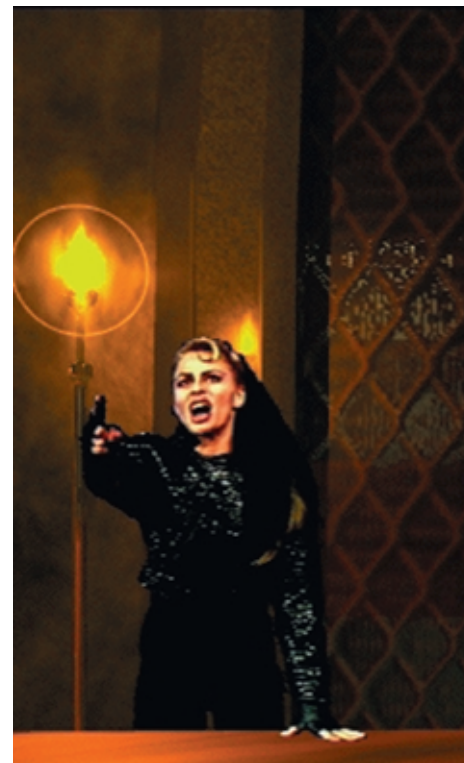
As soon as you click on the **ATTACK ICON**, the computer will show the units which you can attack. Double click on the illuminated assault gun on the left, which is on a red base. A new window will open, showing what armaments the Samurai possesses - one 100mm cannon and a 20mm gun. To the left of the name you can see how much ammunition the tank has. Underneath the name the weapon's power and its possible targets are shown. If the tank is lit up, for example, the weapon can be used against ground-based units.

At the end of this line you will find two more numbers; the first one shows the minimum distance between the weapon and its target, and the second one indicates its range. The Samurai's 100mm cannon has a strength of 560 and a range of 1, so it can be deployed against other ground-based units and ships.

Now click on the square next to the 100mm cannon, and battle will commence.

The computer will show you an animated picture of the battle or a quick review, depending on the setting. The Options section in the technical manual tells you how to change this setting.

If you click again on the Samurai in the Info Window you can see how many tanks you have lost. The number of tanks you have left is shown to the left of the animation.



There are also two stars directly underneath it. You receive a star every time you score a direct hit on an enemy unit.

This is the **EXPERIENCE VALUE** of your unit; the more stars it has, the higher its value. If a unit destroys an enemy unit in one move, it receives 2 additional stars or experience levels.



From top to bottom:
Buggy
Attack Icon
Experience value

TUTORIAL MAP 2**tutorial**

Now move the Ranger between the two forested areas next to one of the assault guns (remember the „hemming-in“ manoeuvre), and attack it. As you will see, when the **RANGER** has completed its attack it can move again. You should take advantage of this to make rapid advances. The second move is carried out in the same way as the first; double click on the square you want the Ranger to go to, and it will be out of range of the enemy's guns.

The **BUGGY** has a special characteristic as well. As you will see from the data in the Info Window, it has ground-to-ground missiles with a range of 2, and is thus able to fire from a considerable distance.

Move the Buggy from the left of the mountains to the rear of the Technotrax, so there is exactly one square between the Buggy and the enemy's assault gun. Now it can attack the enemy, as described earlier, but is safe because it is outside the range of the enemy guns. The Ranger can also make a second move to take it well away from the danger area.

We suggest that you now continue playing on your own. Experiment with everything at your own speed, and get to know your own capabilities and those of your opponent. You can interrupt the game at any time and take up again later where you left off - just save your game using the Disk Menu (for details of this, see your Manual).

One more tip - when you have moved all your units once, indicated by their colour, or if you have deliberately not moved them, end your turn by clicking on the **CHANGE PLAYER ICON** in the Menu Bar. The computer will then make its move. When it has completed its move, it is your turn again, and you can move any or all of your units. The game continues in this way until either all your units or all your enemy's have been completely destroyed.

In this Tutorial you can interrupt the game at any time and load the next map. If, however, you are playing a campaign and successfully complete a mission, the next map will be loaded automatically. Between the moves statistical information showing the course of the battle will appear (see your Manual for further details).

You may have been wondering why there were so many radar stations on the first map. The reason is that reconnaissance is very important in *Shadow of the Emperor*. Every vehicle as well as the infantry carry their own radar equipment. This tells them what the surrounding terrain is like and which buildings or units are nearby.

In the first map, the **RADAR STATIONS** allowed us to see the whole map easily. If you load the Battle Isle 3 map **TUTORIAL 2**, things get a bit more difficult. Only about one fifth of the total area is visible, while the rest is hidden under a grey surface. A few buildings can be seen, but you shouldn't be too over-confident; there is no sign of the enemy anywhere.

In the lower portion of the map you will see two groups of units. In the right-hand corner there is a Ranger, two Demon units and a group of tanks with Technotrax and Samurai units, and further to the left there is a small group of Demon units. The group on the right seems to have a far greater range of visibility than the one on the left. You'll see why if you click on the units in the Info Window; this shows an eye with a number next to it, indicating the **RECONNAISSANCE RANGE** of the unit. The Ranger has a range of 5, while the tank only has a range of 3; so the Ranger can „see“ further, and is thus ideally suited to reconnaissance work. If you have already reconnoitred an area and later move away from it, the visibility will become smaller again - you may be able to see buildings but not the enemy units stationed there.

Back to the map: your reconnaissance units have reported that a heavy artillery emplacement, a Pulsar 3, is located in the northern section of the forest. Your task is to find this emplacement, destroy it, and drive the enemy out of the forest. You will only have won when all the enemy units have been destroyed. Move the Technotrax on the left to the upper edge of the area of visibility.



**From top to bottom-
from left to right:**
Mine
Ranger, Buggy
Change Player Icon
Radar Station

What's happened?

It has fallen into a trap - it has been attacked by an intelligent **MINE**.

There is now nothing we can do, because the battle will run its course automatically.

(If the Technotrax had been attacked by two enemy units, it would have had to defend itself twice).

This example is a warning that you should take to heart when playing *Shadow of the Emperor*: never move outside the area you can see unless you're absolutely certain what is awaiting you!

TUTORIAL MAP 3**tutorial**

You should always know how much **FUEL** your units have. This is shown automatically when you click on the vehicle. Try not to waste fuel, because you may find yourself at a disadvantage if you have to send a unit back to base to be re-fuelled.

Anyway, the Technotrax may have been destroyed in the trap. Now move the rest of your units up and reconnoitre the forest, using the Ranger to lead the way. Don't let the Ranger get too far away from the other units though, because it is not strong enough to defend itself against more powerful units.

Of course, there's more to Battle Isle 3 than dark forests and green fields. An important feature of the game are the buildings or „Shops“. In the course of the campaign you will come across various kinds of Shops, but in this Tutorial we will only look at the villages, towns and Headquarters (HQ).

Now load the **TUTORIAL 3** map.

At the bottom edge you will see several tanks, a Ranger, two Demon units and two armored tanks in your colour.

You also have an HQ. The coloured spot shows the building belongs to you, and also indicates the entrance. The town above your HQ is coloured grey, which means it is neutral and isn't controlled by either side.



Double click on the entrance to the HQ to open a small window containing an open box. If you click on this box, the Info Window will appear.

The Info Window is in two halves: the right half works just like the Info Window for the units, while the left half contains information relating to the shops.

The Income per round is also divided into two: the Total Income of all shops and Income only of the shop selected.

In the centre is a bar with six squares. This shows which units are in the shop (i.e. in the garage) at the moment. If there are more than six units there, you can scroll the bar with the two arrows

at the top and bottom edges. The selected unit will be animated, and details about it will appear in the right of the screen.

In the upper square of the **HEADQUARTERS** you will see an animation of a Ranger, and the right-hand part of the window contains all the information about it. The flag means the Ranger can also capture buildings - this can usually only be done by the infantry, which means the infantry is strategically very important.

Often, one of the objectives of a mission is to capture enemy shops. Let's imagine we want to capture the shop which is located towards the top of the picture.



From left to right:
Headquarter
Mine
Entrance



Its colour shows that at the moment it doesn't belong to either side. To move the Ranger out of the Headquarters, click on the Movement cross underneath the energy display. The Map Window will fade in again, and you can move the Ranger normally. To capture the neutral town, double click on the entrance to the town, and the Ranger will capture it for you.

We now own a Headquarters and a town; but how can we use them to our advantage? You have probably noticed that every time one of your units moves, its supply of fuel diminishes, every shot it fires uses ammunition which has to be replenished, and units which are damaged in battle will have to be repaired; and the shops are used to re-fuel, re-arm and repair your units. It's advisable to keep the units with experience (stars) ready for action all the time, so you don't lose your bonus.

You will need to keep a careful eye on the stocks of energy and material in your shops. The energy supply in particular increases slowly from one round to the next, and you may find the batteries are unexpectedly empty if you aren't careful. If this does happen, however, there is another way of increasing the precious stocks.

Thanks to the reconnaissance range of the town we have just captured, we can see a supply of Aldinium crystals in the centre of the map. If we can obtain at least one of these **CRYSTALS** for our shops, it can be transformed into a large quantity of material. Of course, your opponent will be doing his best to capture these valuable crystals for himself, so transporting the crystals to the shops can easily turn to disaster. In any case, you will need a transporter - on this map, the Armored Personnel Carrier is used for this purpose. Double click on it and the usual menu will appear.

Next to the Move Icon you will see another one which looks like a box on wheels. If you click on it you will open a window which looks like the Shop Window and serves the same purpose. (An Armored Personnel Carrier can also be used to transport other units, but you must make sure you don't exceed the permitted loading weight). One of your objectives is to capture your opponent's heavily defended HQ. The Buggies should be very useful to you in this task, but don't forget the Pillbox on one side of the HQ has a fire range of 3, so be careful.

To be certain of winning this map you will need the crystals, because your shops can only produce material, not energy. (The same also applies to your opponent's shops). Good luck!

One vital component of any Battle Isle simulation is the weather. Its unpredictability has frustrated many a military enterprise in the past, and it plays an important role in Shadow of the Emperor too, as we will see in the next map.

TUTORIAL 4

You will see a wide plain with a river flowing through it. Your HQ is located at the bottom edge, and several ground units are positioned around it. Your opponent has taken up position in a town on the other side of the river, and has blown up the only bridge across it. Your problem is to get your units across the river without the help of planes or boats.

The weather may be unpredictable, but at least to some extent it can be forecast - more accurately in Battle Isle 3, in fact, than in real life!

It would seem a good idea to start off by moving your units towards the river and re-group them there. Then click on the **CHANGE PLAYER ICON**, and the computer will carry out actions beyond our field of visibility. Then it's your turn again.

TUTORIAL MAP 4

tutorial

As you see the weather has changed; the first snowstorms are beginning to move across the country, and the temperature is falling. Patches of ice are beginning to form on the river, but it hasn't frozen over yet (In campaign mode forecasts usually describe the weather conditions about two rounds in advance).

Make use of the breathing space and gather your units as close to the river as you can, then click on Change Player again.

Shortly afterwards winter has really set in, and the river has frozen over. It's now or never if your units are going to cross the river (however, only the light units will be able to do this - heavy artillery would simply fall through the ice).

The units' range of movement is considerably reduced in these bad weather conditions, and you will only be able to make slow progress.

As soon as you have moved all your units, you will have to **CHANGE THE PLAYER** again.

Try to get as many units as you can onto the other side of the river; before the thaw starts you have two rounds before the ice starts to melt. Any units which haven't reached the bank when the ice melts will be lost in the floods.

Now the thaw has set in, and the ice has melted. The ground is soft, and your units are finding it difficult to make progress. Try to get to firm roads and re-group as many of your forces as you can. Don't forget that this area is controlled by your opponent.

Your next plan is to capture the town. The computer may not be expecting you to attack the town, but it may have taken advantage of the weather to prepare itself for such an eventuality...

This mission concludes the basic part of the Battle Isle 3 Tutorial. The second part, for experienced players, will tell you about the more advanced program functions and strategic features.



From left to right:
Change Player
Video Recorder Icon
Experience Value
Bottom:
Crystal

TUTORIAL MAP 5-6**Battle Isle 3 tutorial****TUTORIAL PART II**

In the third mission we talked about using the shops to supply our troops. We also have another way of keeping our units ready for action: the supply vehicles.

In the bottom right-hand corner of the **TUTORIAL 5** map you will see three vehicles:

A **RE-FUELLING VEHICLE** - has no weapons and only light armor

An **AMMUNITION CARRIER** - has a machine gun and thicker armor than the re-fuelling vehicle

A **REPAIR VEHICLE** - can be used to repair and re-fuel units in the field.

The repair vehicle in particular can be of great strategic advantage, because you don't need to take a vital unit back to the shop before it can be repaired. A secure, well-organised supply chain is vital to the success of any mission.

In the supply vehicles' Actions Window you will see an additional **ACTION ICON**. If you click on this, the screen will change to give the impression that you are moving. The map only changes appearance when a unit will need supplies or servicing in the near future.

Double clicking on one of the units opens another window, where you can define the action (repair, re-fuel etc.). At the start of a mission all the units are in perfect condition and ready for action, but that won't last long.

Don't forget that re-fuelling, supplying ammunition and repairing each represent one action for the supply vehicle - afterwards it can only move again when it becomes your turn again. However, within one action it can service several units. If a supply vehicle has already moved, it can only service one unit immediately afterwards. The unit's normal functions are not affected by this.

You have no doubt noticed the odd-looking building right next to the supply vehicles. This is a **FACTORY**, where you can manufacture new vehicles in addition to the ones you already have. By double clicking on the entrance to the factory you will open the familiar Info Window. This particular factory doesn't have any completed vehicles in its garage.

Now click on the hammer symbol in the Icon bar. This will show the new units which you can make with the raw materials available. (As usual, the list can be scrolled up and down with the arrows). Every factory has its own production schedule, so not every factory can manufacture every kind of unit.

If you select a Buggy from the list by clicking on it, you will see in the Detail Window the amounts of energy and material you will need to manufacture another one.

As soon as you decide to make a new Buggy, these amounts will be deducted from the factory's stocks. You confirm the command by clicking again on the hammer icon, and the new Buggy will appear in the garage. However, you will not be able to use it until the next round.

Now let's close the Shop Window and take a look at the left-hand corner of the map.

You will see some heavy artillery with a unit you haven't seen before, described in your Info Window as an

ELOKA Jamming Unit. As we saw in the second mission, reconnaissance is an important feature of Shadow of the Emperor. The Eloka jams your opponent's radar equipment, and thus protects your large units in the vicinity, since the enemy can't see the unit and so finds it difficult to fight it. This is particularly useful when you are moving your units up into enemy territory. However, the unit only has a small jamming range, and its effectiveness is also affected by the size of the enemy's radar.

The Eloka is most effective when it is positioned right next to the unit you want it to protect.

The situation on this map is not easy to assess: the enemy has protected his area from you well, and you don't know what might be behind the



From left to right:
Eloka, Action Icon
Re-fueling Vehicle
Ammunition Transporter
Repair Vehicle, Factory

grey veil. Your orders are to capture the enemy's HQ. Try to react as effectively as you can to any situation that arises, and make good use of the new opportunities to supply and maintain your units, build new units and jam the enemy's radar. If you are going to be able to move your troops effectively, you will need a good transport system.

TUTORIAL 6 will introduce you to some new equipment to help you do this yourself by building or demolishing roads, tracks and fortifications.

The **PLANUM** is designed to be able to construct roads and lay track equally well. Shadow of the Emperor has several types of trains, which are fast and require an unbroken network of track. In the centre of the map you will see that our transport train has a problem: the track in front of it has been blown up, and the enemy's units are getting perilously close. Luckily there is a Planum nearby. Double click on it, then click on the Action Icon in the Action Window.

Another icon, the hammer symbol, will appear; this represents „production“ in general. Select it, and the map will turn red, except for the squares where something can be built. Double click on the square between the two ends of the track. Another Window will open containing the construction icons which can be used. You will see up to three icons: **CONSTRUCT ROAD**, **LAY TRACK** and **DEMOLISH**.

Click on the Track Icon and the gap in the track will close, so the train can travel on.

Of course, you can order your guns to destroy roads and track if, for example, you want to hold up your opponent's advance. However, not all units can do this, only the ones whose small icon with the building is illuminated in the weapons list.

You can also use the construction vehicle to set up fortified emplacements where you can keep tanks or infantry. You do this in the same way as building a road, ie double click on the construction vehicle, then click on the Action icon. You can choose between building and demolishing. If you click on **BUILD FORTIFICATION** you will be shown a list of possible locations, and can choose where to have the fortification built.

The general strategic situation on this map looks bad for you. The enemy has put most of your heavy units out of action, and you can hardly hold your position, much less extend it. To the south of the plain, in an area not controlled by the enemy, there is said to be an **AIRPORT**. Your only option is to make an orderly retreat to the airport, and you will have to rely on the roads, track and transport train...

TUTORIAL MAP 7**tutorial**

In **TUTORIAL 7** we will be travelling by water. Shadow of the Emperor has a wide range of boats and ships, from small, light boats to heavy battleships.

Our flagship on this map is the „Zenith MBS-19“, a battleship with a large arsenal of weapons which can reach deep into the enemy's territory. However, the **ZENITH** is very slow and can only be manoeuvred in deep water.

Directly behind it is another important unit, the **REX**, a transport and repair ship. This is a kind of floating shop which can repair and re-fuel both other ships and land units, and provide them with ammunition. It can also carry the units needed to build a bridgehead.

The two submarines in the harbour are also vital to the success of this mission. When they are submerged, the enemy's ordinary guns can't get at them; they can only be hit by torpedoes and depth charges. When they are submerged it is very difficult for the enemy to find them.

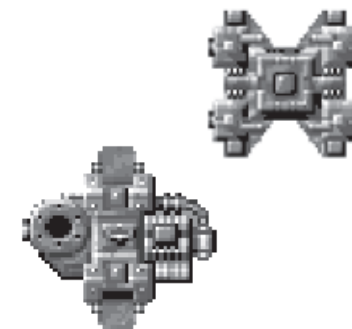
Move one of the submarines towards your fleet. After you've moved it, an Action Window will open; click on the Dive Icon and the submarine will light up, meaning it has submerged and can not be seen by the enemy.

The **HARBOUR** performs the same role for your ships as the factory does for land vehicles. You can recognise the harbour on our island by its characteristic shape. You can build, repair and re-fuel your ships in the harbour, as well as supplying them with ammunition.

Before you can land on the heavily defended coast, however, you will have to worry about the enemy's fleet. Your primary objective is to build a secure bridgehead. Put your troops on the transport ships and steer for the coast. If you can capture an enemy factory, so much the better. As always, it's very important that you have a secure supply line. You have achieved your mission when you have captured the enemy's HQ.

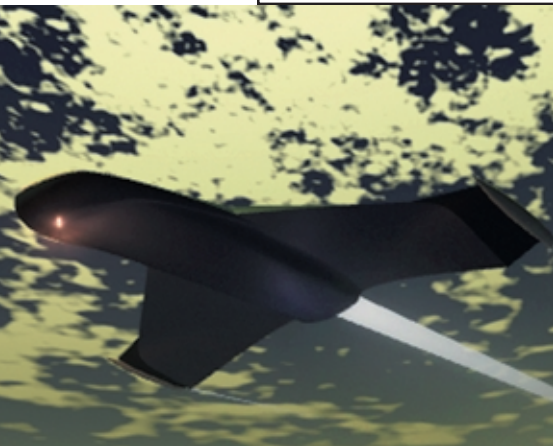


*From left to right.
Planum, Zenit, Rex*



*From top to bottom:
Harbour, Airport
Constructing road,
Lay Track,
Tearing up road,
Build Fortification*

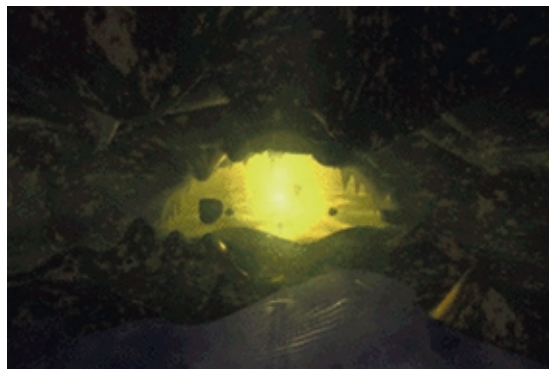


TUTORIAL MAP 8**tutorial**

Your **FIGHTERS** offer the best defence against enemy planes. They can also attack targets on the ground, but are most effective against other planes. The advantage of the transport planes is that they don't need an airport to load or unload troops; you can do this on any ground square which can be reached by the unit in question. When operating the planes you must watch out for land-based anti-aircraft guns. The Comet anti-aircraft tank and especially the **MEDUSA** are weapons that strike fear into every pilot's heart. In the course of the game you will soon discover the strengths and weaknesses of each unit.

On this map, the enemy's **HQ** can only be reached by air, so you will have to try to achieve air supremacy even though at first you have fewer units than your enemy. You will have to keep the enemy at bay by clever defensive tactics until your factories have had a chance to manufacture enough new units...

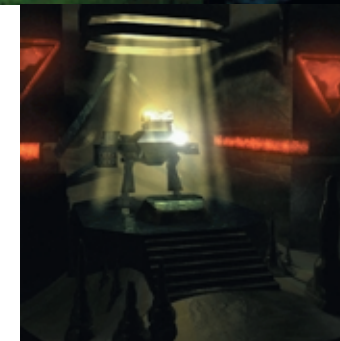
The last part of the Shadow of the Emperor Tutorial describes the last group of weapons, your planes. The player who manages to achieve „air supremacy“ often has the best chance of winning. The **TUTORIAL 8** map contains a fortified airport and a town. A reconnaissance plane, two fighters and two **BATTLE HELICOPTERS** are on the runway. First, call up the reconnaissance plane's Info Window. The **ALTITUDE ICON** in the lower section tells us that the plane can change its altitude to take it out of range of the enemy's land-based guns (just as the submarine in the previous map could dive out of range).



From left to right:
Battle helicopter
Reconnaissance plane
Fighter plane
Medusa



Left:
HQ Headquarter
Bottom:
Airport, Altitude Icon



That brings us to the end of the Tutorial; you should now be well equipped to start off on your first real **BATTLE ISLE 3** campaign. In the Manual you will find more information, examples and step-by-step instructions to help you master all the features of BATTLE ISLE 3 **SHADOW OF THE EMPEROR**.

Shadow of the Emperor

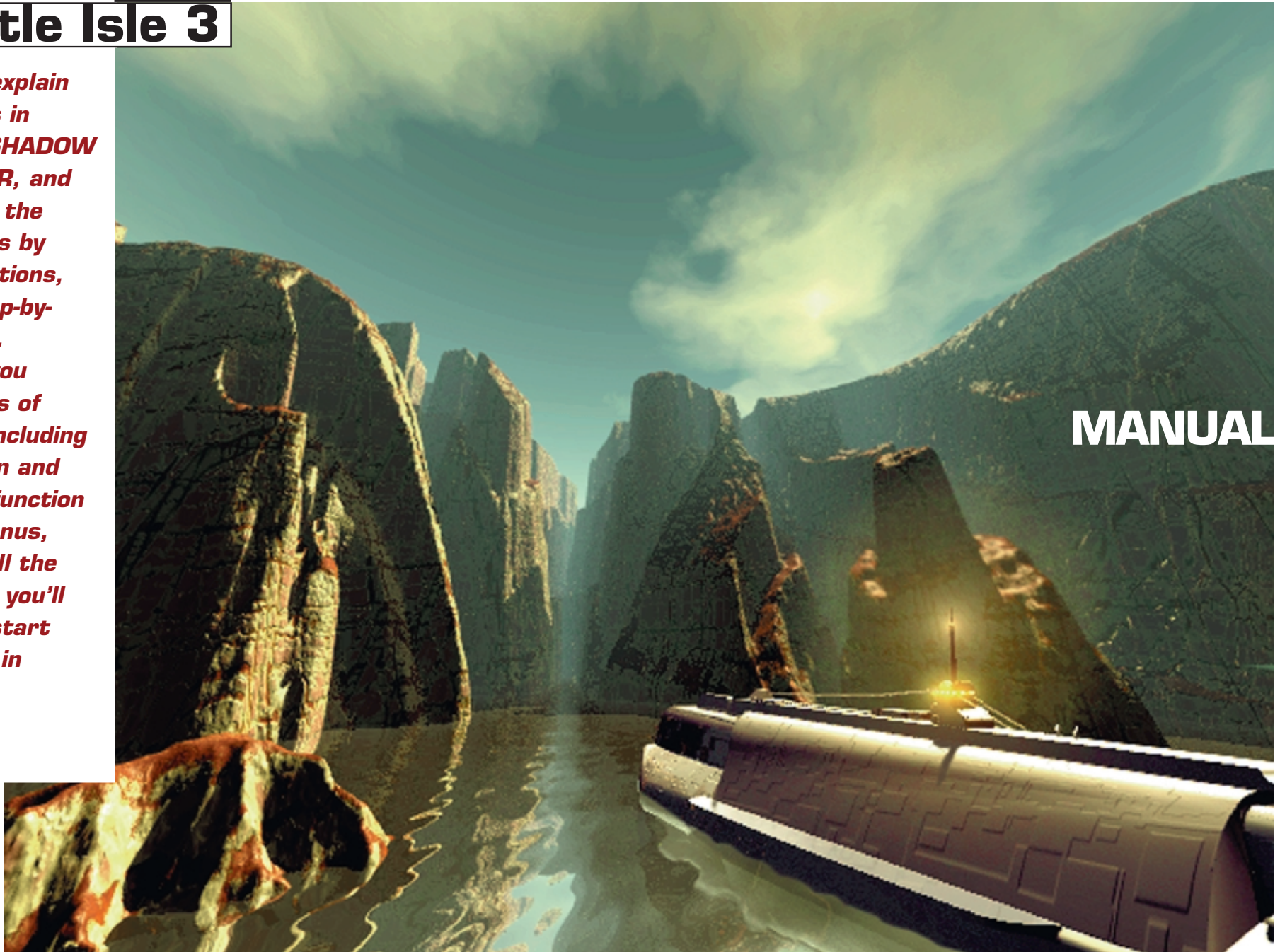


Battle Isle 3

MANUAL

Battle Isle 3

*This manual will explain all the commands in **BATTLE ISLE 3 -SHADOW OF THE EMPEROR**, and take you through the multitude of tasks by means of explanations, examples and step-by-step instructions. It will introduce you to all the features of **BATTLE ISLE 3**, including the playing screen and the content and function of the various menus, in other words, all the basic information you'll need before you start playing the game in earnest.*



MANUAL**Battle Isle 3****STARTING THE GAME**

Insert the first **BATTLE ISLE 3 - SHADOW OF THE EMPEROR CD** into your **CD ROM** drive. If you have never played **BATTLE ISLE 3** before, follow the installation instructions in the technical leaflet. As soon as the game configuration is complete, you will see the Battle Isle 3 symbol on the user interface; this can be opened by double clicking on it.

CONTROLLING THE GAME

Like most Windows programs, **BATTLE ISLE 3** is controlled almost exclusively with the mouse; the mouse is used to control the cursor, which in turn controls the game. Sometimes certain options can be activated by using the keyboard, eg when you want to confirm something, or by pressing the enter key. The various options can be selected, indicated and activated by clicking with the left mouse button.

LOADING, SAVING AND QUITTING

After starting the game, the Disk Menu is called up, which carries out all the hard disk access functions. The Disk Menu is sub-divided into the following items:

SAVE GAME (This option is not shown when the game starts, as there is nothing to save yet).

LOAD GAME

START NEW CAMPAIGN

START INDIVIDUAL MAP

START NETWORK GAME

CALL UP NETWORK GAME

SELECTING

To open the individual options, activate the yellow button on the left of the text line. The bright button indicates the option which has been selected, the dark buttons show the options which are not active. The green buttons stand for actions which can not be carried out, while the yellow buttons are the actions which can be selected.

Note:

Save your games frequently, so that if you make a mistake you can return to an earlier map!

Note:

When the program is started for the first time, the Online Help is active. It can be turned off by clicking on the appropriate item in the set up Menu.

SAVE GAME

The command **SAVE GAME** saves all the information entered during the game to the hard disk. You will be given a **BATTLE SET** number, and you will also be told the number of the map played and the number of the round.

The number 1 stands for a Battle Set game, the number 2 represents a map from the Battle Set „Multiplayer Game“, and the number 3 is a map from the Tutorial. You can call up the saved game any time you want to continue playing.

When Battle Isle 3 starts, it is not possible to use the **SAVE GAME** option; it will not appear in the menu until a game has started.

The **SAVE GAME** command can not be used when you are playing a network game. Games played in this mode are automatically saved on the network. To save a game, activate the yellow button next to the **SAVE GAME** command. Select a free slot beneath the menu and save the present score. Up to eight different scores can be saved simultaneously. If all the slots are already occupied, you can select one of the occupied slots and overwrite it. After saving, you will automatically be returned to the game.

SAVE SCORE

You can load a saved score.

The scores saved in **LOAD SCORE** can be called up again by selecting the yellow button before entering the text.

If you click on **LOAD SCORE**, the **SELECT SLOT MENU** will open. The saved game can be opened in the appropriate column by clicking on the yellow button next to the line of text. (see also **SLOT MENU**).

START NEW CAMPAIGN

This starts a new campaign. A campaign means that all 20 maps in the Battle Isle 3 Battle Set will be played in turn. After you have selected this item, you will be asked to choose a level of difficulty, which will apply to the whole campaign (see „Difficulty“).

When you lose a map, ie you do not achieve the mission objectives, the same map is automatically started again. When you win a map, the next map will be loaded. When you are playing a campaign, make sure your units gain as much experience as possible, as all your troops will accompany you through the whole campaign, and your computer opponent will also gain experience on the later maps. You can't win a campaign without well-trained units. **SAVE YOUR GAMES FREQUENTLY, SO THAT IF YOU MAKE A MISTAKE YOU CAN RETURN TO AN EARLIER MAP!**

START INDIVIDUAL MAP

This mode is also known as the „Multiplayer Game“, because several human and computer players can play simultaneously. When you have selected the **MULTIPLAYER GAME** in one of the three Battle Sets, you can set the game difficulty in the next menu. If you select the X button, the chosen setting will become effective, and you can then use the **SET PLAYER** command to decide which players the computer will control, and which will be controlled by human players. The alliances are determined by the **SET ALLIANCES** command.

SET ALLIANCES

While you are playing on your own against the computer enemies in Campaign Mode, you can select the alliances by clicking on the yellow button. Various alliances are possible, and each player can be a member of an alliance. Players with the same alliance number are members of the same alliance, and are thus fighting on the same side. A dash indicates that the player is not a member of any alliance; he has not signed any treaties with any of the other players, and is therefore an enemy of them all. Human players can attack their allies during the game, but computer players can not do this. The X (for EXIT) button will return you to the game.

SET UP NETWORK GAME

If you have a local network such as Windows or Novell, you can start a multiplayer game, in which each player plays the game from his own computer.

All the players must be authorized to write on the common network drive, through which the players' data are exchanged. The Network Mode is set up with the *Network Setup* program, which you can start via your BATTLE ISLE 3 program group (see technical leaflet).

First, one of the players has to set up the network game. The necessary settings are carried out in exactly the same way as for a multiplayer game, ie by choosing a map, setting the difficulty level, and selecting the players and alliances.

You will be asked to give the game a name under which Battle Isle 3 can save it on the network drive. If you don't want to play a game again, you can delete it with the Windows-Explorer.

Note: Battle Isle 3 can recognize a total of 20 network games, so any games in excess of this will have to be deleted before new ones can be set up. As soon as the game has been set up, the player setting it up will be asked for his password. This password will be used later when announcing a round of the game, and must be kept secret from the other players. Anyone entering this password can take over from another player with the same password.

Note:
Battle Isle 3 distinguishes between capital and small letters.

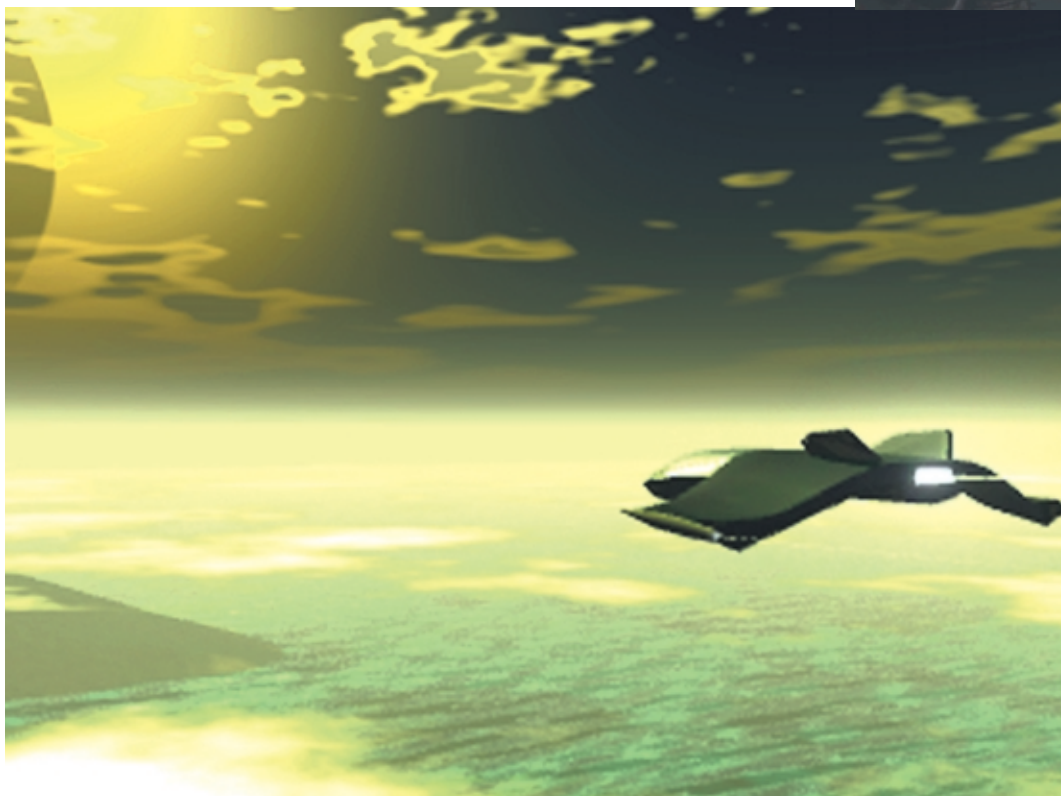
The player who sets up the game takes the part of the first human player. Let's assume the following players have been nominated:

Emperor	Computer
Drulls	Human
Cyborg	Human
Imperial Kais	Computer

In the above example, the computer makes the first moves for the Emperor. The first player will then be asked to enter the Drulls' moves.

When he has finished all his moves, he finishes his round by clicking the Change Player icon. The score will now be saved on the network drive, and the next player will not be able to start his moves until this process has been completed. If the next player tries to start before the previous player has completed his round, an error message will appear, and the player will have to register his turn again.

Note:
Video sequences can not be seen while in multi-player mode.



SELECT NETWORK GAME

The **SELECT NETWORK GAME** option allows you to participate in an existing network game. The menu will show the games which are already in the network drive (this can be up to 20 games). Click the yellow button to select from the list the *game* you want to participate in. You will then see a list of human players, from which you can select the *character* you want to play. When you first select the character, you will be asked to nominate a password; this will apply to the character from now on, and you will be asked for it every time you make a selection.

Note: you must decide whether you want to type the password in lower or upper case letters, as the computer makes a distinction between them and will not recognise the password if typed in the wrong case.

IF YOU FORGET YOUR PASSWORD, THE WHOLE GAME WILL COME TO A HALT. YOU SHOULD THEREFORE MAKE A NOTE OF THE PASSWORD AND KEEP IT IN A SAFE PLACE.

You can now issue your orders, ending your round by clicking the Change Player icon, when it will be the turn of the next player.

The players play in sequence as in a multiplayer game, from the top to the bottom of the player list displayed by the computer. Any player can quit the program at any time.

The score of a network game will automatically be saved in the network, so you don't need to save it separately.

If a player quits the program, he can re-enter the network game again at any time. However, the other players will not be able to play until the player returns to the game.

In fact, this is one of the advantages of the program. Each round may take quite a long time to complete, especially on the larger maps.

After entering their moves, the individual players can copy them onto disk and send them by post or modem to the other players. Between the rounds, the players can turn their computers on and off whenever they want, as the network game does not require all the computers to be on all the time; the game remains in existence until the score is deleted on the network.

QUIT - END GAME

You can end the game at any time by clicking the X button, even if some windows are open.

Any windows which are open will be closed at once. The computer will check that you really want to leave the game, at which point you will be able to return to the game if you wish, for example to save the score; otherwise you will return to Windows.



X Button
terminates the
program.

LOAD MISSIONS WINDOW

When you select „**START INDIVIDUAL MAP**“ from the menu, the Missions Window will open. Clicking on the „**ARROW UP**“ and „**ARROW DOWN**“ buttons will display the three Battle Sets.

SHADOW OF THE EMPEROR**MULTIPLAYER GAME****TUTORIAL**

Each Battle Set consists of a number of connected maps, eg Campaign maps or Multiplayer maps.

By pressing the four cursor buttons (two single and two double), you can scroll through the list of maps in each Battle Set.

Select a map and confirm your choice by entering your password to start your move.

The first Battle Set contains the maps for „Shadow of the Emperor“. You can not start multiplayer or network games until you have entered a password, which in Campaign Mode will be given at the beginning of each map and will be shown in the Statistics Window. The maps in the other Battle Sets can be started without a password.

The maps from the third Battle Set, the Tutorial maps, will help you to become familiar with the most important functions and symbols in the game. You will find this map particularly useful if you are playing a Battle Isle game for the first time, or if you want to start a few trial entries before you set off on a „real“ mission.

Note:

Battle Isle 3 can deal with up to 20 network games. You have to delete surplus games in the network-directory manually.

Note:

If you forget your password, the whole game will come to a halt.

You should therefore make a note of the password and keep it in a safe place.

DIFFICULTY

Before you set off to destroy your enemy, **SHADOW OF THE EMPEROR** allows you to set a difficulty level to suit your skill and thirst for battle. Once the difficulty level has been set it can not be altered during the current round, so be sure you choose the level carefully.

The level you choose will determine how difficult the game will be to play. It will affect your opponent's army, its aggressiveness and its degree of cunning. If this is the first time you have played a strategy game, you should select a low level of difficulty. The highest level is only recommended for experienced players who want to experience all the difficulties and dangers which the game has to offer. The difficulty level selected will apply to the whole campaign.

There are three levels of difficulty:

TRAINING

The **TRAINING** level makes it easier for you to destroy the enemy. During the game, the enemy is visible at all times in all the areas of the map. (see also **RECONNAISSANCE**).

When in Training Mode, the units do not consume any fuel or ammunition, so they do not need to be re-fuelled. However, they will not be able to reach the next map in Campaign Mode.

NORMAL

The **NORMAL** setting gives both sides approximately the same chance. During the game, the enemy is only visible in those areas of the map which have already been reconnoitred.

This level is recommended as a standard setting.

EXPERT

The **EXPERT** setting gives your opponent the advantage. Although the enemy is only visible in those areas within the immediate range of the vehicles, he can see the whole map.

Long-distance weapons are at their most effective the nearer they are to the target. This setting is extremely difficult.

PLAYING THE GAME**CAMPAIGN MODE**

After setting the difficulty level and selecting the map you want to play, you will enter directly into the game in Campaign Mode. From here you can control the game's functions and decide your strategy for your military operations. You will come across sub-menus which are of vital importance to the course of the campaign.

Two different windows will open; the window at top left is the Map Window, and the one on the right is the Overview Window. At the bottom of the screen you will see the Manager Window, which contains the game's main menu.

MANAGER WINDOW

The Manager Window is divided into four sections from left to right. Unlike the other windows, it can not be dragged across the screen by clicking and holding the mouse button. The following section describes all the icons in the Manager Window.

The first section contains only one icon, the Change Player Icon. After a check, control passes to the other player, and the next round begins.

The second section contains three icons; the first one calls up the SET UP menu, the second the Disk menu, and the third, the X button, ends the program.

The third section contains five icons which are used to turn the five player windows on and off. From left to right these are: the Map Window, the Overview Map, the UIA Window, the Brief Info Window and the Statistics Window.

The fourth section consists of two icons; the first is the Video Recorder Icon, and the other the Missions Briefing Icon.



1. Name of the player
2. Number of own units lost this turn
3. Number of enemy units destroyed this turn
4. Units which have already moved this turn
5. Units which so far have not been moved this turn
6. Units produced this turn
7. Buildings conquered this turn
8. Actual turn
9. Bar showing the progress of the computer opponent
10. Exit button. Terminates the game

CHANGE PLAYER - NEXT PLAYER

This button changes mode and switches to the next player. As soon as the player has issued all his commands for the current round, he clicks on this button. After a confirmation check which the player must answer, the computer switches to the next player.



Changing Player

STATISTICS WINDOW

The chart in this window shows the moves which are currently being made by the enemy or the other players. The window switches between the players; unless you are playing in Multimedia mode, the computer takes over all the entries for the players for whom it is controlling. The next player can not begin his move until the computer has completed all its moves. (see also Statistics Table).

SET UP MENU

In the **SET UP** menu various settings can be made which control numerous functions in the game. All the settings can be changed at any time while playing in the Set Up menu. To set the various options, click on the yellow buttons to the left of the text line.

The menu is divided into the following items:

HEX SQUARES**BATTLE****BATTLE DETAIL****BATTLE SIZE****BATTLE WITH TEXTURES****VIDEO SIZE****MIDI****BATTLE VOLUME****VIDEO VOLUME****ATTACK/DO NOT ATTACK ALLIES****RE-FUEL UNITS****ONLINE HELP ON/OFF****HEX SQUARES**

-small - medium - large

This setting enlarges and reduces the on-screen picture within the map. The actual size of the window is not affected.

The three sizes, small, medium-sized and large, refer to the size of the hexagonal picture on the map. When the small setting is chosen a much larger section of the map is visible, giving a good overview, but you can not see any detail. The large setting shows only a small portion of the map, but allows you to see all the details clearly. The size of the window is automatically adjusted.

(see also Enlarge/Reduce).



Set-up Menu Button

BATTLE

- 3D - Fast - End of Round

This setting allows you to choose the style in which you want the battle to be shown. You can choose 3-D battle, rapid battle and battle at the end of the round.

The setting can be altered at any time during a game in the Set Up menu.

3-D BATTLE

(three dimensional)

In 3-D mode the whole battle is shown in three-dimensional scenes. As soon as you have opened fire on the enemy, the next battle can be seen. A picture window will open with a menu bar containing information about meeting the enemy and the ensuing battle.

(see illus. of Statistics Window)

FAST BATTLE

If you only want to see the statistics relating to the battles, select Fast Battle. The Statistics Window from the 3-D mode, minus the picture window, will fade in; you can then read off the result of the battle from the diagrams and statistics. These diagrams are split into three groups, each group containing two displays in the colour of the armies taking part in the battle. The army whose colour rises higher in the chart is winning. The three groups are:

Attack strength of weapon - left

Strength of armor - centre

Defence value of the terrain on which the unit is positioned -right

The top horizontal bar gives the total value of all the factors which influence the battle, and also indicates which side is predominant in the present battle.

The information and result of the battle will remain visible for a few seconds, but if you wish they can be removed immediately by clicking the right mouse button or pressing the ESC key.

(see illus. of Statistics Window).

BATTLE AT END OF ROUND

During the game, the progress of the battle is shown diagrammatically in a small Brief Info window. After all the entries in the game have been made, activate the Change Player icon, and all the battles which have been fought so far will be shown in film sequences.

The film can be interrupted by clicking the right mouse button or by pressing the ESC key.

BATTLE DETAIL

With Battle Detail Level you can choose the degree of resolution in which you want the battles to be shown. The *low*, *medium* and *high* settings alter the way the battle is shown during the game. Increasing the Battle Detail Level, eg to the highest level, affects the speed at which the battle is shown.

This may mean that, although the battle sequences are shown in high-quality resolution, the speed of some scenes will be slower than normal. The *high* Battle Detail setting gives the best picture quality, while the *low* setting offers the highest picture speed. If you have a slow computer you should select the medium or low settings, otherwise the speed may be unacceptably slow.

BATTLE SIZE

The Battle Size refers to the size of the window where the battle is shown. You can choose from four sizes - 320 x 200 pixels, 640 x 480 pixels, 800 x 600 pixels or 1024 x 768 pixels.

As with the Battle Detail setting, the size setting affects the picture quality and the speed of the battle. The larger the window showing the battle, the slower the screen will change. Please note that some computers' graphics cards are not fast enough to use the highest settings; in this case, you should adjust the size to make the window smaller.

BATTLE WITH TEXTURES

This setting improves the appearance of the battle, but also makes it slower. If you have a slow computer you should choose a setting without terrain textures so as to ensure an acceptable speed.

1. Sum of all effects influencing the result of the battle

2. Number of own units

3. Attacking side

4. Manoeuvrability bonus

5. Experience points

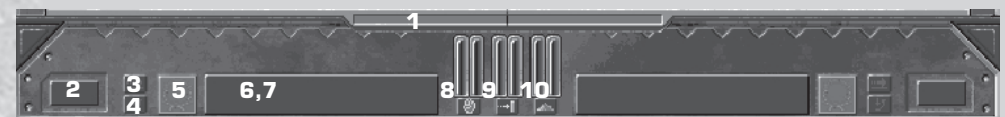
6. Name or type of the unit

7. Weapon

8. Strength of weapon

9. Strength of armor

10. Terrain influence



VIDEO SIZE

normal - 320 x 200 - AVI Accelerator

The video sequences can be seen in three different sizes. In **NORMAL** setting the videos are shown in their original size; 320 x 200 means the videos are shown in a special video mode 320 x 200 pixels in size. This setting, which is the same size as the screen, is of rather coarse quality and can only be shown in 256 colours. Please remember that some computers' graphics cards are not fast enough to show the videos in full-screen size; in this case you should switch back to normal size.

The zoom setting is designed for use with computers with the new AVI accelerator cards. In computers without AVI accelerators the pictures are zoomed using the software, and this is extremely slow.

The AVI accelerators zoom the video to 1024 x 768 pixels and give a high-quality picture with natural colours. As the zooming is also carried out by the hardware, the process is also very fast.

MIDI MUSIC

Standard or General Midi

The **MIDI MUSIC** setting can be turned on and off, and refers to the music which is played during the battles and when playing the maps.

If you have problems with your sound hardware you can turn these effects off. The program also identifies problems with the Midi Music and turns this setting off automatically when Midi Music can not be played.

Select the basic setting appropriate to your sound card, as follows:

Standard Midi - for simple sound cards

General Midi - for Roland sound cards and Waveblaster cards.

If you can not hear any music in Windows 3.11, the Midi Mapper must be re-adjusted to the correct setting.

SOUND EFFECTS VOLUME

The Sound Effects can be turned on or off. These are noises such as battle sounds, vehicle noises, explosions etc. which are heard during the game. The volume can be adjusted from 0 (off) to 7 (full volume).

VIDEO VOLUME

This is the volume of the video films played during the game.

As with the sound effects, the volume can be adjusted from 0 (off) to 7 (full volume).

ATTACK/DO NOT ATTACK ALLIES

The **ATTACK ALLIES** setting allows you to attack your allies if you wish; this can not be done if you have selected **DO NOT ATTACK ALLIES** in the Set Up Menu.

RE-FUEL UNITS

You will have to stipulate whether the units are to be re-fuelled and repaired manually, ie by the player himself in his shops, or if you want the computer to do this automatically. In the former case the setting is **RE-FUEL UNIT MANUALLY**; if you want the computer to do it, select **RE-FUEL UNIT AUTOMATICALLY**. In large maps the re-fuelling should always be done manually, so that the player can decide what order to re-fuel the units in, depending on their importance.

(see also **SHOPS**).

ONLINE HELP ON/OFF

This option allows the Online Help for the Help texts to be turned on and off. The function can be called up during the game. The Online Help gives short explanations of all the functions and features of „Shadow of the Emperor“, including the functions described in the Manual.

When the program first starts, the Online Help is active.

X - BUTTON

After you have made all your settings, place your mouse cursor on the lower right corner of the dialog box and confirm by clicking on the X button. The X button will then take you back into the game.

DISK MENU

The next icon in the Manager Window of the second group opens the **DISK MENU**. You will remember this from the beginning of the game, and will also be familiar with the various sub-menus. There is one new item, Save Game. Individual scores can be saved in this menu.

The Exit Icon which allows you to quit the game works differently here than it did at the beginning of the game - it takes the player back to a game which has been interrupted.

SAVE GAME

Each new campaign which is called up during play is given an ongoing number. Until the game has been saved it does not have a name and is not on the hard disk, but exists only in the working memory.

The command **SAVE GAME** saves the information entered during the game to the hard disk. The game is given the number of the Battle Set, ie 1 for „Shadow of the Emperor“, 2 for a map from the **MULTIPLAYER GAME**, and 3 for a Tutorial map. You will also be given the number of the map to be played and the relevant round. You can then call up the saved score at any time and continue playing the game later.

(see also **SAVE GAME** in the Disk Menu).

Note:

If you do not hear any music the MIDI-mapper on your Windows 3.11 system may need to be adjusted properly.



X-Button

Disk Menu Icon

Note:

On larger maps we recommend making the decision yourself as to which units have priority and should be refuelled instead of leaving this very important decision to the computer.

GAME WINDOW

The five **Game Windows** are activated and deactivated by clicking on the five symbols in the third group of the **Manager Window**.

Clicking on an icon with the left mouse button activates the window - a yellow border will appear around the icon, and the appropriate dialog box will open.

If several windows are superimposed on each other, you can click on the **Game Window** icon with the right mouse button to bring the **Game Window** to the front.

Reading from left to right, the icons in the **Manager Window** are: the **Map Window**, the **Overview Window**, the **UIA Window**, the **Brief Info Window** and the **Statistics Window**.

The game is operated almost entirely by means of the **Map Window** and the **Overview Window**.

USING THE WINDOWS

All the **Games Windows** can be opened and closed by clicking on the five icons in the **Manager Window**. Clicking with the left mouse button on the icon in the **Manager Menu Bar** will open or close the relevant window.

All the windows can be moved to any position on the screen by clicking on the title bar with the left mouse button and dragging it.

MAP WINDOW

In the top right corner of the **Map Window** are two arrows. Clicking on the left arrow which points downwards closes the **Window**. The window can of course also be closed like the other windows, by clicking on the button in the **Manager Window**. The right arrow, pointing upwards, maximizes the window up to its maximum size. **IF THE WINDOW HAS BEEN MAXIMIZED, THE SIZE OF THE WINDOW CAN NOT BE ALTERED BY DRAGGING WITH THE LEFT MOUSE KEY.**

The **Map Window** contains a hexagonal cursor which can be moved by clicking on a hex square with the mouse. In addition, the right mouse button can be used to centre an area around a hex square. To do this, place the mouse cursor on the hex square you have selected; when you click in

this area with the right mouse button, the hex square will be centred, ie placed in the centre of the window.

SCROLLING

At the right and bottom of the **Map Window** are scroll bars which are used to move the picture. This can be done by dragging the scroll bar squares or, to do this more quickly, you can move the scroll box in the desired direction.

When you click on the bar itself you can see other sections of the picture. Depending what direction you are scrolling in, the picture will move up or down in large sections.

If you click on the arrows at the top or bottom end of the scroll bar you can move in the desired direction in smaller sections.

These windows operate in the same way as the normal **Windows** scroll bars, so you can move the section of the picture to a new position by using the scroll box.

OVERVIEW WINDOW

The **Overview Window** lets you see a small-scale picture of the whole map. The pictures are restricted to the colours allocated to the battle units. It is easy to make out concentrations of troops on this map. You will see coloured dots for the individual units, the shops and the approximate contours of the landscape. The red broken line in the **Overview Window** marks the area which is visible in the **Map Window**.

Click on the **Overview Window** with the right mouse button to centre the window on the appropriate point.

There are fixed relationships between the size of the map's sides, which means that the size can only be altered in a fixed scale and not freely, as in the **Map Window**. The sides' proportions can be changed by clicking and dragging the right or bottom edge with the mouse button.

Like the **Map Window**, the **Overview Window** can be maximized or minimized by clicking on the arrows in the top right corner.

UIA WINDOW

In the **UIA (Unit - Information - Animation)** **Window** you can call up information on a selected unit, ie the unit on which the cursor is resting. The **UIA** provides details of the selected object, its size, appearance, characteristics and functions.

This window is used solely to obtain information; no game commands can be entered here.

The **UIA Window** can be enlarged by clicking on the square in the top right corner; the animation will then be four times as big as when the window is reduced in size. The large window contains all the information which is in the small one.

You can close the **UIA Window** by clicking on the appropriate icon in the **Manager Window** or by clicking on the **X** button in the window.

The **UIA** shows an animation of the unit, and is divided into a number of areas.

The upper portion shows two pictures of the unit to the left and right of the text box, and three lines of text. The top two lines show the name of the unit, and under this is the unit's individual name, if it has been given one by the player. This line will show the name of the owner and the individual name of the unit alternately.

To the right of the animation you will see shaded icons with light-coloured bases, showing the special characteristics which the unit has. Up to three characteristics will be shown for each unit.



*From left to right:
Map Window
Overview Window
UIA Window*

FLAG

The small flag icon means that the unit can capture a shop. This characteristic is usually possessed by infantry units.

ROAD

The road icon can be used to construct roads and track.

FORTIFICATION WALL

Another icon, a kind of fortified wall, will appear as soon as the unit is able to dig fortifications such as trenches. These offer protection to the units, and can also serve as an obstacle - for example, heavy tanks will not be able to drive over them.

ALTITUDE ICON

The Altitude Icon shows whether the unit is able to change altitude. Depending on the type of unit it can rise into the air and descend again, or float on the surface of the water or submerge (see also Altitude).

Some units, eg the artillery, can be moved on the map but can not attack the enemy until the next move. Others are able to move up to the enemy and attack him in one move, then withdraw again in the next move. Some units can re-fuel and repair the others.

NUMBER IN A UNIT

To the left of the animation is a dark icon with three small tanks, and under it a number showing how many actual units of this type are represented by the symbol on the map. This can be any number from 0 to 10.

Most units have a value of 10, but there are some units which have a smaller number.

EXPERIENCE

This shows the experience value which the unit possesses. As soon as a unit successfully attacks an enemy unit, its experience value is increased. There are twelve experience levels, each of which is represented by its own symbol in this box.

UIA

On the right of the UIA Window you will see six icons with numbers next to them. In the enlarged UIA Window these icons and numbers can be seen beneath the animation.

Reading from top to bottom, the icons are:

ARMOR

The shield icon shows how well protected the unit is; the higher the number, the more difficult it is to damage the unit.

RANGE

This shows how many squares the unit can travel on the road in one move. However, the distance should only be regarded as a rough indication; the actual range of the unit will depend on the type of terrain and the weather conditions, and may well be smaller than the distance shown.

RECONNAISSANCE

The eye symbol indicates the radius of the area (in squares) which the unit can reconnoitre; a unit which is isolated in an unfamiliar area can reconnoitre the given number of hex squares around itself.

ENERGY

This shows how much energy is required to produce a unit of this type in a shop or factory. (see also Shop).

MATERIAL

This shows how much material is required to produce a unit of this type in a shop or factory. (see also Shop).

FUEL

This shows how many more hex squares the unit can cover on a road before it will need to be re-fuelled.

Beneath this number is a small bar; if this bar extends across the whole width of the text display, this indicates that the unit's fuel tank is 100% full. The size of the bar will change as the unit travels and consumes fuel, so you can always tell how

much fuel the unit has left. If the tank is less than 50% full, the colour of the bar changes to **YEL-LOW**; when it is less than 25% full it turns **RED**. When a unit runs out of fuel it can not be moved on the map, and if a plane has no fuel it will crash. You should therefore always keep an eye on how much fuel each unit has at its disposal. Units can be re-fuelled in shops, or by special re-fuelling vehicles in the field. (see also Shop).

WEAPONS

In the bottom portion of the UIA Window there are several columns and horizontal rows containing information about a unit's armaments.

The number at the start of each column shows how much ammunition the unit has left for this type of weapon. Next to this is a symbol of the weapon with a number relating to the weapon's ability to penetrate protective armor. The higher the number, the more effective the weapon is at piercing enemy armor. With this information you can roughly judge the effectiveness of the weapon. Next to this are six more small icons which tell you what targets the weapon can be used against. Dark green icons mean that the weapon can not be used against this target, and the light-coloured icons show the targets the weapon can be used against.

(see also Select Weapon Window)

RANGE

Next to the target icons are two numbers which indicate the range of the weapons.

The numbers 2-4 show that the weapon can be used against targets on the map at least 2 and not more than 4 hex squares distant.



From top to bottom:
Flag
Road
Fortification Wall
Altitude
move/attack/move
move, but don't attack
repair & re-fuel



Experience levels



Movement range



Energy and Material

BRIEF INFO WINDOW

The Brief Info Window gives you only the most important details about the unit you select. Like the other windows, it can be opened and closed via the Manager Window by clicking on the Brief Info Icon.

You can get more detailed information about the unit in the UIA Window. On the left of the text display in the Brief Info Window you will see the icon with the three tanks and the number of units on the map, the amount of fuel left and the eye (reconnaissance) icon.

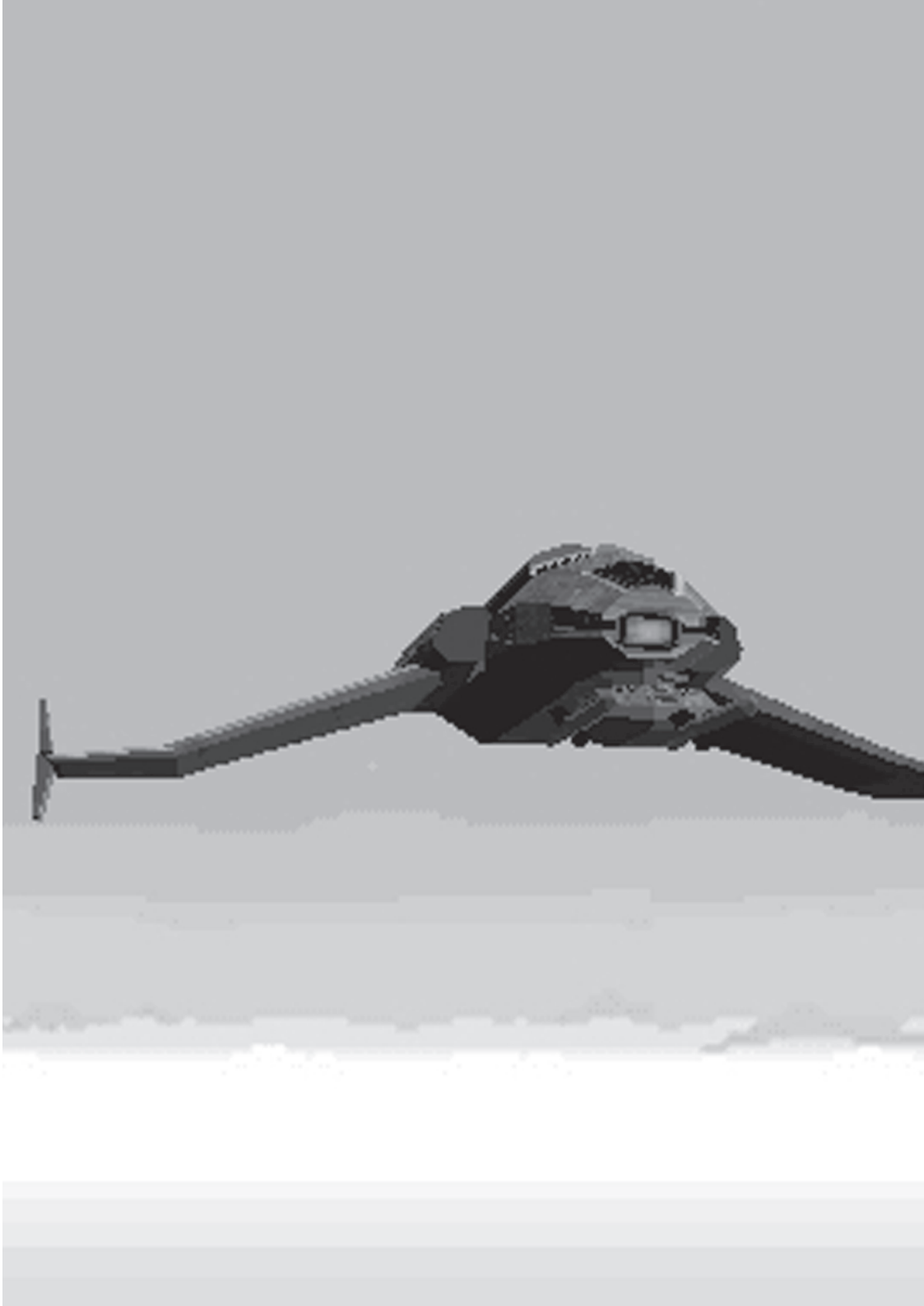
As in the UIA Window, the text display shows the description of the unit, its type and its name or the name of its owner. On the right you will see the icon for the unit's experience values and the X button which is used to quit the window.

When the cursor is positioned on a shop in the Map Window, the name of the owner of the shop will appear in the Brief Info Window.

The details about the buildings can only be seen in the Brief Info Window, not in the UIA Window.



*The icons represent
aircraft at high altitude,
aircraft at normal altitude,
ground targets,
sea-based vehicles (ships),
under-water vehicles and
constructions (track, roads...)*



STATISTICS WINDOW

By clicking on the Statistics Icon in the Manager Window you can open and close the Statistics Window, which contains a lot of useful information about your present position.

Altogether there are six Statistics Windows, which can be accessed by using the tabs or icons at the top of this window.

You can close the Statistics Window by clicking on the X button in the bottom right corner.

NUMBER OF UNITS

The first window to open contains a graph showing how many units the players had at their disposal in each round. Each of the boxes represents five rounds, so the Statistics Window has a total of 100 rounds. The shape of the graph shows how the number of the player's units has changed during the game. The graph is shown in the colour of the player in the map.

OWN UNITS DESTROYED

This lists all the units you have lost during the last round. This window only shows the units from the previous round, and the statistics will be brought up to date after every round.

If more than six units have been destroyed, you can scroll through the complete list of the units destroyed list by using the „up“ and „down“ buttons. You can also see the type of unit or its name if it has one.

When you click on the yellow button next to the description or name of the unit, the cursor will jump to the place in the Map Window where the unit was positioned when it was destroyed.

At the same time the unit's experience value will be displayed above the appropriate icon in the Statistics Window.

ENERGY RESERVES

The graph shows how much extra energy is being produced each round by your shops and your enemy's. As soon as shops are captured, the energy

reserves increase. With the help of these statistics you can work out how much energy is being produced by the individual players - each player's energy reserves are compared to the others. Each player's graph is shown in his own colour (the player's colour on the map). The shape of the graph shows how much energy is produced by all the buildings belonging to the player; when a shop is lost or captured by the enemy, the shape of the graph will change.

MAP DATA

This shows the name of the map, its password and the number of rounds played. The map is in the Load Missions Window under the name of the first text display. In the square below this is the password for the map, which you will enter later to load the map directly into the Missions Window. You should make a note of this password, as you will not be allowed to access the map without it. There are also some maps which don't have passwords and can thus be started at any time.

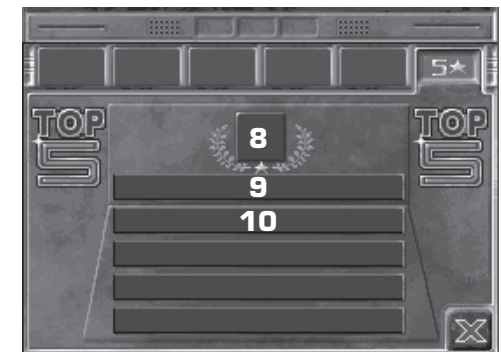
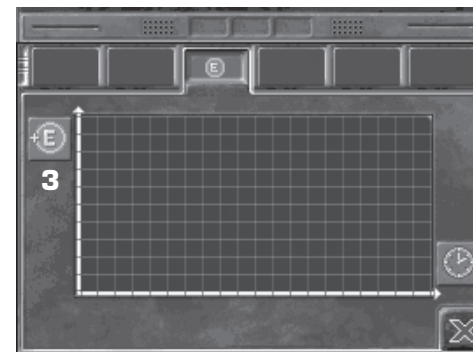
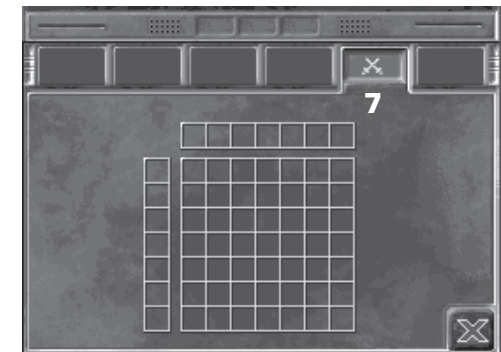
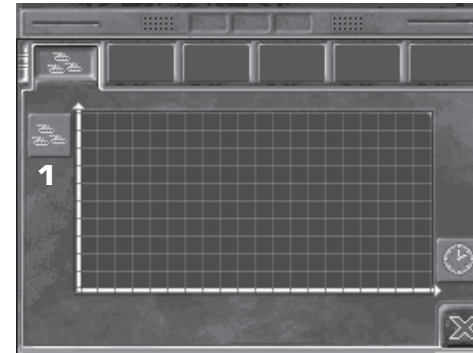
The number beneath shows the number of rounds which have been played since the game began.

ALLIANCES

This window contains a table showing which players have entered into alliances with other players. Each square at the upper and left edges of the table represents a player, and is in the colour of the player on the map. By reading off the points where the columns intersect you can see which players are allied with each other.

The table is arranged symmetrically, so the bottom half contains the same information as the top half. A „smiley“ means the players at the intersection of the columns and rows are in an alliance with each other.

If there is no „smiley“ at the intersection, the players are not allied with each other, and will automatically attack each other.



1 - Number of units

2 - Names/Types of your destroyed units

3 - Energy

4 - Name of mission

5 - Password

6 - Number of rounds played

7 - Alliances

8 - Experience of selected unit

9 - Name of the most experienced unit

10 - Name of the second-most experienced unit

TOP 5

This shows a list of the five best units. The text display shows the type of unit and its name if it has one.

Clicking on the yellow button next to the text display moves the cursor in the Map Window to the square on which the unit is standing.

However, the cursor will only move to the square if it is in an area which has already been reconnoitred. If the square is outside the reconnoitred area, or if there is a submerged enemy submarine on the square, the cursor will not move there. At the same time the icon for the unit's experience will appear in the Statistics Window.

MISSION BRIEFING

After selecting a Battle Set map and starting the campaign, you will be in *Campaign Mode*, and the proper game can begin.

In each campaign, the player has a mission to carry out, which will be explained to him in a Mission Briefing. The briefing is accessed by means of the Mission Icon and gives the player precise details of his mission objectives.

In most cases the Emperor sets a task which must be achieved. There are certain criteria governing success and failure, eg you may have to capture the enemy's HQ, or make sure your own HQ is not captured. Each time a player completes his task successfully an announcement appears in the text display box, the next map is loaded automatically and the player is told the map's password.

In most maps the player has to fulfil a number of conditions before he has carried out his mission. If the player has not achieved the objectives given to him at the briefing, the same card will be called up again, and the game will begin again. The Mission Briefing must always be called up before starting a new map.

PASSWORD

Apart from the first map in the game, most of the others are protected by a password which the player must enter.

When the player successfully completes a map, a text display will tell him the password of the next map. You should make a note of the passwords so you can call up the individual maps in the three Battle Sets. When you complete a map, the password will also be listed in the MAP DATA sub-directory in the Statistics Window. (See also Statistics).

VIDEO RECORDER MENU

Clicking on the Video Recorder Icon opens a window containing a list of the videos previously shown in the campaign. You can select these videos and call them up if you want to watch them again.

The name of the campaign or map currently being played is shown in the text display box.

To the right of this you will see the *arrow up/arrow down* buttons for scrolling through the list of the maps which have already been played. In the central square is a number display in the order in which the videos were seen, and on the left and right is an arrow. The left arrow is used to select the videos which have already been shown, the right arrow is used to select the next video.

To play the video sequences, activate the large arrow in the centre. Click on the X button to end the menu and return to the game.

USING THE MAP

The map is where the real game commands are given. When a unit is given an order, it can be carried out immediately.

When you have moved and deployed all your units, press the Change Player button in the Manager Window; the other player will then be able to enter his moves.

CHIP WINDOW

You select the unit you want to issue commands to by double clicking on it with the left mouse button. This window allows you to pass your orders to the unit. This opens the Chip Window; like the other windows, you can click the mouse button on the upper edge and drag it to another position on the screen. The Chip Window can always move to the fore-ground. If it is hidden by another window, it will come to the front automatically after approximately one second.

When you want to quit the Chip Window, click on the X Icon. The Chip Window contains various chips or icons which you can press.

The chips vary according to the context in which they are used, so that a number of different units may be visible on various units in the window. Each of the chips will be described separately.

The various icons in the Chip Window are:

MOVE ICON

You move the unit by clicking on this icon.

As long as they have not already been moved, the units have a Move Icon consisting of four arrows pointing to the four points of the compass. This icon is usually available only once per round to each unit; once a unit has been moved it can not be moved again.

The exceptions to this rule are the units such as the Ranger which can move away after attacking. If you double click on the icon, the appearance of the map will change. The squares to which the unit can move do not change colour, while the area to which the unit can not move turns RED. If you do not want to move the unit, double click on a red square to cancel the move. When you double click on a light hexa-gon, the unit will move there. After the unit has moved it will turn white, showing that it can not be moved again. As a general rule units may not be moved into areas which have not yet been reconnoitred.

Note:

If you attack your ally, he will become an enemy immediately.

Note:

The mission briefing is only selectable when in campaign mode



*From left to right:
Mission Briefing Icon
Video Recorder Icon
Move Icon*

Note:

The Video Recorder Icon can only be accessed in Campaign Mode.

Note:

Do not use all of your units to attack immediately. There are maps on which it is important that your units get through the first attack of your enemy, while in trenches. When the first attack-wave is over advancing is often much easier.

BATTLE ICON

When a unit is close enough to the enemy to fire at him with one of its guns, or when it is moved within firing range, the Chip Window will appear again, this time with a Battle Icon in it.

The Battle Icon means your unit can attack.

If you click on this icon, all the targets which the unit can attack will be shown with a red base. Double click on the red area to attack the object inside the area. This object may be one of the other player's units, a road, a fortification or any other structure. If you click outside this area the attack will be called off, and the unit will not be able to attack or move again in the current round.

NOTE: You should not attack at once with all the battle units at your disposal; for example, it may be tactically more advisable for your units to stay in their emplacements and wait for the enemy to attack. Once the first large offensive wave is over, it is often easier for your own troops to advance.

SELECT WEAPONS WINDOW

When you have double clicked to choose an object you want to attack, the Select Weapons Window will appear. Like the other windows you can click on the upper edge of the window and drag it around the screen. This window always moves to the foreground when it is hidden by other windows. In the window you will see bars containing the weapons which you can use to attack. These are represented as in the UIA Window. When you have made your selection press the yellow button next to the weapons unit, and the weapon will attack the enemy unit.

If you want to leave the menu without initiating an attack, click on the X button.

ACTIONS ICON

If the unit can perform a special action, this is shown in the form of an exclamation mark next to the Attack Icon or the Actions Icon. If you select this icon, another Chip Window will open showing the actions the unit can carry out. Depending on the type of unit other icons will appear which allow the unit to build, repair, re-fuel etc. If a unit is not moved from its position it can carry out up

to six different actions. The Hammer Icon means the unit can build things, a spanner represents repair work, and a drum symbol means the unit can re-fuel other units.

HAMMER SYMBOL

The hammer symbol means the unit can construct things; it can dig ditches, which can also be used as defensive trenches, or build roads and lay track. When you select this chip, the squares where you cannot build anything will turn red, while the other squares will not change colour. If you want to build something, double click on one of the squares which are not red, and the action will be carried out.

FORTIFICATIONS

Fortifications are ditches such as trenches. These are particularly important when your forces are defending, as ground troops and guns can fight much more effectively if they are in trenches. However, they can also turn out to be a disadvantage, because many of the armored units such as heavy tanks can not cross them, and have to drive round them; so careful forward planning is essential before you start to dig trenches.

ROAD

When the Road Icon appears you can build a road on the square you have selected. The advantage of roads is that you can move your units more quickly and easily than over open country; but of course this is also true of your enemy's units. As soon as the road has fulfilled its purpose and is not needed by your units any more you should make it impassable; your enemy will find an extensive network of roads very useful! Roads and tracks can cross, so you can construct an ideal transport network in which there is direct access from the roads to the railway. To move your units over shallow water or across a river, you may have to build a bridge. To do this, use the Road Icon, which can build both roads and bridges.

Try to destroy roads in enemy territory or between the front lines; that way you can make it harder for the enemy to move his troops.

RAIL

To lay railway track, use this icon in the same way as when building roads. A well-planned rail network allows you to transport material easily in freight trucks; however, the track can also be used by your enemy. If he manages to connect your tracks to his own rail network, he will be able to move his armored battle trains right up to your positions. Like roads, track can also be demolished after use.

DEMOLITION

When the Demolition Icon appears you can destroy a construction such as a fortification, road or track by double clicking on the icon. If you decide not to demolish the structure you can leave the Chip Window with the Demolition Icon by using the X button as before.

REPAIR

To repair units you use the icon with a picture of a spanner.

Vehicles which are damaged in battle can be repaired in the field by the repair units. Select the repair unit (the vehicles which can repair other units have a spanner in their description in the UIA Window), and proceed as you did when attacking or re-fuelling. The unit will move next to the damaged one; double click and then activate the selection to carry out the repair.

It is particularly important to repair a damaged unit if you don't want to lose its experience values; also, repairing a unit uses much less energy than producing a new unit in a shop.

When the unit is repaired it will lose one experience point, so you should not repair a unit unless it has suffered more than 50% damage. Units can also be repaired in certain buildings. Before it can be repaired, the unit will have to be moved to the depot.



From top to bottom:

Action

Hammer Symbol

Fortifications

Road

Rail

Demolition

Repair

Re-fueling

Descending

Ascending

Do not alter altitude

Transporter

Own name

Shops

Note:

Try to destroy the roads and railways in enemy-controlled territory to hinder his supply.

Note:

You will usually not have enough energy and material available to repair all your damaged units, so think carefully which units you want to be repaired and in what order.

RE-FUELLING

Re-fuelling is symbolised by a fuel drum. Vehicles which are running low on fuel can be re-fuelled by selecting a re-fuelling unit such as a tanker lorry (see also *fuel gauge in Unit Description*). You re-fuel a unit by moving the tanker lorry next to it as if you were attacking with it. Start the re-fuelling by clicking on the drum symbol and then activating the vehicle.

The fuel gauge bar will now show that the unit's fuel tank is **100%** full. Units can also be re-fuelled in shops (see under Unit and Shops)

You can save yourself the trouble of re-fuelling if you select „RE-FUEL UNIT AUTOMATICALLY“ in the **DISK MENU**. As described earlier, the units will then be regularly re-fuelled and repaired automatically by the computer.

NOTE: When you select „RE-FUEL UNIT AUTOMATICALLY“ you have no choice about which units are re-fuelled and in which order. The computer selects the units at random, and does not take into account that important units should be repaired and re-fuelled before unimportant ones.

ALTITUDE

Some units are able to change their altitude by ascending or descending/submerging. Planes can fly at two altitudes, and submarines can stay on the surface or submerge.

DESCEND

You can alter the altitude of a unit by using the „Arrow up/Arrow down“ buttons; the unit's new altitude will be shown at the end of a move.

When you select the „Arrow down“ button the unit will sink, ie a plane will descend to its normal altitude and a submarine will submerge beneath the surface. When a unit descends it will have a light-coloured border to show it is now at a different altitude. You will not be able to see submerged enemy submarines.

DO NOT ALTER ALTITUDE

When you activate this icon the unit will remain at its present altitude.

TRANSPORTERS

A transporter is a unit which can carry another unit. When you double click on a transporter unit, a box symbol will appear in the Chip Window. Clicking on this symbol will open a Shop Window, allowing you to see the contents of the unit -you will be able to see all the types of units inside the transporter. By selecting the Move Icon you can take the units out of the transport vehicle. (see also Shops).

NOTE: You can use transporters to get to your target more quickly. For example, transport helicopters can transport infantry behind enemy lines.

OWN NAME

You can give the unit a name by using the Question Mark Icon in the Chip Window.

All the units which don't have a name, both your own and allied units controlled by the computer, can be given a name by using this icon. The name can be up to **16** characters long and can be changed as many times as you like during the game. You can't give a name to enemy units. The name is also displayed in the UIA Window, in the third line of text under the animation.

SHOPS

Shops are buildings on the map which units can enter. There are various types of shops, including factories, plane factories, harbours, transport vehicles, depots and special buildings such as headquarters buildings.

Shops belonging to the enemy and his allies can be captured by certain units such as the infantry. If you capture an enemy shop, all the units in it are also captured and become your property.

NOTE: If you capture or occupy a shop belonging to one of your allies, the alliance is immediately ended.

Factory shops can manufacture and repair certain units; you can move a unit into a depot to re-fuel and repair it; and towns provide energy.

If you double click on a Shop Icon on the map, the Chip Window with the appropriate Box Icon will appear. To see the contents of the shop, click on this icon. Make a note of how important a particular shop is for manufacturing your units, and which shops must not be allowed to fall into enemy hands.

Shops may be hidden by natural features such as mountains or hills, so study the map carefully. If you can find these hidden shops they may contain valuable booty such as crystals.

As a rule, the various shops look very similar to each other. To find out for certain what kind of shop it is, you will have to find out the shop's name from the Brief Info Window.

HEADQUARTERS

Headquarters are a vital part of your camp; if you lose your headquarters this can often lead to you losing the game.

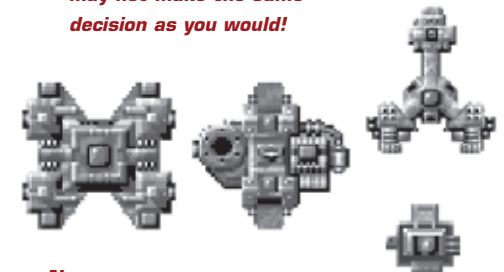
If you can capture the enemy's headquarters, this may bring about a decisive swing in the war and enable you to win the game. You will usually be told in the mission briefing whether the headquarters must be defended or not. Any kind of vehicle can enter the headquarters, including ships, tanks and even planes. As long as the energy supplies hold out they can be repaired and re-fuelled in the headquarters.

Note:

Use transport units to reach your aims faster. For example, transport helicopters are able to drop infantry units behind the lines of the enemy.

Note:

If you select the setting "Re-fuel units automatically" the sequence of repairing and refilling your units is determined by the computer. He does not care which units you consider to be more important and as a result he may not make the same decision as you would!



Note:

Conquering a building occupied by your ally cancels the alliance!

Note:

Consider which building is important for your production planes, and which buildings must not be left to enemy.

FACTORIES

There are various kinds of factory. Some of them can only take certain types of units, and others can only manufacture certain units. Depending where the factory is located it may be a plane factory, a harbour with its own shipyard, or a normal vehicle factory. As well as manufacturing certain types of unit, depending on their location, the factories can also repair and re-fuel damaged units. As each shop has its own supply of materials you should keep a close eye on the supplies of energy and materials.

DEPOTS

Depots are important supply buildings. Like the factories, they can repair and re-fuel units. If a unit is in danger it can be moved to a depot for a short time to hide from the enemy. Be sure to move your troops to safety if the depot itself is under attack and there is a chance it may fall into enemy hands.

TRAINING CAMP

Repair and re-fuelling can also be carried out in the training camp. For every training camp you own, the newly-manufactured units in the factories will receive one additional experience point.

TOWNS AND VILLAGES

Fortified towns and villages are a good place to repair and re-fuel damaged units. They are also the most important suppliers of energy.

NOTE: You should try to capture as many towns as possible, as the energy reserves in towns and villages can be used to maintain and strengthen your forces.

SHOP DESCRIPTION

Factories are buildings such as plane factories and harbours with their own ship-building yards, and can manufacture, repair and re-fuel units.

Double click on the Box Icon in the Chip Window and the Shop Window will open.

The Shop Window is divided into four parts:

On the left is a diagram of the shop showing what kind of shop it is - factory, headquarters, depot,

village etc. The name of the shop and its owner are also shown.

A three line text box shows you how much energy and material is available in the shop at present. Underneath this are details showing the player's income from the shop in each round; on the left is the amount which the shop has contributed in energy and materials, and on the right is the income which the player has gained on the whole map.

The weight symbol indicates the maximum weight of units which this type of shop can hold; each shop can only hold a certain weight.

The X button to leave the shop is in the lower menu bar.

If the shop is a factory, there will be a production button on the left, shaped like a hammer. If repairs and re-fuelling are possible, you will see a drum symbol for re-fuelling and a spanner for repairs. A unit which has only 2 units left out of 10 can be restored to 10 units as long as there are sufficient supplies of energy and materials available. When a unit is repaired or re-fuelled it loses one experience point. If the unit can be moved out of the shop, activate the movement button, and the unit will be taken out.

A unit must be in the centre of the shop before it can be repaired, re-fuelled or removed from the shop.

There are eight parking places for transport vehicles and up to sixteen for stationary shops, which can be displayed by scrolling with the arrow buttons. A unit can be selected on its parking place by clicking on it: the unit will then appear as an animated graphic in the right-hand part of the Shop Window. You can also find information about the selected unit in the UIA Window.

A unit can be moved out of a shop by selecting it and then clicking on the Move Icon. You will be shown the map and the squares onto which the unit can move, as when you are moving a unit normally. If you want to cancel the action, double click on a grey area. Repairing and re-fuelling is also done by selecting the unit and clicking on the appropriate icon.

When you click on the Hammer Icon, you will change to Production Mode. The large red Hammer Icon will appear on the shop's display, showing that the Production Mode is now active. All the units which can be produced using the shop's special capabilities and reserves of energy and materials will be shown in the middle UIA bar.

Producing a unit is done in a similar way to repairing and re-fuelling - click on the Hammer Icon to start production, and on the X button to stop production. The new unit will be in the shop, but you will not be able to move it out of the shop until it is your turn again. The units of energy and material used to produce the new unit will be deducted from the shop's reserves.

If the shop does not have enough energy or materials to produce new units, the production icon will not appear.

After every action you will automatically be returned to the shop.

MATERIAL

In BATTLE ISLE 3, „material“ includes any substances such as iron, stone and steel which can be carried and used to produce units.

Material is only available inside the shops, and every shop has its own supplies of material.

CRYSTALS

Crystals are valuable deposits of material which can be found on various maps. They can be collected by moving a transporter, helicopter or cargo plane onto them; they will then be moved into the vehicle and taken away. You can also load and unload crystals from one vehicle to another.

When the vehicle enters a shop the crystal will be unloaded, processed and transformed into a Material value, thus increasing the material value of the shop by the value of the crystal.

Crystals can be transformed into material and energy in any of the shops, and can then be transported as energy and material „packets“ to other shops.

Note:

Try to conquer as many cities as possible!

You can have your units repaired using the energy and material resources of these cities.

Of course, crystals can't defend themselves, so they can be attacked and destroyed by your opponent; and similarly you can capture valuable crystals from the enemy.

Your material reserves are vital to produce and repair your units, so you should try to capture any crystals you find at once and take them to your factories. Make sure the enemy doesn't attack and capture your transporters when they are carrying crystals. On the other hand, of course, that's precisely what you should try to do to him!

ENERGY

Energy is available to all a player's shops via a „global grid“. If, for example, a shop's energy gauge reads 37 and its material gauge 14, this means that the 14 units of material are only available in this shop, and the material units in the other shops are not affected; whereas the energy reading is a global reading, and if it falls from 37 to 30 after repairing or re-fuelling a unit, the reading in all the other shops will also fall to 30.

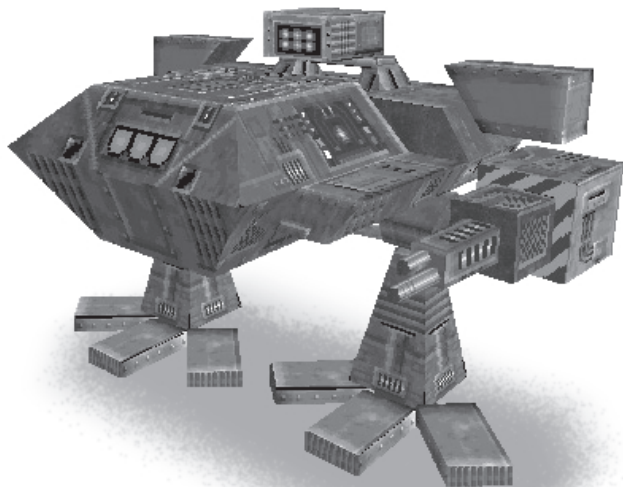
EXPERIENCE

Each unit gains experience in battle. There are twelve degrees of experience, and the higher the experience level, the more effective the unit will be in battle. As soon as a unit has been involved in a battle and gained experience, its offensive and defensive values will automatically be adjusted. The various experience levels are represented by military symbols, and each unit's levels can be read in the UIA Window, the Brief Info Window or the Statistics Window.

When you have successfully completed a map in Campaign Mode, all your units will be moved to the next map. You will retain the experience level you have gained and can use it when you deploy the unit later. You should do your best to protect your more experienced units so you can use them in the next map.

As the enemy's units also gain experience - and in the later maps they are superior to yours right from the beginning of the map - it is vital that your units gain as much experience as possible and hold on to it so you can deploy them against the enemy later.

At the end of the map your damaged units will automatically be repaired, but will lose one experience point as a result.



HEMMING IN

A unit is „hemmed in“ when it is under threat from two or more sides at once. You can weaken an enemy unit like this, as its defensive value falls when it is threatened from several sides. The unit becomes uncertain and weaker, because it has to defend itself from several directions at once.

BLOCKING

An enemy unit which has „hemmed in“ one of your units can be „blocked“ in return. You can block the enemy by moving several of your units next to the unit which is hemmed in; this will give you tactical superiority, and the enemy will be forced to withdraw.

The experience level of your units is important in this manoeuvre: it is not very effective to block the enemy with weak units.

WEATHER

The weather often plays a decisive role in Battle Isle 3, and certain weather conditions will test your strategic skill to the full. Rain, storms, frost and heavy snowfalls can certainly hamper your progress and limit your actions, but you can also try to use these apparently unfavourable conditions to your own advantage. For example, as the weather gets colder, light units will be able to cross a river as it freezes over. When there is snow or heavy rain the roads and railway are vital if you (or your enemy) want to move your troops.

NOTE: Try to destroy your enemy's road and rail infrastructure to prevent him from moving his troops.

STAMINA

If you don't manage to complete a mission first time, have a second or third try! If you are still unsuccessful you will have to change your tactics and work out a new plan.

To achieve many of the mission objectives you need a lot of good strategic planning; and there is usually more to it than just attacking the enemy's forces!

Note:

Try to destroy the infrastructure of the enemy in a surgical way, so you can hinder his most important supply lines.

Actions Icon 52
Airport 22
Alliances 48
Altitude 54
Altitude Icon 44
Ammunition carrier 20
Armor 44
Attack 40

Battle 38
Battle, 3-D 38
Battle at end of round 39
Battle detail 39
Battle, fast 38
Battle helicopters 24
Battle Icon 52
Battle Size 39
Battle with textures 39
Blocking 59
Brief Info Window 46
Buggy 12

Campaign mode 36
Change player 37
Chip Window 51
Controlling the game 30
Crystals 18, 57

Demolition 53
Depots 56
Descend 54
Difficulty 36
Disk Menu 41
Do not alter altitude 54

Eloka 21
Energy 44, 58
Energy reserves 48
Experience 44, 58
Experience value 13
Expert 36

Factories 20, 56
Flag 44
Fortification wall 44
Fortifications 52
Fuel 44

Game Window 42

Hammer symbol 52
Harbour 23
Headquarters 17, 55
Hemming in 59
Hex squares 38

Load missions Window 35
Loading 30

Manager Window 36
Map data 48
Map Window 42
Material 44, 57
Medusa 24
MIDI Music 40
Mine 15
Mission briefing 50
Mobile fortress 10
Move Icon 51

Normal 36
Number in a unit 44
Number of units 48

Online help 40
Overview Window 42
Own name 54
Own units destroyed 48

Password 50
Planum 22

Quit 30, 34

Radar stations 15
Rail 53
Range 44, 45
Ranger 14
Re-fuel units 40
Re-fuelling 54
Re-fuelling vehicle 20
Reconnaissance 44
Repair 53
Repair vehicle 20
Rex 23
Road 44, 52

Samurai 12
Save 31
Save game 41
Save score 31
Saving 30
Scrolling 42
Select network game 34
Select weapons Window 52
Selecting 30
Set alliances 31
Set up Menu 38
Set up network game 32
Shops 55
Sound effects volume 40
Stamina 59
Start individual map 31
Start new campaign 31
Starting the game 30
Statistics Window 37, 46, 48

Technotrax 10
Top 5 50
Towns and villages 56
Training 36
Training camp 56
Transporters 54

UIA 44
UIA Window 43
Using the map 50
Using the windows 42

Video recorder menu 50
Video size 40
Video volume 40
Videos 40

Weapons 45
Weather 59

X - Button 41

Zenith 23

The Team:

PRODUCER	THOMAS HERTZLER
PROJECT MANAGER & PROGRAMMER	PATRIC LAGNY
ART DIRECTOR	THORSTEN KNOP
MUSIC & SOUNDFX	HAIKO RUTTMANN
3D ROUTINES	RAINER REBER
COMPUTER OPPONENT	THOMAS HÄUSER
ADDITIONAL GRAPHICS & MAP DESIGN	JANOS TOTH
MAP DESIGN & TUTORIAL	ARND BEENEN
MANUAL TEXT & LAYOUT	IMI GRAFIK DESIGN, BOCHUM
PROGRAM TESTER	SEBASTIAN PENZKOFER
	ARND BEENEN
	PETER OKORN
	ANDREAS NITSCHKE
VIDEO PRODUCTION	FREE RUN FILM & VIDEOPRODUCTION GBR, BOCHUM
FILM & VIDEO DIRECTOR	THORSTEN KNOP
CAMERA	MICHAEL WÄCKERS (FREE RUN)
LIGHTING	MARCO MARTENA
RECORDING & HEAD OF PRODUCTION	HAIKO RUTTMANN
MAKE UP	BARBARA HANS
EDITOR	WOLFGANG WALK
STORY & IDEA	PATRIC LAGNY
CATERING	DÖRTE ARNSFELD
	PETER GROTHE
SCRIPT & DIRECTON	STEFAN PIASECKI

RECORDING/SYNCHRONISATION	
RECORDING STUDIO	BLUE BYTE
	TMP, MOERS
SOUND	HAIKO RUTTMANN
	WILLI MEIER
DIALOGUE DIRECTION	WOLFGANG WALK
	HAIKO RUTTMANN
MUSIK-CLIP	
SOUNDTRACK	'THE SHADOW OF THE EMPEROR'
BAND	STILL PATIENT?
	ANDREAS KERCHER
	TIMO KALUZA
	MARKUS BECK
	THORSTEN KRÄMER



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