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BATTLE ISLE 2220

SHADOW OF THE EMPEROR





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BATTLE ISLE 2220
SHADOW OF THE EMPEROR

INTRODUCTION

BATTLE ISLE 2220 - SHADOW OF THE EMPEROR is the latest in the Battle Isle series of strategy games from Blue Byte Software.

BATTLE ISLE 2220's combination of present-day and future technology together with a futuristic story will test your tactical skill to the utmost.

This **BATTLE ISLE 2220 - SHADOW OF THE EMPEROR** booklet is divided into 2 parts. One is the Tutorial and the other is the Manual. The Tutorial steps you through the various weapons, controls and scenerios to give you an overall familiarity of the game. In the Manual you will find detailed information, examples, and step-by-step instructions to help you master all the features of **BATTLE ISLE 2220 - SHADOW OF THE EMPEROR**.

BATTLE ISLE 2220 is easy to operate, and may seem to be an easy to understand program with relatively few features. But appearances are deceptive! The various tool symbols, menus, sub-menus, and dialog boxes conceal a wealth of features that you should familiarize yourself with before you start playing. We advise you to first read through the manual starting on page 28 and then play through the 8 missions in the Tutorial to familiarize yourself with the game.

Your Battle Isle Team



Battle Isle 2220



BATTLE ISLE 2220



TUTORIAL



STARTING THE GAME



PLAYING THE GAME



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TUTORIAL MAP 1**battle isle 2220 tutorial****TUTORIAL PART I**

Welcome to the *BATTLE ISLE 2220-SHADOW OF THE EMPEROR* Tutorial.

BATTLE ISLE 2220's ease of operation and intuitive user interface hide an extremely complicated program. To fully enjoy *BATTLE ISLE 2220*, please familiarize yourself with the basic operations described in this Tutorial before beginning the game. It is advisable to play through all eight missions in the Tutorial before play commences.

Like most Windows programs, *BATTLE ISLE 2220* is controlled almost entirely with the mouse. In the following Tutorial, to "click" means place the mouse cursor onto the object you want and press the left mouse button once. To "double click", press the left mouse button twice.

To install *BATTLE ISLE 2220*, please refer to the instructions in the accompanying **Reference Card**. This Tutorial assumes that the game is already installed on your machine. Start the game as described in the Manual, and the **Disk Access Menu** will appear, after the introduction is finished.

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 current Battle Set. There are three Battle Sets to choose from "Shadow of the Emperor", "Multi-player Games" & "Tutorial". Click on the bottom arrow at the top right of the window, next to the name of the current Battle Set until the word "Tutorial" appears in the box. Click on the box next to **Tutorial 1**, and the computer will load the first map of the Tutorial.



You will see a dialog box asking you to select a level of difficulty. For beginners, select the *Normal* level. Click on the X-Button in the bottom right-hand corner, to close the window. In each of the next two windows, *set players* and *set alliances*, click on the X-Button for Tutorial purposes.

Two windows of different sizes are now open. The larger one is the **Map Window** where all the action takes place; the smaller one is an **Overview Window** which lets you look at the entire map. Both windows can be manipulated just like in normal windows. They can be moved, maximized, or minimized. To begin, enlarge the Map Window by using the maximize button and observe the layout (see also Map Window section).

You will see three forested areas with a road winding through them, a mountain at the 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 color of each unit shows which player it belongs to. On this map, your units are dark green. Your opponents troops are blue. In the *SHADOW OF THE EMPEROR* and *TUTORIAL Battle Sets* you will always control the dark green units. These represent the Empire's troops.

TUTORIAL MAP 1

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

Tip: the game runs one turn at a time. The computer will not begin to do anything until you have finished your move, so don't rush, you've got plenty of time to think about each move.

In this scenario, the farm is under threat from two enemy **Assault Guns**, and you only have one **Technotrax** right

From top to bottom:

X-Button
Maximize Button
Info Icon
Movement Button
Technotrax
Mobile Fortress
Movement Range Icon



near the farm to defend it. The rest of your troops are scattered all over the map, so it's vital that you get them back to this Technotrax as quickly as possible to defend the farm.

Near the mountains there is a **Mobile Fortress**. It looks as if it could be useful in this situation, but you need to know exactly how strong the unit is.

To find out the unit's characteristics, first click on the Mobile Fortress so that it is highlighted by the cursor. Then click on the Information Icon on the **Control Bar** (located at the bottom of the screen) which will open up the **Info Window** showing a drawing of the unit and all its significant details. (You can also call up a smaller Brief Info Window which summarizes significant information about the unit by clicking on the icon next to the one you have just clicked). You can look at the other units' details in the same manner; the Info Window and the Brief Info Window always show information pertaining to the selected object.

As you can see from the window, the Mobile Fortress contains a large number of heavy armaments, but its range of movement is limited.

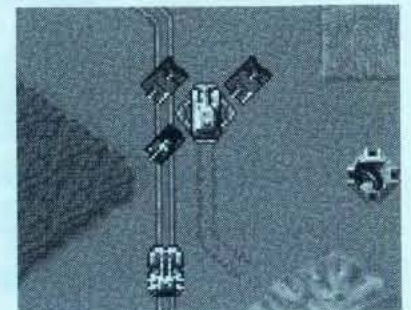
The "range" always indicate how far the unit can travel on a road. The range will usually be smaller when the unit has to travel over other kinds of terrain. Now close the Info Window, or drag it to the side.

If you double click on the Mobile Fortress, a small window containing more icons will appear. This is called the **Chip Window**. 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 hexagons will turn red. Only the area around the Mobile Fortress which stays its original color is the area within which the unit can move.

A unit's range is much farther when traveling on asphalt than when traveling over fields or land masses. Double click on

Illus.:
Samurai
exact position



Change Player Icon

the road hex which is furthest away from the unit to the north and is not red, and the unit will travel to that hex. The white coloring indicates that the unit has been moved this turn, and cannot be moved again until the next turn.

The enemy guns are still too far away for us to attack. The Chip Window which has just opened will not be of any interest to us until later on, so close it by clicking on the **X-Icon**. Let's take a look at the **Buggy** below the forest. Double click on the Buggy, then click on the Movement Icon. The whole forest will turn red which shows that the Buggy cannot travel through this type of terrain. *BATTLE ISLE 2220* automatically shows you where a unit can and cannot travel.

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

Now let's look at how to attack. Find the **Samurai tank** in the bottom right of the map above the mountains and move it up as close as possible to the right of the left enemy assault gun - the Samurai should be right next to it. As you see the assault gun on your left is hemmed in between the Samurai and the Technotrax. Because it has to worry about several enemy units at once, it is automati-

cally in a weakened state. This is to your advantage. Another manoeuver called "blocking" also places the enemy at a disadvantage; this occurs when your units are positioned in adjoining hexagons, thereby blocking the attacking unit. In both cases you receive bonus points to your units' battle scores, so attempt these maneuvers whenever possible.

Back to the Samurai: when the tank has moved the Chip Window appears. This is the window we saw earlier when we were moving the Mobile Fortress. This time we are not going to close the window. 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 located on a red base hex. A new window will open, showing the artillery that the Samurai possesses - one 100mm cannon and a 20mm gun. To the left of the name, the ammunition supply for the tank is listed. 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; 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. Click on the "SELECT WEAPON BUTTON" (the yellow button) next to the 100mm cannon, and battle begins.

The computer will show you an animated picture of the battle or a quick review of the session, depending on the setting. The Setup Menu section in the 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



From top to bottom:
Buggy
Attack Icon
Experience value

you have lost. The number of tanks you have left is shown to the left of the drawing. 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 your unit has, the higher its experience level. If your unit destroys an enemy unit in one move, it receives an additional star or experience level. Now move the **Ranger** which is located 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 hex you want the Ranger to go to, and it will be out of range of the enemy’s guns.

Click on the **Change Player Icon** and wait until you can move your units again. Move your Mobile Fortress along the street and get as close as possible to the Assault Gun so that there is only one hex between it and the enemy’s Assault Gun. Now, attack with your 135 mm cannon. Being that you are attacking from a distance you are on safe ground outside the range of the enemy’s guns. Then move your Buggy as close as possible to the two Assault Guns.

The Buggy has ground-to-ground missiles with a range of 2 and is able to fire from a considerable distance. This special characteristic is described in the Info Window.

Click on the Change Player Icon again and when the computer has made its move move the Buggy to the rear of the Technotrax, so there is only one hex between the Buggy and the enemy’s Assault Gun. Now it can attack the enemy, as described earlier, but is also on safe ground because it is outside the range of the enemy guns. If you like, the Buggy can make a second move to take it well away from the dangerous area.

At this time, we suggest that you 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 it up again later where you left off - just save your game using the Disk Access Menu. If you destroy all of your enemy’s units first, click on the Change Player Icon and the computer will recognize that you have won the game. Choose the next mission map or exit the game

Another tip: when you have completed moving your units or have chosen not to move them, make sure to end your turn by clicking on the Change Player Icon on the Control Bar.

TUTORIAL MAP 2**tutorial**

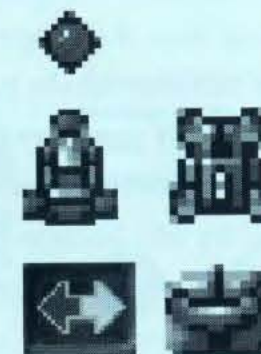
The computer will then make its move. When it has completed its move, it is your turn again, and you can move any or all of your units. The game continues in this way until either all your units or all your enemy’s units have been completely destroyed. In this tutorial you can interrupt the game at any 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 Manual for further details).

TUTORIAL MAP 2

You may have been wondering why there are so many **radar stations** on the first map. The reason is that **reconnaissance** is an important element in *BATTLE ISLE 2220*. All vehicles and infantry carry their own radar equipment which 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 map **Tutorial 2**, things get a bit more difficult. About one fifth of the total area is visible while the rest is hidden under a green surface. A few buildings can be seen; presently, there is no sign of the enemy anywhere. Do not be over-confident!

In the lower portion of the map you can see two groups of units. In the right-hand corner there is a Ranger, two Demon



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

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

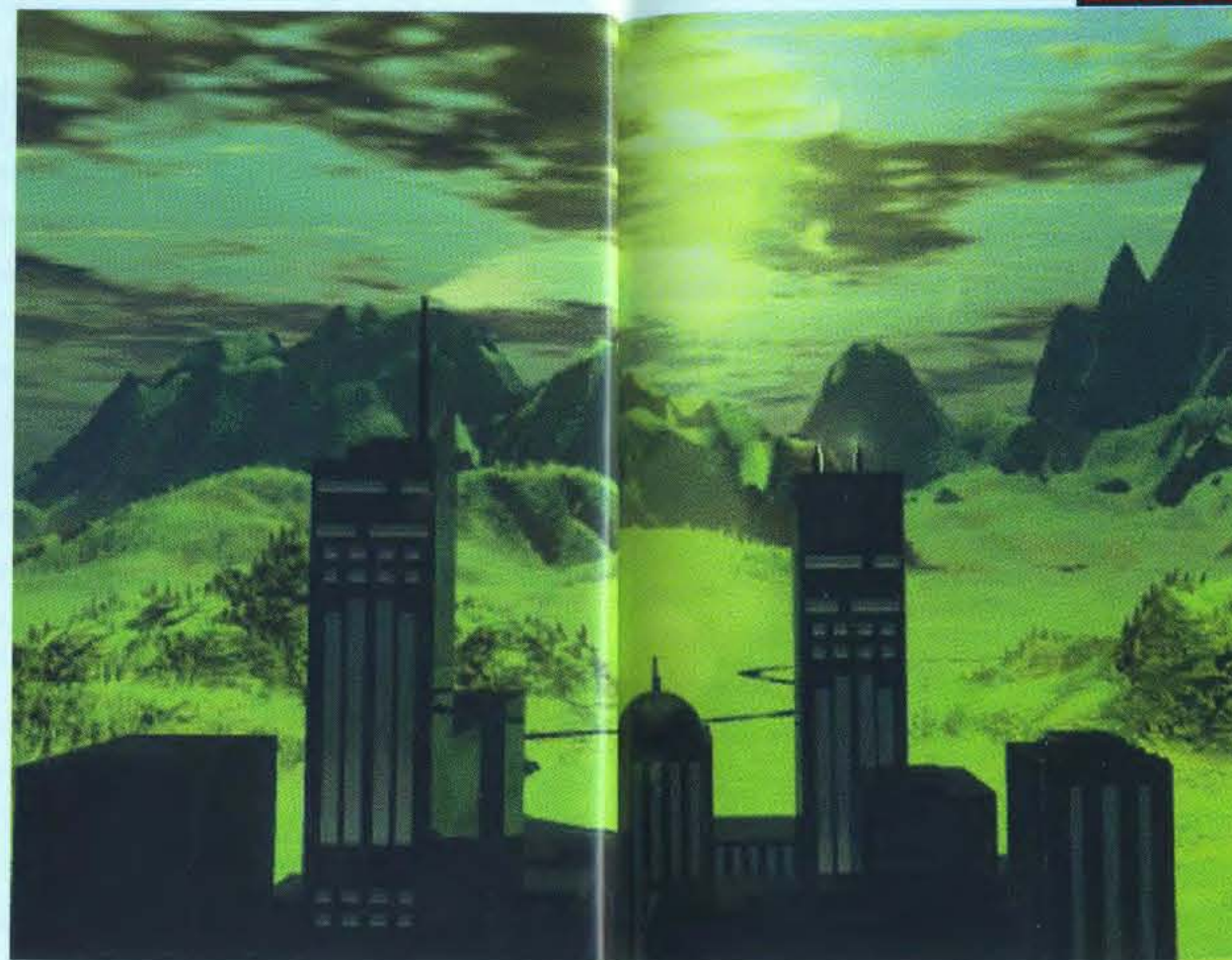
the reconnaissance range of the unit. The Ranger has a range of 5, while the tank only has a range of 3; so the Ranger can "see" further, and is therefore ideally suited to reconnaissance work. If you have already reconnoitered an area and later move away from it, the visibility will become smaller again - 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 have only won when all the enemy units have been destroyed.

Move the Technotrax on the left to the upper edge of the area of visibility. What has happened? It has fallen into a trap - it has been attacked by an **intelligent mine**. At this point, nothing can be done. The battle will run its course automatically. Since there are two enemy mines the tank has to defend itself twice.

A word to the wise when playing: never move outside the area you can see unless you are absolutely certain what is out there!

You should always know how much **fuel** your units have. This is shown automatically



when you click on the vehicle (if one of the Info Windows is open). 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 refueled.

Unfortunately, the Technotrax has not survived the trap. Now move the rest of your units up and reconnoiter 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.

TUTORIAL MAP 3**tutorial**

From left to right:
Headquarter
Mine
Entrance



HQ is colored gray which means that it is neutral territory. Double click on the entrance to the HQ to open the Chip Window containing an open box. If you click on this box, the **Shop Window** will appear. The Shop Window consists of two halves: the right half works just like the Info Window for the units, while the left half contains information relating to the shops:

Current

Energy = present energy reserves

Material = available material

Income per turn

Energy = increase in energy per turn

Material = increase in material per turn

The income per turn is divided into two: the total income of all shops and income only of the shop selected.

In the center is a bar with six boxes. This shows which units are in the shop (i.e., in

TUTORIAL MAP 3

Of course, there's more to *BATTLE ISLE 2220* 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).

Load the **Tutorial 3** map. At the bottom of the map you will find several tanks and two Demon units in your color. Right next to them you will also see your **HQ**. The colored spot shows that the building belongs to you; it also indicates the entrance. The town above your

the garage) at the moment. In the upper box you will see a drawing of a Ranger; the right-hand part of the window contains all the information about it. The **flag** indicates that the Ranger can also capture buildings. Under usual circumstances, only the infantry can capture buildings. 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 highlighted, and details about it will appear in the right of the screen.

Often one of the objectives of a mission is to capture enemy shops. Let us attempt to capture the shop which is located towards the top of the picture. Its color indicates that it is presently neutral territory. 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. Leave the shop now by clicking on the **X-Button**.

We now own a Headquarters and a town, but how can we use them to our advantage? You may have noticed that every time one of your units moves or fires, its supply of fuel and ammunition diminishes. When a unit is damaged in battle, it needs to be repaired. The shops are used to refuel, 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 points. You will need to keep a careful eye on the energy and material supplies in your shops. In particular, the energy and material supply only increases slowly from one turn to the next, so you have to be careful not to use too much energy or material. Otherwise you may find your shops unexpectedly empty. If this does happen there is another way of increasing the precious stocks.

To the north we can see a supply of **aldinium crystals** in the center of the map. If we can obtain at least one of these crystals for one of 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 disastrous. In any case, you will need a trans-



Crystal

TUTORIAL MAP 4

tutorial

TUTORIAL MAP 4

porter - on this map, the **Armored Personell 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 Personell Carrier can also be used to transport other units, but you must make sure you don't exceed the permitted loading weight).

Move the Armored Personell Carrier on the crystal which will move the crystal into the carrier. Then move the carrier into your HQ. Watch the material and energy stock before and after moving the carrier into your HQ! One of your objectives is to capture your opponent's heavily defended HQ. The Buggies will be very useful to you in this task, but don't forget the **Pillbox** on the side of the HQ has a fire range of 3, so be careful.

To be certain of winning this mission you will need the aldinium 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 strategist in the past, and it plays an important role in *BATTLE ISLE 2220* too, as we will see in the next map **Tutorial 4**.

You 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. Start off by moving your units towards the river and re-group them there. Click on the Change Player Icon, and the computer will carry out actions beyond our field of visibil-



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

TUTORIAL MAP 5**battle isle 2220 tutorial**

ity. Then it's your turn again.

As you see the **weather** has suddenly 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 turns 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 Icon again.

Soon after, 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 will simply fall through the ice). The units' range of movement is considerably reduced in these bad weather conditions, so progress is slow. As soon as you have moved all your units, click on the Change Player Icon. Try to get as many units as you can on the other side of the river before the thaw sets. Any units which haven't reached the bank when the ice melts will be lost in the floods. But don't panic, you have two turns before the ice starts to melt.

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 possible. 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 2220* Tutorial. The second part, for experienced players, will tell you about the more advanced program functions and strategic features.

**TUTORIAL PART II
TUTORIAL MAP 5**

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 **refueling vehicle** - it has no weapons and only light armor

An **ammunition carrier** - it has a machine gun and thicker armor than the refueling vehicle

A **repair vehicle** - it can be used to repair and refuel units in the field.

The repair vehicle can be of great strategic advantage because it makes it unnecessary

to take an essential unit back to the shop to repair it. A secure, well-organized supply chain is vital to the success of any mission.

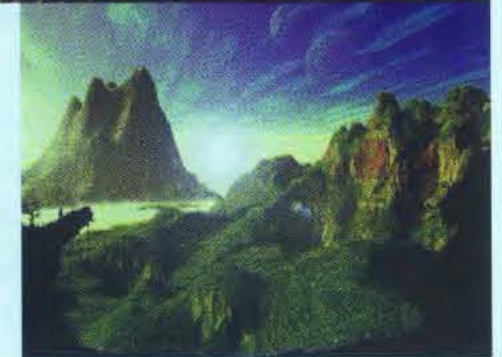
In the supply vehicles' ChipWindow you will see an additional Action Icon. If you click on

this, the screen will change to give the impression that you are moving. The map only changes appearance when a unit needs supplies or servicing in the near future. Double clicking on one of the units opens another window,

where you can define the action (repair, refuel etc.). At the start of a mission all the units are in perfect condition and ready for action. That won't last long!

Remember that refueling, supplying ammunition, and repairing vehicles each represent one action for the supply vehicle - afterwards, it can only move when it becomes your turn again. However, within one action several units can be serviced. 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 en-



From left to right:
Eloka, Action Icon
Refueling Vehicle
Ammunition Transporter
Repair Vehicle, Factory

TUTORIAL MAP 6

trance to the factory you open the Shop 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 can be made 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 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 turn.

Now let's close the Shop Window and take a look at the left-hand corner of the map. You can see some heavy artillery with a unit you haven't seen before, described in your Info Window as an **Eloka SAB Squad**. As we saw in the second mission, reconnaissance is an important feature of *BATTLE ISLE 2220*. The Eloka jams your opponent's radar equipment, thereby protecting your large units in the vicinity. Since the enemy can't see the unit, it is 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.

TUTORIAL MAP 6

The situation on this map is not easy to assess: the enemy has his area well-protected. You don't know what might be behind the gray 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 construct roads and lay track equally well. *BATTLE ISLE 2220* has several types of fast trains which require an unbroken network of track. In the center of the map you can 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 Chip Window.

The Hammer Icon appears; this represents

TUTORIAL MAP 7**tutorial**

"production" in general. Select it, and the map will turn red, except for the hexagons where something can be built. Double click on the hex between the two ends of the track. Another Window opens 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 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 highlighted in the weapons list can do so.

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, i.e., double click on the construction vehicle, then click on the appropriate Action Icon. You can choose between building and demolishing. If you click on **Build Fortification** you will see a list of possible locations which allow you to choose where to build the fortification.

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, so you have to rely on the roads, track and transport train.

TUTORIAL MAP 7

In the **Tutorial 7** map we are traveling by water. *BATTLE ISLE 2220* 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



From left to right:
Planum, Zenith, Rex

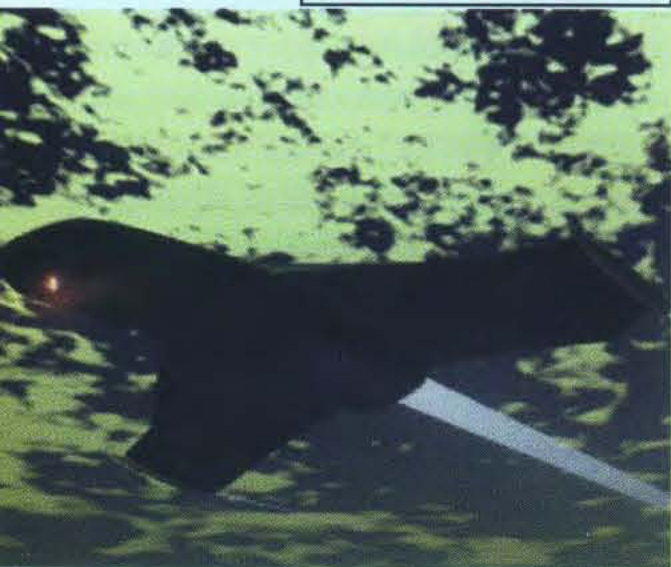


From top to bottom:
Harbor, Airport
Constructing road,
Lay Track,
Tearing up road,
Build Fortification



TUTORIAL MAP 8

tutorial



can only be hit by torpedoes and depth charges.

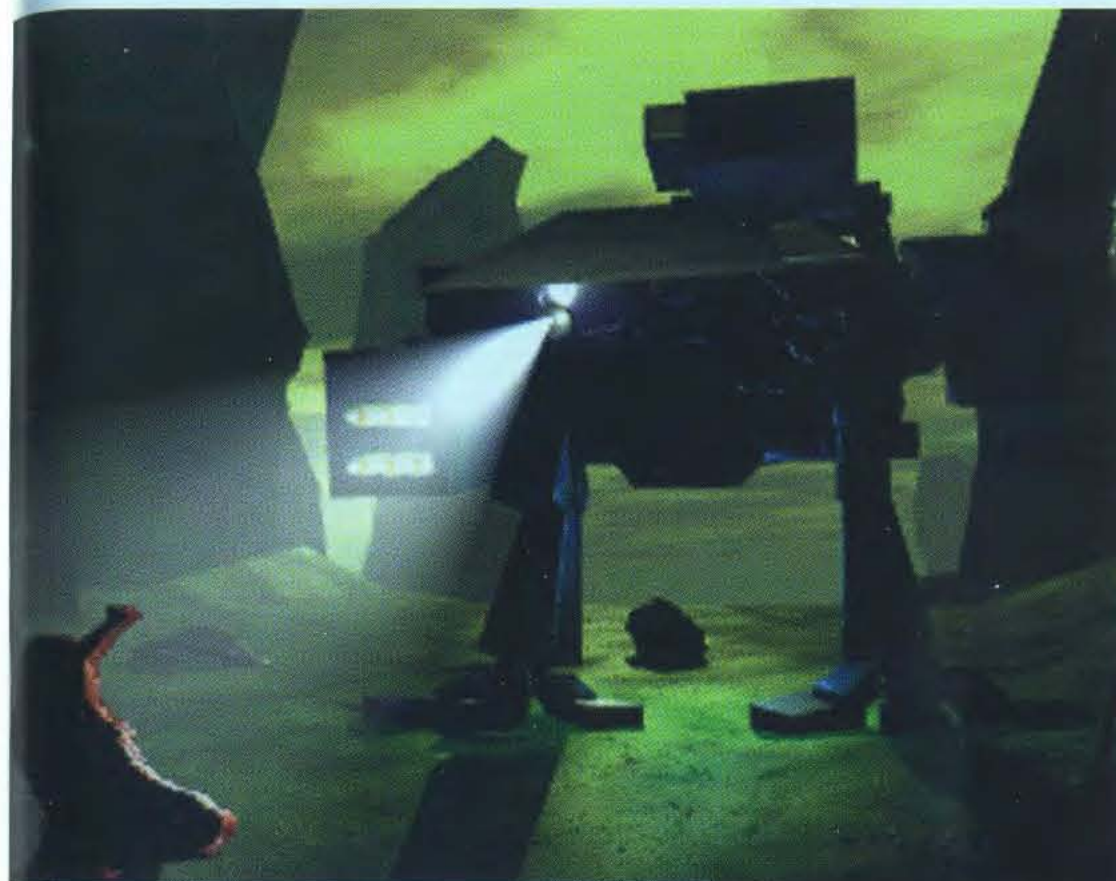
Move one of the submarines out of the port towards your fleet. After you have moved it, a Chip Window will open; click on the Dive Icon and the submarine will light up. This means that the sub has submerged and cannot be seen by the enemy.

The **port** performs the same role for your ships as the factory does for land vehicles. You can recognize the port on our island by its characteristic shape. You can build, repair and refuel your ships in the port, as well as supply them with ammunition.

Before you can land on the heavily defended coast; however, you need to be concerned 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.

TUTORIAL MAP 8

territory. However, the "Zenith" is very slow and can only be maneuvered 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 refuel 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 port are vital to the success of this mission. When they are submerged, it is difficult for the enemy to locate them. If submerged, the enemy's ordinary guns cannot get at the submarines; they



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



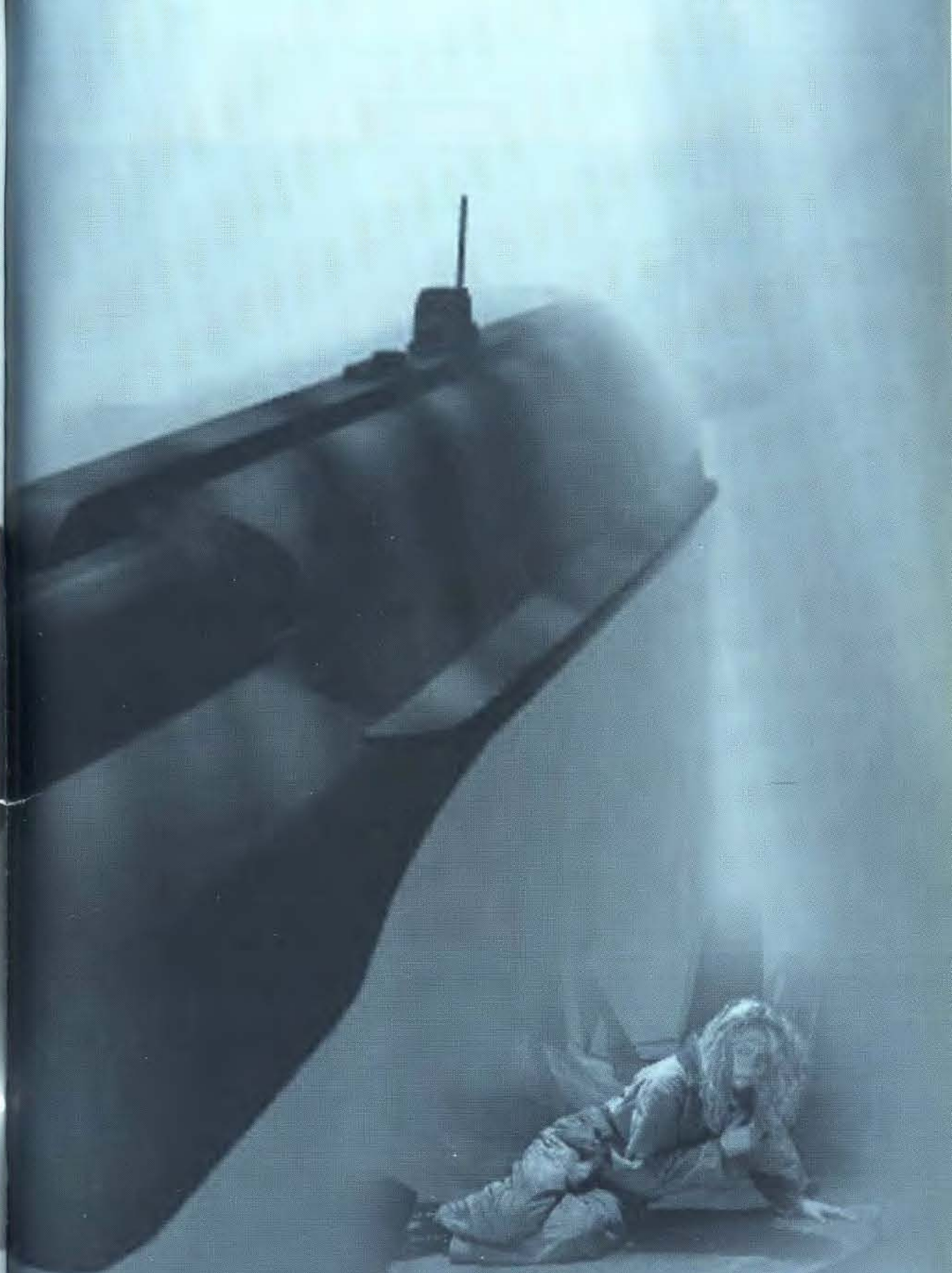
Left:
HQ Headquarter
Bottom:
Airport, Altitude Icon



The final part of the *BATTLE ISLE 2220* Tutorial describes the last type of unit in your arsenal: your planes. The player who manages to achieve "air supremacy" often has the best chance of winning.

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**

Shadow of the Emperor

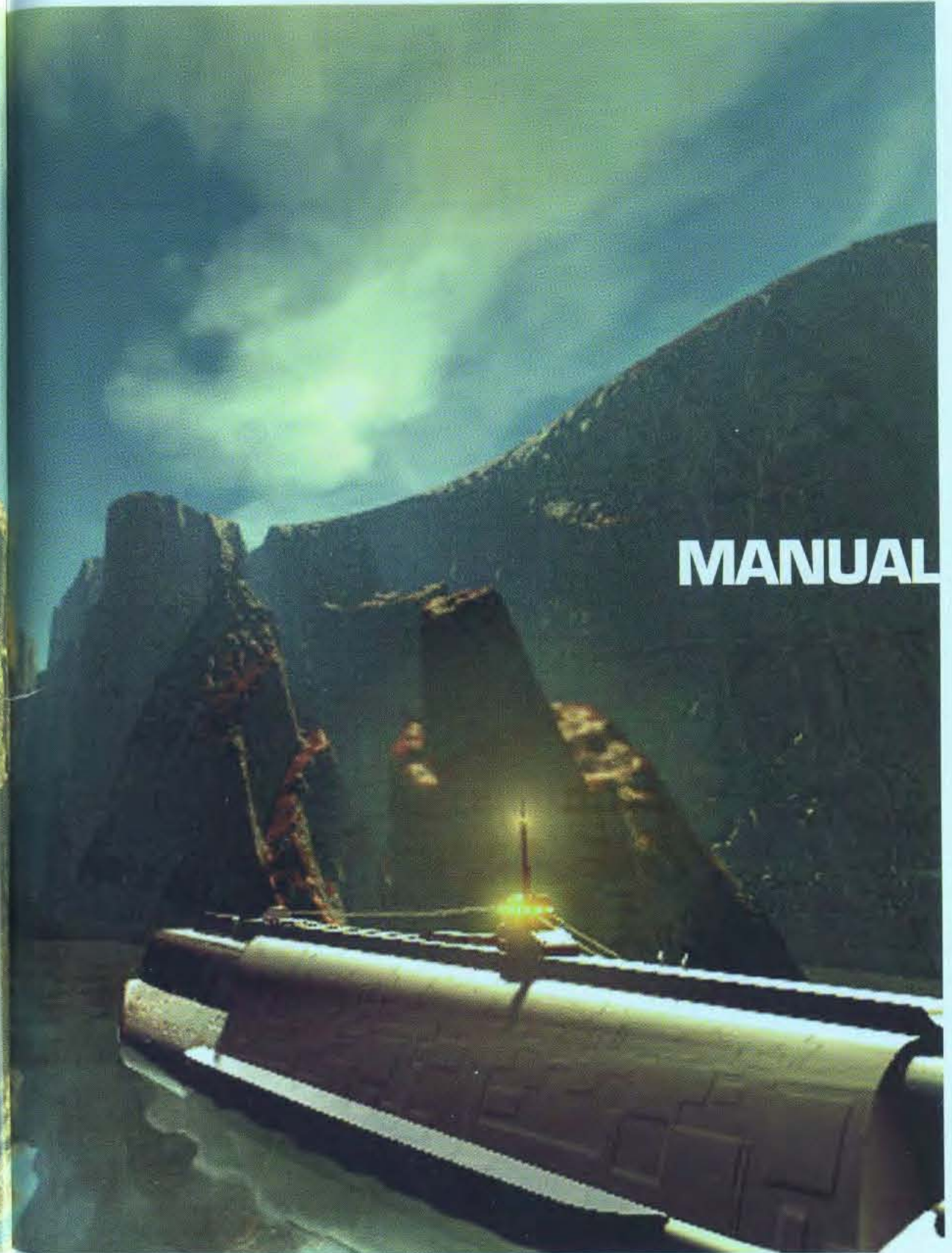


Battle Isle 2220

MANUAL

Battle Isle 2220

*This manual explains all the commands in **BATTLE ISLE 2220 - SHADOW OF THE EMPEROR**. It takes you through a multitude of tasks by means of explanations, examples, and step-by-step instructions. It introduces you to all the features of **BATTLE ISLE 2220**, including the playing screen and the content and function of the various menus. All the basic information you'll need before you start playing the game in earnest is covered.*



Battle Isle 2220

STARTING THE GAME

Insert the first *BATTLE ISLE 2220 - SHADOW OF THE EMPEROR CD* into your CD ROM drive. This must be done each time the game is to be played even after the game is installed on the hard drive. If you have never played *BATTLE ISLE 2220* before, follow the installation instructions in the reference card.

As soon as the game configuration is complete, you will see the *BATTLE ISLE 2220* symbol in a separate program group. This can be opened by double clicking on it.

CONTROLLING THE GAME

Like most Windows programs, *BATTLE ISLE 2220* 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 enter key on the keyboard. The various options can be selected, indicated, and activated by clicking with the left mouse button.

LOADING, SAVING AND QUITTING THE GAME

After starting the game, the Disk Access Menu is called up. The Disk Access Menu carries out all the hard disk access functions.

The Disk Access Menu is subdivided 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**

Please note: when the program is started for the first time, the On-line Help is active. It can be turned off by clicking on the appropriate item in the Setup Menu (after starting a campaign or a map).

Note:

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

Note:

When the program is started for the first time, the On-line Help is active. It can be turned off by clicking on the appropriate item in the Setup Menu.

SELECTING OPTIONS

To open the individual options, activate the yellow button on the left of the text line. The green buttons stand for actions which cannot be carried out. The yellow buttons indicate the actions which can be selected.

DISK ACCESS 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 turn.

The Battle Set Number 1 stands for a campaign game, the number 2 represents a map from the Battle Set "Multi-player Game", and the number 3 is a map from the Tutorial. You can call up the saved game at any time to continue playing.

When *BATTLE ISLE 2220* first 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 cannot be used when you are playing a network game. Games played in this mode are automatically saved on the network when you click on the **CHANGE PLAYER** button. To save a game, activate the yellow button next to the **SAVE GAME** command. In the next menu select a free slot in which to 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.

LOAD GAME

You can load a saved score at any time.

The scores saved in **SAVE GAME** can be called up again by selecting the yellow button before entering the text. If you click on **LOAD GAME**, the **SELECT LOAD SLOT** menu will open. The saved game can be opened by clicking on the yellow button next to the line of text.

START NEW CAMPAIGN

This starts a new campaign. A campaign means that all 20 maps in the *BATTLE ISLE 2220* 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 **LEVELS OF DIFFICULTY**).

When you lose a map; that is, you do not achieve the mission objectives, the same map is automatically started again. When you win a map, you are given a password and the next map is automatically loaded. Keep the password so you can play the map again in the Start Individual Map mode. When you play a campaign, make sure your units gain as much experience as possible. All your troops accompany you through the whole campaign, so gain experience! Remember, your computer opponent will also gain experience on the later maps. You cannot 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! (see also **PASSWORD**).

START INDIVIDUAL MAP

This mode contains maps in which a single player can play against the computer, or it is also known as the "Multi-player Mode" because several human and computer players can play simultaneously. This option allows the play of a single map from one of three Battle Sets: "Shadow of the Emperor", "Multi-player", and "Tutorial" in the Load Missions Window (see Load Missions Window). When you have selected a map from one of the three Battle Sets, you can set the game difficulty on the next menu. If you click on the X-Button, the chosen setting will become effective, and you can then use the **SET PLAYER** menu to decide which players the computer will control and which will be controlled by human players. The alliances are determined by the **SET ALLIANCES** menu.

Note: you can only play an Individual Map in "Shadow of the Emperor" after you have completed that map in Campaign Mode. (See Start New Campaign)

SET PLAYER

Click on the yellow button to determine which player is played by a human and which is played by a computer.

SET ALLIANCES

Click on the yellow button to select your alliances when playing a Multi-player Battle Set. 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 therefore 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 cannot do this.

Note: No video sequences can be seen in the Start Individual Map mode.

The X (for EXIT) button will bring you into the game.

START NETWORK GAME

If you have a local network such as Windows or Novell, you can start a multi-player 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 Set Up* program which you can start via your BATTLE ISLE 2220 program group (see reference card).

To begin, one of the players must set up the network game. The necessary settings are carried out in exactly the same way as described under START

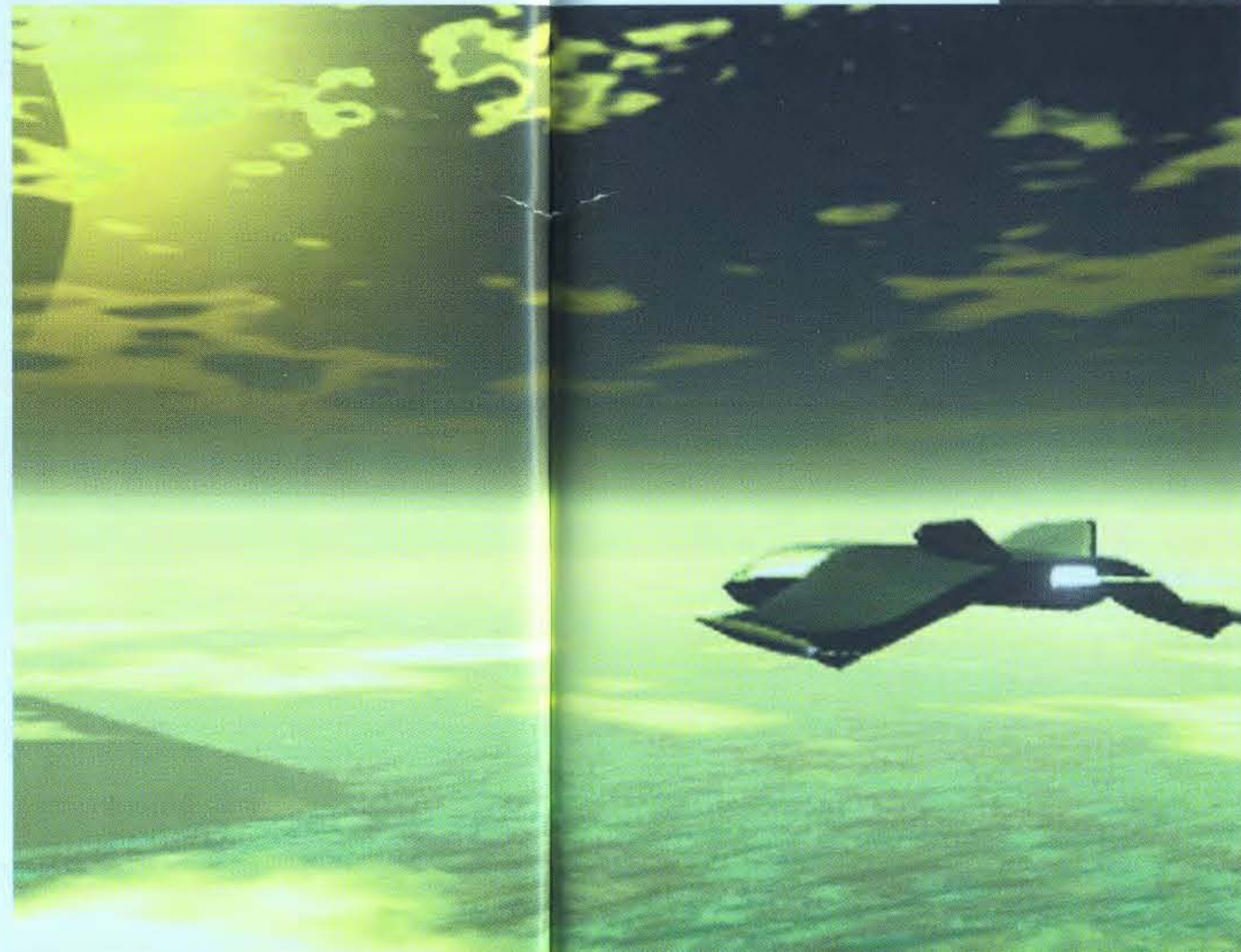
Note:
Battle Isle 2220 distinguishes between capital and small letters.

INDIVIDUAL MAP. You must choose a map, set the difficulty level, and select the players and alliances.

You will be asked to give the game a name under which *BATTLE ISLE 2220* 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 2220* can recognize a total of 20 network games. 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 established, the player setting it up will be asked for his password. This password will be used later when announcing a turn 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:
Video sequences can not be seen while in "Start Individual Map" mode.



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

| | |
|---------------|----------|
| Empire | Computer |
| Drulls | Human |
| Cyborg | Human |
| Imperial Kais | Computer |

In the above example, the computer makes the first moves for the Empire. The first player will then be asked to enter the Drulls' moves. When he has finished all his moves, he finishes his turn 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 turn, an error message will appear, and the player will have to start his turn again.

CALL UP NETWORK GAME

The CALL UP 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 player you want to play. When you first select the player, you will be asked to choose a password. This password will apply to the player 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 is case sensitive.

If you forget your password, the whole game comes to a halt. Therefore, make a note of the password and keep it in a safe place.

You can now issue your orders. End your turn by clicking the Change Player Icon.

The players play in sequence as in all multi-player games, 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 on the network, so you do not need to save it separately. As a matter of fact the SAVE GAME button is disabled in this mode.

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 turn may take a long time to complete, especially on the larger maps.

Also, 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.

X-BUTTON

The X-Button will take you back into the game if you access this menu from within the game or quit the game if you have just started it.



X Button
terminates the
Disk Access Menu

LOAD MISSIONS WINDOW

When you select "START INDIVIDUAL MAP" from the menu, the Missions Window opens. Clicking on the "ARROW UP" and "ARROW DOWN" buttons in the top right of the window displays the three Battle Sets.

SHADOW OF THE EMPEROR

MULTI-PLAYER GAMES

TUTORIAL

Each Battle Set consists of a number of connected maps such as Campaign maps and Multi-player maps.

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

The first Battle Set contains the maps for SHADOW OF THE EMPEROR. Select a map and confirm your choice by entering your password to start your game. This is the password which you received after completing the corresponding map in Campaign mode. You cannot start individual campaign maps until you have entered the password. In Campaign Mode a password will be given at the beginning of each map and will be shown in the Statistics Window. The maps in the "Multi-player" and "Tutorial" 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 maps 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 2220 can handle 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.

LEVELS OF DIFFICULTY

Before you set off to destroy your enemy, *BATTLE ISLE 2220* allows you to set a difficulty level to suit your skill and thirst for battle. Once the difficulty level has been set it cannot be altered as long as you are in the current campaign, 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 are playing a strategy game, you should select the Training Level. The Expert 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:

1. TRAINING LEVEL

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 refuelled. However, they will not be able to reach the next map in Campaign Mode.

2. NORMAL LEVEL

The **NORMAL LEVEL** 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.

3. EXPERT LEVEL

The **EXPERT LEVEL** 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 most effective the nearer they are to the target.

This setting is extremely difficult.

PLAYING THE GAME**CAMPAIGN MODE**

After setting the difficulty level 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 are open: the Map Window (top left), and the Overview Window (top right). The game's main menu is contained within the Control Bar at the bottom of the screen.

CONTROL BAR

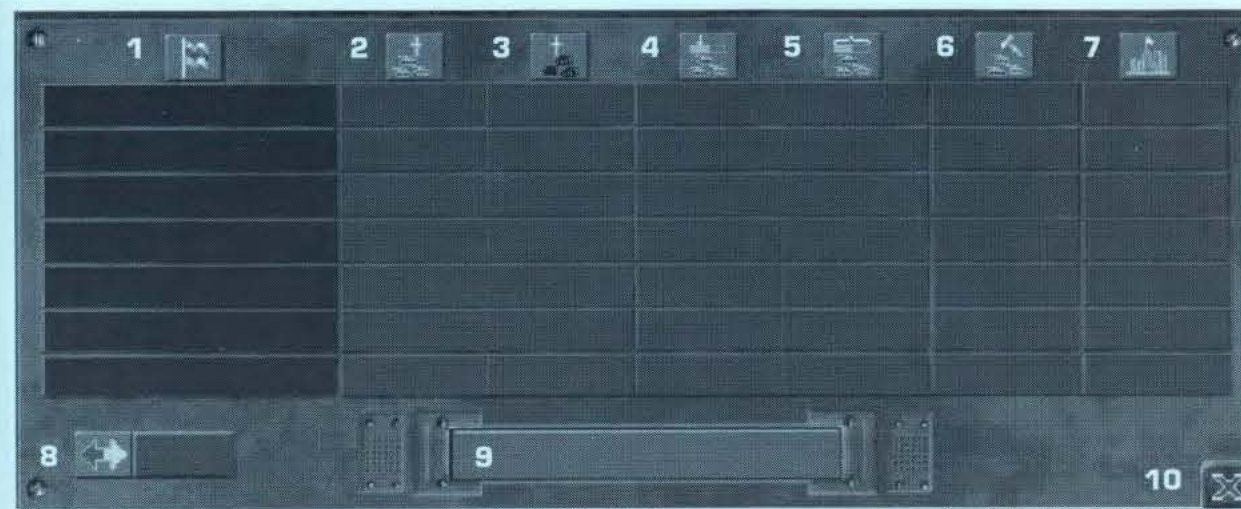
The Control Bar is divided into four sections from left to right. Unlike the other windows, it cannot be dragged across the screen by clicking and holding the mouse button. The following section describes all the icons in the Control Bar.

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

The second section contains three icons: the first brings up the Setup Menu, the second the Disk Access 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 Window, the Info Window, the Brief Info Window, and the Statistics Window.

The fourth section consists of two icons: the Video Recorder (VCR) Icon and the Mission Briefing Icon.

**OPPONENTS STATISTICS WINDOW**

1. Name of the player
2. Number of those units which you have lost this turn
3. Number of enemy units destroyed this turn
4. Units which have already been 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

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

*Changing Player***OPPONENTS STATISTICS WINDOW (Display)**

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 multi-player mode, the computer takes over all the entries for the players for whom it is controlling. The next player cannot begin his move until the computer has completed all its moves.

SETUP MENU

In the Setup Menu various settings can be made which control the game functions. To change any of the settings while playing the game, use the Setup 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:

- **HEXAGONS**
- **BATTLE**
- **BATTLE DETAIL LEVEL**
- **BATTLE SIZE**
- **BATTLE WITH TERRAIN TEXTURE**
- **VIDEO SIZE**
- **MIDI**
- **BATTLE VOLUME**
- **VIDEO VOLUME**
- **MOUSE CLICK VOLUME**
- **ATTACK/DO NOT ATTACK ALLIES**
- **REFUEL UNITS AUTOMATICALLY**
- **ON-LINE HELP ON/OFF**

HEXAGONS

Small, Medium, Large hexagon.

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. This gives a good overview, but does not allow you to see any details. The large setting shows only a small portion of the map, but allows you to see all the details clearly (see also Enlarge/Reduce).



Setup Menu Button

BATTLE

This setting allows you to choose the style in which you want the battle to be shown. You can choose 3-D Battle, Fast Battle, or Battle End of Turn.

3-D (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 witnessed. A window opens containing information about meeting the enemy and the ensuing battle and showing the battle.

FAST BATTLE

If you only want to see the statistics relating to the battles, select Fast Battle. The lower part of the window from the 3-D mode will fade in. You can then read off the result of the battle from the diagrams and statistics (see illustration on next page). These diagrams are split into three groups, each group contains two displays in the color of the armies taking part in the battle. The army whose color rises higher in the chart is winning.

The three groups are:

- Attack strength of weapon - left
- Strength of armor - center
- Defense 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 remains 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.

BATTLE END OF TURN

During the game, the progress of the battle is shown via diagram (see Fast Battle). 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 one after the other.

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

BATTLE DETAIL LEVEL

With Battle Detail Level you can choose the degree of resolution in which you want the 3-D 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, e.g. 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 setting; 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. When this occurs, adjust the size to make the window smaller.

BATTLE WITH / WITHOUT TEXTURE

This setting improves the appearance of the battle, but it 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 units you have
3. Attacking side
4. Maneuverability bonus
5. Experience points

6. Name or type of 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 the **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 coarse quality and can only be shown in 256 colors.

Please remember that some computers' graphics cards are not fast enough to show the videos in full-screen size. In this case, switch back to normal size.

The AVI Accelerator 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. This is extremely slow.

An accelerator card zooms the video to 1024 x 768 pixels and gives a high-quality picture with natural colors. Since zooming is carried out by the hardware, the speed to process is very fast.

MIDI - Standard or General Midi

The MIDI setting can be turned on and off. It refers to the music which is played during the battles and 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

MIDI VOLUME

Controls the volume of the game's background music. The volume can be adjusted from 0 (=off) to 7 (=full volume).

BATTLE VOLUME

The sound effects during 3-D battle can be turned off (0) or on. If on, the volume can be adjusted from 1 to 7 (full volume).

VIDEO VOLUME

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

As with the Battle Sound Effects, the volume can be adjusted from 0 (off) to 7 (full volume).

MOUSE CLICK VOLUME

This is the volume of the sound which you hear every time you click on the mouse.

As with the Battle Sound Effects and the Videos, the volume can be adjusted from 0 (off) to 7 (full volume).

ATTACK ALLIES / DO NOT ATTACK ALLIES

The **ATTACK ALLIES** setting allows you to attack your allies if you wish. You cannot do this if you have selected **DO NOT ATTACK ALLIES** in the Setup Menu.

Note: if you attack one of your allies, this cancels all existing alliance treaties between the two parties.

REFUEL UNITS

You must stipulate whether the units are to be refueled and repaired manually with refueling units or by the player using his shops, or automatically by the computer. For manual refueling and repairing, the setting is **REFUEL UNITS: MANUAL**. For the computer to refuel, select **REFUEL UNITS: AUTO**. In large maps the refueling should always be done manually, so that the player can decide what order to refuel the units in based on their importance.

(see also **SHOPS**).

ON-LINE HELP ON/OFF

This option allows the On-line Help texts to be turned on or off. The function can be called up during the game. The On-line Help gives short explanations of all the functions and features of **BATTLE ISLE 2220**, including the functions described in the Manual.

When the program first starts, the On-line Help is active.

X-BUTTON

After you have selected 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.

Note:

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

Note:

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

DISK ACCESS MENU

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

The **X-Button** which allows you to quit the menu 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

See the description of this menu entry in the Disk Access Menu section above.

QUIT/END GAME

You can end the game at any time by clicking the **X-Button**. Any open windows are closed immediately after the computer verifies that you want to leave the game. If you choose to leave the game, you will return to **Windows**.

GAME WINDOW

The five Game Windows are activated and deactivated by clicking on the five symbols in the third group of the Control Bar.

Clicking on an icon with the left mouse button activates the window. A yellow border appears around the icon, and the appropriate window opens.

If several windows are superimposed on each other, you can click on the icon of the window you want to see with the right mouse button to bring it to the top.

Reading from left to right, the icons in the Control Bar are: the **Map Window**, the **Overview Window**, the **Info 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 **Control Bar**. Clicking with the left mouse button on the icon in the **Control 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. Close the window by clicking on the left down arrow. The window can also be closed like the other windows, by clicking on its button in the **Control Bar**. The right arrow, pointing upwards, maximizes the window. If the window has been maximized, the size of the window cannot be altered by dragging with the left mouse key.

The **Map Window** contains a hexagonal cursor which can be moved by clicking with the left button. In addition, the right mouse button can be used to center an area around a hex. To do this, place the mouse cursor on the hex you have selected then click with the right mouse button. This will center the hex in the middle of the window.

SCROLLING

At the right and bottom of the **Map Window** are scroll bars which are used to move the visible part of the map.

This can be done by dragging the scroll bar boxes. Click on the yellow box and move the mouse.

When you click on the bar itself the map moves faster. 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 map to a new position by using the scroll bars.

OVERVIEW WINDOW

The **Overview Window** lets you see a small-scale picture of the whole map. It is easy to make out concentrations of troops on this map. You will see colored 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 center the window on the appropriate point.

There are fixed relationships between the size of the map's sides. The size of the map can therefore only be altered in a fixed scale and not freely. 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.



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



Disk Access Menu Icon

INFO WINDOW

In the Info Window you can call up information on a selected unit; that is, the unit on which the cursor is resting. The Info Window 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 Info 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 information contained in the large window encompasses the information in the smaller one; however, in a different position.

You can close the Info Window by clicking on the appropriate icon in the Control Bar or by clicking on the X-Button in the window.

The Info Window shows a drawing 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. 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.

To the right of the drawing you can see shaded icons with light-colored bases that show the special characteristics of the unit. Up to three characteristics are shown for each unit.

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, appears as soon as the unit is able to dig fortifications. For example, Trenches are considered fortifications. These offer protection to the units, and can also serve as obstacles to prevent heavy tanks from passing.

ALTITUDE

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 Chip Window-Altitude).

MOVE, DO NOT ATTACK

Some units such as the artillery can be moved on the map but cannot attack the enemy until the next move.

MOVE, ATTACK, MOVE

These units are able to move up to the enemy and attack him in one move, then withdraw again in the next move.

SERVICE UNITS

Service Units can be used to refuel and repair other units.

NUMBER IN A UNIT

To the left of the drawing is a dark icon with three small tanks, and under it is 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 an initial value of 10, but there are some units which start with a smaller number. This number decreases as the unit suffers losses.

EXPERIENCE

This shows the experience value which the unit possesses. As soon as a unit successfully attacks an enemy unit, its experience value increases. There are twelve experience levels, each of which is represented by its own symbol (see also Experience Symbols).

On the right of the Info Window you can see six icons with numbers next to them.

• ARMOR

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

• MOVEMENT RANGE

This shows the maximum number of hexagons the unit can travel. The distance should only be regarded as a rough indication. The actual range of the unit depends on the type of terrain and the weather conditions, and may well be smaller than the distance shown (i.e., you can travel farther on a road than on other terrain).

• RECONNAISSANCE RANGE

The eye symbol indicates the radius of the area (in hexagons) which the unit can reconnoiter. A unit which is isolated in an unfamiliar area can reconnoiter the given number of hexagons around itself.

• ENERGY

This icon 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 hexagons the unit can cover on a road before it will need to be refueled. Beneath this number is a small bar: if this bar extends across the whole width of the text display, the unit's fuel tank is 100% full. The size of the bar changes 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 color of the bar changes to **YELLOW**. It turns **RED** when it is less than 25% full. When a unit runs out of fuel it cannot be moved on the map. If a plane has no fuel it will crash. Therefore, you should always keep an eye on how much fuel each unit has at its disposal.

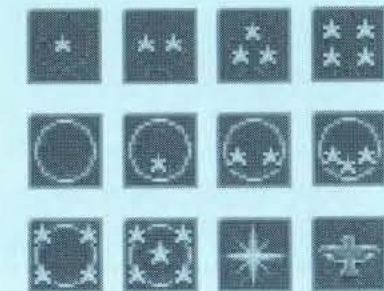
Units can be refueled in shops, or by special refueling vehicles in the field. (see also Shop).



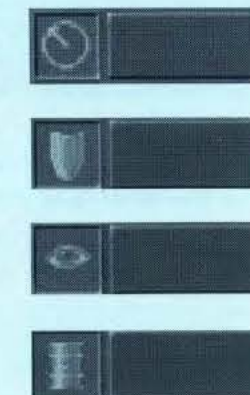
Energy and Material



*From top to bottom:
Flag
Road
Fortification Wall
Altitude
move/attack/move
move, do not attack
service unit*



Experience levels



*From top to bottom:
Movement range
Armor
Reconnaissance Range
Fuel*

WEAPONS

In the bottom portion of the Info Window there are several columns and rows containing information about a unit's armaments. The number at the left 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 small icons which tell you what targets the weapon can be used against. Dark green icons mean that the weapon cannot be used against this target. The light-colored icons show the targets the weapon can be used against. (see also Select Weapon Window)



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

The icons represent:

- aircraft at high altitude
- aircraft at normal altitude
- ground targets
- sea-based vehicles (ships)
- underwater vehicles
- constructions (track, roads...)

WEAPONS RANGE

Next to the target icons are two numbers which indicate the range of the weapons. For example, the numbers 2-4 show that the weapon can be used against targets on the map which are at least 2 and not more than 4 hexagons away.

BRIEF INFO WINDOW

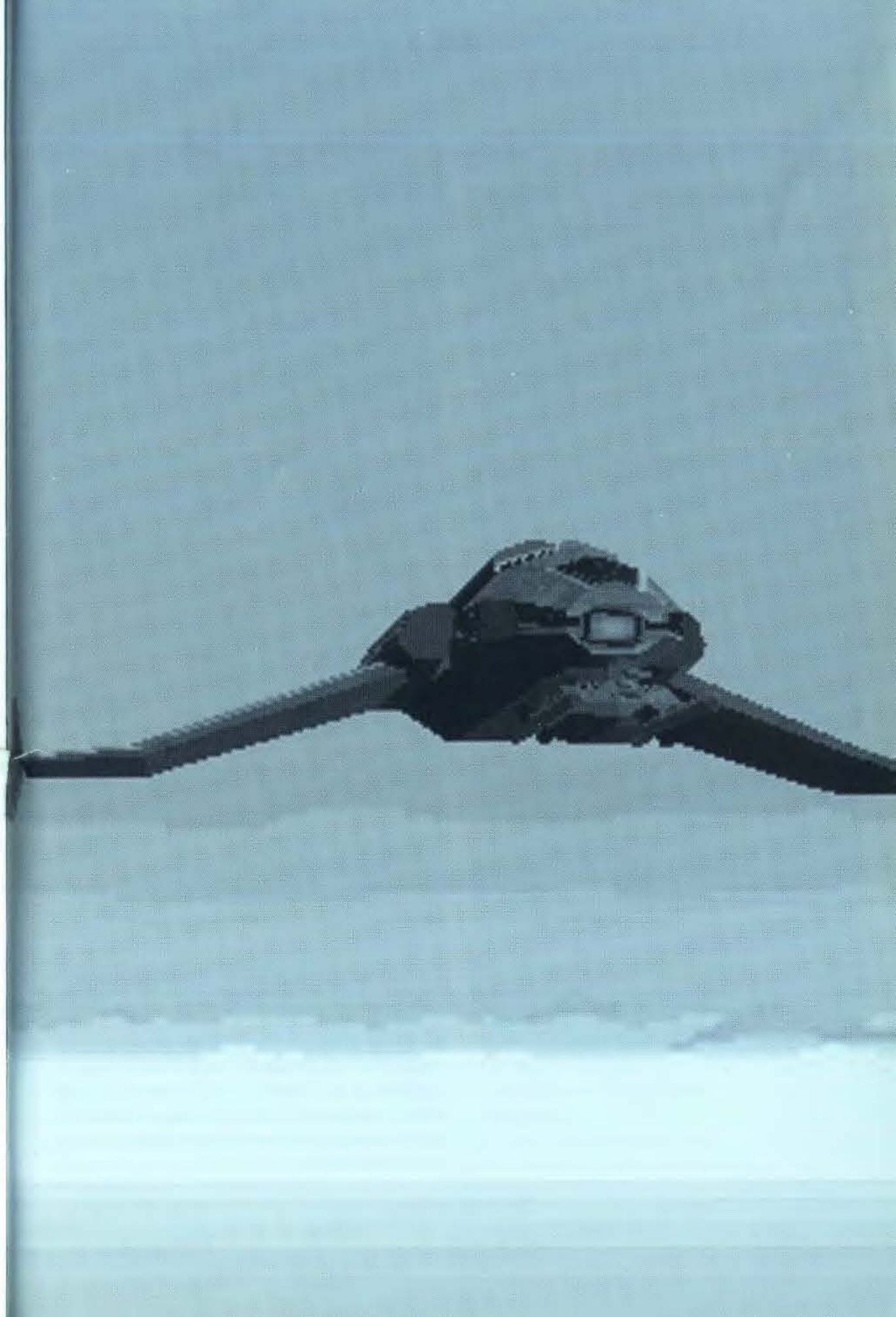
The Brief Info Window gives you only the most important details about the unit you select. Like the other windows, it can be opened and closed via the Control Bar by clicking on the Brief Info Window Icon.

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 Movement Range.

As in the Info 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 Info Window (see also Info Window).

On the right hand side you can see the current amount of ammunition, level of experience and a square with the color of the owner. The box with the hexagon shows the battle value of the hexagon where the cursor is located. The higher the battle value is, the better the unit fights on the ground.



STATISTICS WINDOW

By clicking on the Statistics Window Icon in the Control Bar you can open and close the Statistics Window. The Statistics Window 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 have at their disposal in each turn. Each of the boxes represents five turns, so the Statistics Window shows a total of 100 turns.

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 color of the player in the map.

OWN UNITS DESTROYED

This window lists all the units you have lost during the last turn. The statistics are updated after every turn.

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 jumps 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 is displayed in the appropriate icon in the Statistics Window.

ENERGY PRODUCTION

The graph shows how much extra energy is produced each turn by your shops and by your enemy's shops. When you capture shops, your 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 production is compared to the others. Each player's graph is shown in his own color (the player's color 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 changes.

MAP DATA

This shows the name of the map, its password, and the number of turns played. In the box below the name of the map is the password for the map which you enter later to load the map directly.

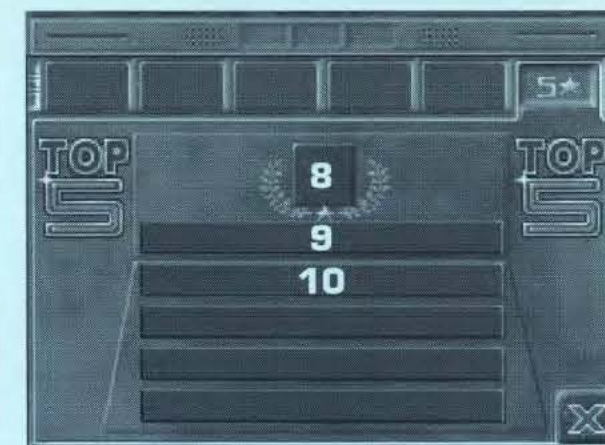
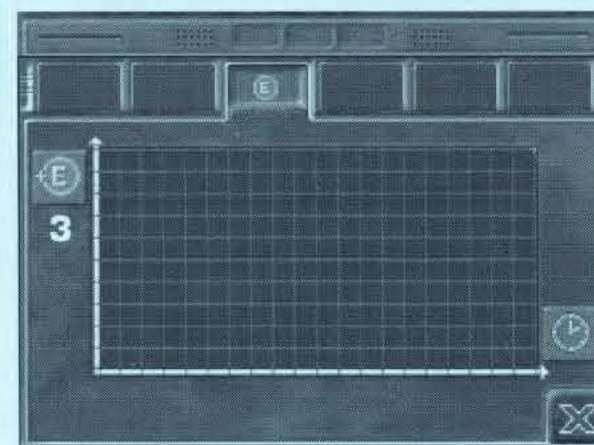
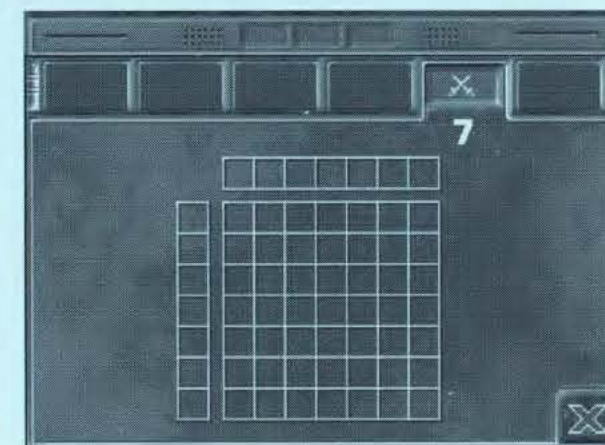
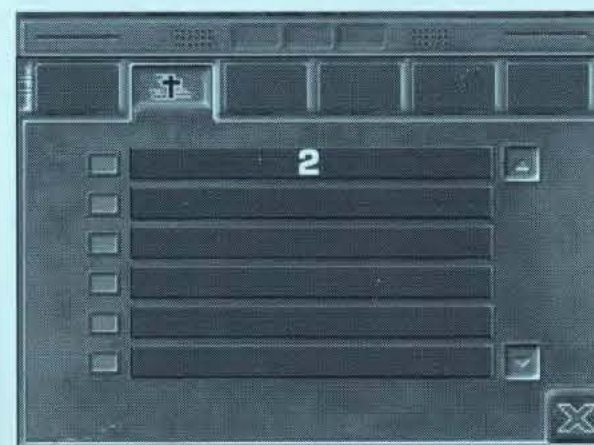
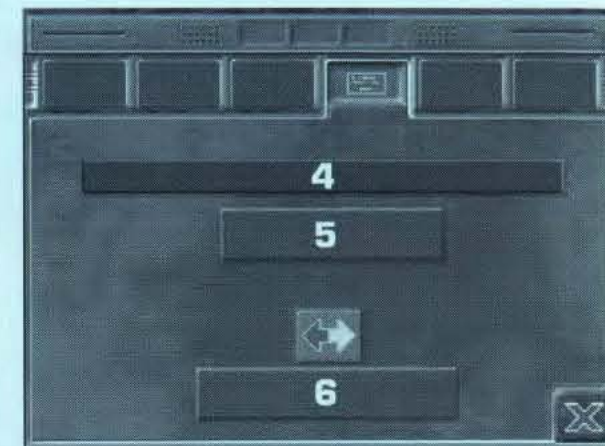
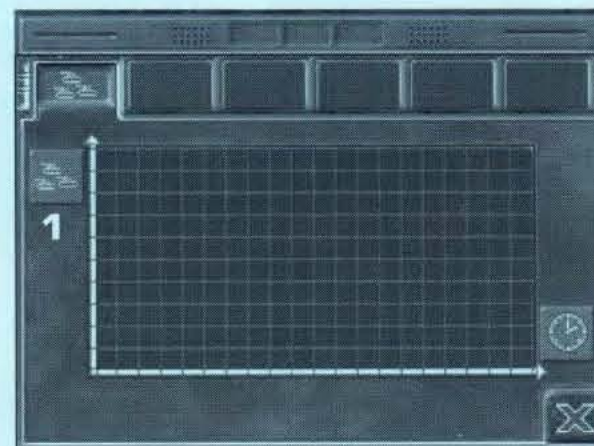
Make a note of this password, as you will not be allowed to access the map without it. Some maps do not have passwords and can therefore be started at any time.

The number underneath it shows the number of turns which have been played since the game began.

ALLIANCES

This window contains a table showing player alliances.

Each square at the upper and left edges of the table represents a player, and is in the color 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 Production
- 4 - Name of mission
- 5 - Password

- 6 - Number of turns 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 hex on which the unit is standing. However, the cursor only moves to the hex if it is in an area which has already been reconnoitered. If the hex is outside the reconnoitered area, or if there is a submerged enemy submarine on the hex, 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

In each campaign (not in multi-player games), the player has a mission to carry out, which is explained to him in a Mission Briefing. The briefing is accessed by means of the Mission Briefing 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; e.g., 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, the next map is loaded automatically, and the player is told the next map's password.

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

Note: The Mission Briefing can only be accessed in Campaign Mode.

PASSWORD

Apart from the first map in the game, most of the other maps 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 section of the Statistics Window. (See also Statistics Window).

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 for viewing if you want to watch them again. The name of the map currently being played is shown in the text display box. To the right of this you see the *arrow up/arrow down* buttons for scrolling through the list of the maps which have already been played. In the central box is a number referring to the order in which the videos have been played, and on the left and right is an arrow. The left arrow is used to select the previously seen videos, the right arrow is used to select the next video.

To play a video sequence, activate the large arrow in the center.

Click on the X-Button to end the menu and return to the game.

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

USING THE MAP WINDOW

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

When you have moved and deployed all your units, press the Change Player button in the Control Bar. This will allow the next player to enter his moves.

CHIP WINDOW

This window allows you to pass your orders to the unit. You select the unit you want to issue commands to by double clicking on it with the left mouse button.

The Chip Window opens. 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 always moves to the foreground. If it is hidden by another window, it comes to the front automatically after approximately one second.

When you want to quit the Chip Window, click on the X-Button.

The Chip Window contains various chips or icons which can be selected. The chips vary according to the context in which they are used, so that a number of different icons may be visible on various units in the window.

The various icons in the Chip Window are:

• MOVEMENT ICON

You move the unit by clicking on this icon.

As long as they have not already been moved, the units have a Movement Icon consisting of four arrows pointing to the four points of the compass. This icon is usually available only once per turn to each unit; once a unit has been moved it cannot be moved again. An exception to this rule are units that can move away after attacking such as the Ranger.

If you double click on this icon, the map appearance will change. Hexagons to which a unit cannot move are RED, while those to which it can move do not change color. If you do not want to move the unit, double click on a red hex to cancel the move. When you double click on a light hexagon, the unit will go there. After the unit has moved it turns white to indicate that it cannot be moved again.

As a general rule units cannot be moved into areas which have not yet been reconnoitered.

Note:

If you attack your ally or capture one of his shops, he will become your enemy immediately.

Note:

The Mission Briefing and Video Recorder Icons can only be accessed when in campaign mode



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

Note:

Do not use all of your units to attack immediately. There are maps in which it is better to hide in trenches and make sure that your units get through the first attack. After the first attack-wave is over, advancing is often much easier.

• **ATTACK ICON**

When a unit is within firing range of the enemy, the Chip Window appears again, this time with an Attack Icon in it. The Attack Icon means your unit can attack.

If you click on this icon, all the targets which the unit can attack are 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 a track. If you click outside this area the attack is called off.

Note: Do not attack at once with all the battle units at your disposal. Strategically, it may be 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. (See also SELECT WEAPON WINDOW).

SELECT WEAPON WINDOW

When you have double clicked to choose an object you want to attack, the Select Weapon Window appears. Like the other windows you can click on its upper edge and drag it around the screen. This window always moves to the foreground when it is hidden by other windows.

In the window you see bars containing the weapons which can be used to attack. These are represented as described in the Info Window. When you have made your selection press the yellow button next to the weapon and the unit will attack the enemy unit.

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

• **ACTION ICON**

An exclamation point indicates that the unit can perform a special action. After selecting this icon, another Chip Window opens which depicts the action that the unit can carry out. Depending on the type of unit other icons appear which allow the unit to build, repair, refuel, etc.

If a unit is not moved from its position it can carry out up to six different actions. If it has been moved in this turn it can only carry out one action.

• **HAMMER SYMBOL**

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

• **FORTIFICATION ICON**

Trenches/ditches are considered to be fortifications. These are particularly important when your forces are on the defensive 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 cannot cross them. The heavy units must drive around them, so careful planning is essential before you start to dig trenches.

• **ROAD ICON**

When the Road Icon appears you can build a road on the hex you have selected. With roads you can move your units more quickly and easily than over open country. Naturally, this is also true of your enemy's units. As soon as the road has fulfilled its purpose and is no longer needed by your units, 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. The Road Icon can also be used to build bridges. Bridges may be necessary to move your units over shallow water or across a river. Try to destroy roads in enemy territory or between the front lines. This way you make it harder for the enemy to move his troops.



Attack Icon

• **RAIL ICON**

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 trains; 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, tracks can also be demolished after use.

(see Demolition Icon).

• **DEMOLITION ICON**

When the Demolition Icon appears you can destroy a construction such as a fortification, road, or track.

• **REPAIR ICON**

To repair units use the icon with a picture of a wrench on it.

Vehicles damaged in battle can be repaired in the field by the service units. Select the service unit (the vehicles which can repair other units have a wrench in their description in the Info Window), and proceed as you did when attacking or refueling. Double click on the unit you want to repair. It is very important to repair a damaged unit if you don't want to lose its experience points. Also, repairing a unit uses much less energy than producing a new unit in a shop.

When the unit is repaired it loses one experience point, so do 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 building.

Note: Usually, there is not enough energy and material available to repair all your damaged units. Therefore, think carefully on which units you want repaired and in what order.



From top to bottom:

- Action
- Hammer Symbol
- Fortifications
- Road
- Rail/Track
- Demolition
- Repair
- Refuel
- Descending
- Ascending
- Do not alter altitude
- Transporter
- Change name
- Shops
- Attack

Note: Try to destroy the roads and railways in enemy-controlled territory to hinder their supply.

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

• REFUELING

Refueling is symbolized by a fuel drum. Vehicles which are running low on fuel can be refueled by selecting a refueling unit such as a tanker. (See also fuel gauge in Info Window section).

You refuel a unit by moving the tanker next to it as if you were attacking with it. Start the refueling by clicking on the drum symbol and then double-click on the target vehicle. The fuel gauge bar will now show that the unit's fuel tank is 100% full.

Units can also be refueled in shops.

You can save yourself the trouble of refueling if you select "REFUEL UNIT: AUTO." in the Setup Menu. As described earlier, the units will then be regularly refueled and repaired automatically by the computer.

Note: When you select "REFUEL UNIT: AUTO." you have no choice about which units are refueled and in which order. The computer selects the units at random, and does not take into account that important units should be repaired and refueled 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.

• ASCEND / DESCEND

You can alter the altitude of a unit by using the "Arrow up/Arrow down" buttons. The unit's new altitude is shown at the end of a move.

When you select the "Arrow down" button the unit sinks. That is, a plane will descend to its normal altitude and a submarine will submerge beneath the surface. When a submarine descends it will have a light-colored border to show it is now at a different altitude, the same applies to plane flying on high altitude.

You will not be able to see submerged enemy submarines.

• DO NOT ALTER ALTITUDE

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

• TRANSPORT UNITS

A transport unit can carry other units.

When you double click on a transport unit, a box symbol appears in the Chip Window. Clicking on this symbol opens a Shop Window which allows you to see the contents of the unit. You are able to see all the types of units inside the transport.

By selecting the Movement Icon for a unit in a carrier you can take the unit out of the transport vehicle.

(see also Shops).

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

• NAMING YOUR OWN UNITS

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

Both your own and allied units controlled by the computer can be given a name 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 Info Window, in the third line of text under the drawing.

SHOPS

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

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 shop to refuel and repair it.

If you double click on a shop 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. On the other hand, 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.

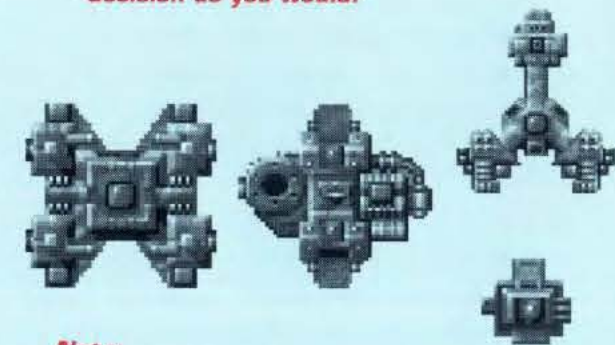
Any kind of vehicle can enter the headquarters, including ships, tanks and even planes. As long as the energy supplies hold out they can be repaired and refueled in the headquarters.

Note:

Use transport units to reach your targets faster. For example, transport helicopters can drop infantry units behind the lines of the enemy.

Note:

If you select the setting "Refuel units: Auto." the sequence of repairing and refilling your units is determined by the computer. The computer does not care which units you consider to be more important and as a result it 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 plans, and which buildings must not be left to enemy.

FACTORIES

There are various kinds of factories. 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 port with its own shipyard, or a normal vehicle factory. As well as manufacturing certain types of units, depending on their location, the factories can also repair and refuel damaged units. As each shop has its own supply of materials you need to keep a close eye on the supplies of energy and materials.

DEPOTS

Depots are important supply buildings. Like the factories, they can repair and refuel 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 refueling 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 refuel 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

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 turn. 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 in the Icon Bar, shaped like a hammer. If repairs and refueling are possible, you will see a drum symbol for refueling and a wrench 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 refueled it loses one experience point.

If the unit can be moved out of the shop, click on the movement button, and the unit will be taken out.

A unit must be selected by clicking on its picture in the middle bar before it can be repaired, refueled, 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 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 Info 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 hexagons onto which the unit can move. If you want to cancel the action, double click on a red area.

Repairing and refueling 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 parking places. Producing a unit is done in a similar way to repairing and refueling - 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 cannot move it out of the shop until it is your turn again. The amounts 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.

MATERIAL

In *BATTLE ISLE 2220*, "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. 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 transport, 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, thereby increasing the material value of the shop by the value of the crystal.

Note:

Try to conquer as many towns or villages as possible!

You can have your units repaired using the energy and material resources of these towns or villages.

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.

Of course, crystals can't defend themselves, so they can be attacked and destroyed by your opponent.

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 destroy your transports 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. The energy reading is a global reading, and if it falls from 37 to 30 after repairing or refueling a unit, the reading in all the other shops will also fall to 30.

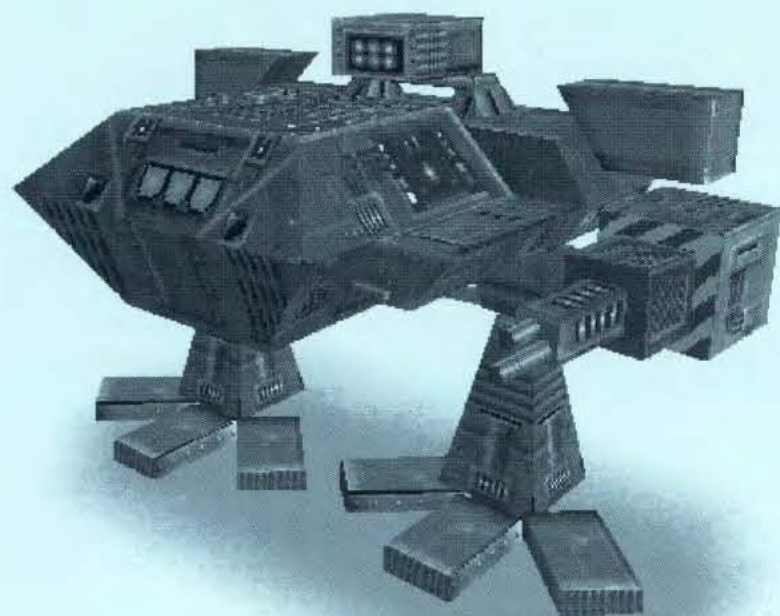
EXPERIENCE

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 are automatically adjusted. The various experience levels are represented by military symbols. Each unit's levels can be read in the Info Window or the Brief Info Window.

When you have successfully completed a map in Campaign Mode, all your units are moved to the next map. You 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 they can be used in the next map.

However do not forget that the enemy's units gain experience as well. In later maps they may even become superior to your own. So it is vital that your units gain and hold on to as much experience as possible so you can deploy them against the enemy.

At the end of the map your damaged units are automatically 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 maneuver: it is ineffective to block the enemy with weak units.

WEATHER

The weather often plays a decisive role in *BATTLE ISLE 2220*, and certain weather conditions will test your strategic skill to the maximum. Rain, storms, frost and heavy snowfalls can certainly hamper your progress and limit your actions, but you can also try to use these apparently unfavorable conditions to your own advantage. For example, as the weather gets colder, light units are 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 the 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. There is usually more to it than just attacking the enemy's forces!

Note:

Try to destroy the infrastructure of the enemy in such a way, that his most important supply lines are hindered.

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