GAMES

RADON LABS

PROJECT
NOMADS

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VP GAMES

PROJECT NOMADS

Welcome to the planet Aeres, a fantastic world of
gigantic floating islands that drift slowly through an endless sea of clouds.
After Aeres broke apart in the chaos of war, the few surviving inhabitants
settled on this drifting ruin of the planet.

You are a nomad, a restless engineer with magical abilities,
forever in pursuit of adventure.

Explore the breathtaking, endless cloud world
with your flying island.

Go in search of the magical artifacts
of a long-forgotten culture.

Battle against rivals, enemies and terrifying monsters as you seek
to find what fate has in store for you ...

The Adventure Begins ...

CONTENTS

PROJECT NOMADS

Project Nomads is set on the planet Aeres, a fantastic world of gigantiC floating islands.

Your battleship island glides majestically through the clouds. You are a nomad, a restless wanderer forever in pursuit of adventure.

Discover other is lands, master the magic skills of the arcane master builders and explore the ruins of their long forgotten culture.

Use the mysterious artifacts of the master builders to erect factories, power plants and formidable

gun towers on your flying island and prepare yourself for the many challenges that await you.

Command airplanes, biplanes, modern fighters and bombers in the struggle for the priceless magical artifacts, while your island pushes forward into new, hitherto unknown regions of the world.

Project Nomads combines the gameplay of an action shooter with that of a real-time strategy and the complex story of a role-playing game. **The adventure begins ...**
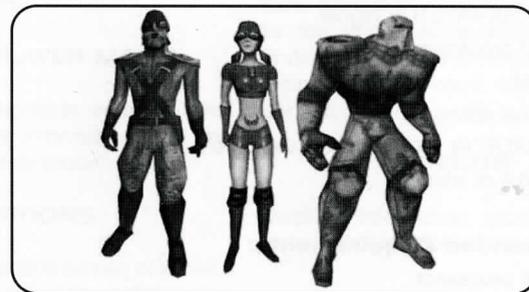
You have the choice between three Nomads with varying abilities:
Goliath, the mighty warrior, Susie, the brilliant tactician, or John, the daredevil engineer. Three friends in pursuit of adventure seek their fortune in the void between islands.

INSTALLATION AND REQUIREMENTS

INSTALLATION INSTRUCTIONS

To install the game, first insert the Project Nomads CD into your CD ROM drive. Double click on the "Project Nomads" icon. Now simply copy the "Project Nomads" folder to your hard-disk. To launch the game, double click the "Project Nomads" icon and complete the registration information in order to play.

Please enter your name and the registration code found on the manual. The game will allow you to carry out two installations using this code. This is to allow installation on another machine you own, for example a PowerBook. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run.

You can find additional information regarding Project Nomads within the "Project Nomads Read me" file.

Please note that your game CD needs to be present to launch the game.

SYSTEM REQUIREMENTS

To play Project Nomads you will need the following hardware:

Minimum Requirements:

Macintosh OSX v10.2.6 or higher

450 MHz G3 processor

256 MB RAM

1GB hard disk space

32MB ATI RADEON 7500 or Nvidia GeForce 2

QuickTime 6.4 or later.

Recommended Requirements:

700 MHz G4 processor

384 MB RAM

64MB ATI RADEON 8500 or Nvidia GeForce 3

Monitor supporting 800x600 at 60Hz

START MENU

Use the mouse or arrow keys to select the desired menu item and press action key 1 to confirm your choice.

SINGLE PLAYER MODE

Starts a new game.

MULTI PLAYER MODE

Starts Project Nomads in multiplayer mode. For more information read the section "Multiplayer mode".

OPTIONS

Brings up the options screen of Project Nomads where you can configure the controls and set your personal preferences for the game. For more information read the section "Options".
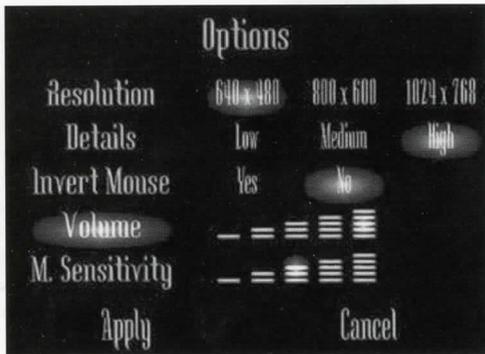
QUIT

Exits Project Nomads and returns you to the Windows desktop. To avoid ending the game accidentally, a yes/no dialog box is displayed, which you must confirm.

CREDITS

Displays information about the team behind Project Nomads.

Use the mouse or arrow keys to select the desired option, then press action key 1. Change the options of the highlighted option with the arrow keys.

The single player mode begins with the selection of a game character. You have the choice between three characters. Use the arrow keys to highlight a character, then press action key 1 to activate him or her. For more information read the section "Controls".

RESOLUTION

Select the desired screen resolution. If gameplay is slow, select a lower resolution. The default setting is 640 x 480.

DETAIL

Use this option to select the desired depth of detail for Project Nomads. The default setting is "High". If gameplay is slow or choppy on your system, select "Medium" or "Low".

INVERT MOUSE

Select this option if you prefer to play with the mouse inverted ...

VOLUME

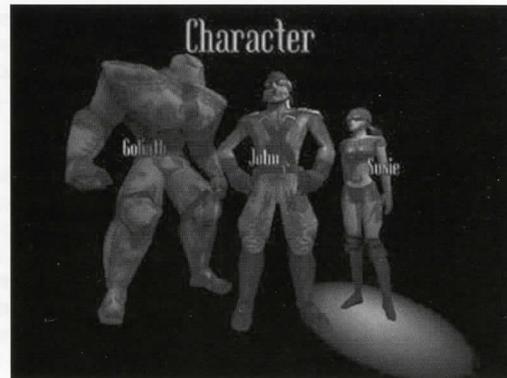Select the desired volume for the music and sound effects.

MOUSE SENSITIVITY

Select this option if you wish to adjust the mouse tracking speed.

After you have set your preferences, click on "Apply" and press action key 1 to confirm the changes. To cancel or exit the menu, click on "Cancel" or select the item "Cancel" in the preferences menu.

John, the engineer:
An expert in the use of the old master builders' technology. His buildings are a mixture of ancient high tech and clever improvisation. He uses the marvels of the artifacts and relies on his skills in dealing with machines and all things technical.

Goliath, the warrior:
This colossus possesses the strongest weapons. But be careful: mastering his technology requires quite a lot of skill. Choose Goliath if you feel ready to take on any challenge.

Susie, the mage:
Her buildings are modelled on the flora of the world. Her technology combines elegance with firepower and sparkling energy spells. If you choose Susie you have a good balance between skill and strength.

! NOTE ! Once the game has started you cannot change your character. If you wish to play as another character you must start the game from the beginning.

NEW GAME

When you start a new game or load a saved game, press the menu button to open the main menu. The game is paused and you can select the desired menu item using the arrow buttons. Press action key 2 to activate the highlighted menu item.

Tip! You can access the menu at any time during play. To pause Project Nomads, open the menu and the game will be paused.

The following menu items are displayed:

CONTINUE

Exits the menu and returns you to the game.

SAVE GAME

You should save your game whenever you have completed a difficult part of the game. There are 20 save game slots available.

Select the desired slot using the arrow keys and press action key 2 to confirm. The game is saved and a screenshot shows you where you are at this point.

! Tip ! If there are no more free slots available you can overwrite existing saved games.

LOAD GAME

Loads a previously saved game.

OPTIONS

Use this option to optimise Project Nomads for your system. For more information about the various options, read the section "Options".

EXIT

Exits the game and returns you to the main menu.

Each one of the missions in Project Nomads has a pre-defined mission objective.

Tip! You can access the menu at any time during play. Press "f2" and the mission objective will be displayed onscreen.

In Project Nomads you have various ways of navigating the world of Aeres.

CHARACTER CONTROLS

RUNNING

Your character can move freely. Use the arrow keys to determine his or her direction. If your character comes to the edge of an island, he or she will stop automatically. You can use the freelook keys to let your character look right, left, up and down.

The health bar (top left) shows how much life energy your character has left. An attack uses up energy. When your energy is completely used up, you have lost. In this case you have to restart the level, or load a saved game.

The display at the bottom of the screen shows the energy status of your island. Island energy is necessary for the building, repair and functionality of your buildings. For example, a hangar can only build an aircraft if enough energy is available.

! Tip ! As long as your game character is on your own island, your life energy is automatically replenished from the supply of island energy. When you explore a strange island and are attacked, flee to your island and your life energy will be replenished.

Shown next to your island energy display is your artifact belt. Here you can see all the artifacts you are carrying. If your belt is full, you cannot gather up any new artifacts. For more information about artifacts read the section 'The master builders' magical artifacts".

If your character wants to get over an obstacle or past an abyss, he has to jump. To do this, press action key 2.

Jumping

SHORT JUMP

If you press action key 2 while your character is not moving, he or she will execute a short jump. Use the short jump to clear objects directly in front of you. For example, you can use the short jump to clear a stairway that your character cannot run up.

LONG JUMP

If you press the action key 2 while your character is running, he or she will execute a long jump. You cannot change direction while in flight, so be careful you don't plummet into the abyss.

FLIGHT BACKPACK

Your character has a **flight backpack** which allows him or her to travel longer distances by air. The backpack needs power in order to function. You'll find power packs all over the world. When you pick up a power pack, your backpack is automatically recharged. You can see the power status of your backpack on its display.

To activate your backpack, press the jump key and keep it held. Now your character can fly. Use the arrow keys to determine your direction. You can travel freely in the air for as long as you like.

But beware: Your backpack only functions within a certain radius of your island. The radius display in the lower right-hand corner of the screen shows how far you can travel in the air. If you pass this limit, your character will plummet into the abyss!

! Tip ! Be careful - in the past more than one nomad has maneuvered himself into a hopeless situation by flying to an island from which there is no return. If you are not sure where your own island is, use the radius display to get your bearings.

TAKING OVER UNITS

You can take over the direct control of certain units on your island without using the building menu. For more information about this read the section "Building menu". If, for example, you own gun towers, you can take over direct control of them at any time and from anywhere. By pressing the take-over key you can jump back and forth between several gun towers.

! Tip ! The "take-over" key only works on buildings on your own island. You can also use certain buildings on other islands. However, to do this your character has to go to those buildings and take them over using the building menu. For more information about this read the section "Building menu".

GUN TOWER CONTROLS

When you take over a gun tower, either by clicking on the "use" symbol in the building menu, or by pressing the "takeover" key, you can control the gun directly.
You can turn your gun tower, or tilt it up and down, using the arrow keys or the mouse. Press the third action key to fire a shot. When you are inside a gun tower, crosshairs appear on the screen.

If an enemy comes into range of your gun, automatic target recognition is activated - a red crosshair follows the enemy target. The system automatically locks on to the enemy target which can be most easily hit by your guns.

If your gun tower is destroyed, the camera automatically switches back to the viewpoint of your character. When you want to leave the gun tower, press the "cancel" key.

The energy bar at the top left of the screen shows you the energy status of the gun tower. The more damage a gun tower takes the less energy it has.

The island energy bar at the bottom left of the screen shows you the energy status of your island. Your gun tower needs a minimum amount of energy to fire. If you do not have enough energy left, the gun will cease firing.

! Tip ! Use the "take-over" key to switch quickly between several gun towers without moving your character.

! Tip ! When you are on other people's islands you can use some of the buildings there. To do this, let your character approach the building until the "use" message appears. Press action key 1 to open the "building menu", click on the "use" icon and press action key 1 again to take over control of the building.

AIRCRAFT CONTROLS

If you have built an aircraft hangar on your island and enough island energy is available, the hangar will automatically start building an aircraft.

Each hangar can only build a certain type of aircraft. If an aircraft is destroyed, the hangar will automatically start building a new aircraft.

Once the construction of an aircraft is completed, you can take over control of it by using the "take-over" key, or via the "building menu".

! Tip ! When an enemy is within range, your aircraft will leave its hangar automatically and attack it. When no more enemies are in range, your aircraft will return to its hangar of its own accord.

If you do not want your aircraft to take off automatically, you must deactivate the hangar using the "sleep" option in the "building menu". For more

information read the section "Building menu".

! Tip ! Try using hangars on other people's islands; sometimes you may be in luck ...

When you take over control of an aircraft, the screen display mode changes. The energy bar (top left) shows how much energy your aircraft has left.

The island energy bar (bottom left) shows how much energy your island has.

! Tip ! Watch the energy level of your island whenever you venture out with one of your airplanes. The enemy might take advantage of your absence and attack your island ...

At bottom right on the screen you'll see the radius indicator of your aircraft. Your aircraft can only operate within this radius. If you get near the limit, a box will warn you with the word "Danger!"

If you go over the limit, your aircraft will crash.

You can leave your aircraft at any time by using the "cancel" key or the "take-over" key and return to your character or to a building. Your aircraft then switches over to automatic pilot.

! **Tip !** Your artifact belt is also displayed if you are in an aircraft - you can gather up artifacts with your aircraft by flying through them. Some artifacts can only be reached by air, and it pays to explore every level carefully!
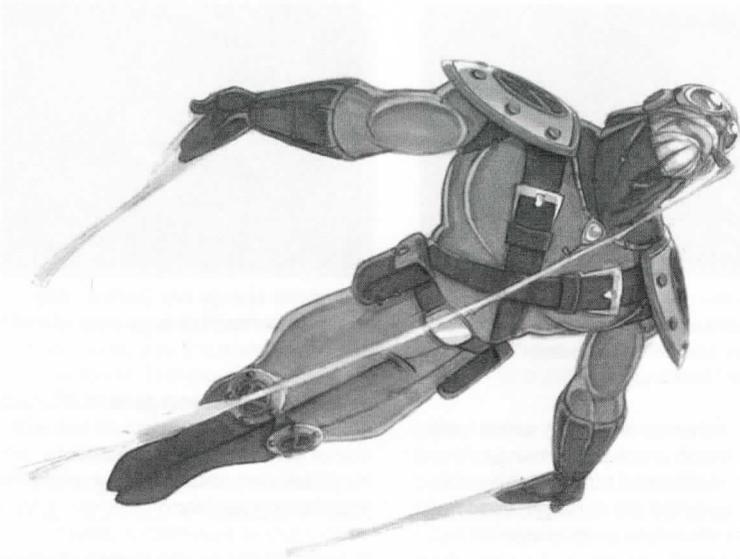
THE MASTER BUILDERS' MAGICAL ARTIFACTS

The ancient knowledge of the master builders is stored in magical artifacts. These are the most priceless things in the world.

A large number of different artifacts may be found all over the world.

If your character walks over an artifact it is picked up and placed in the artifact belt - as long as you have enough room for it. At the beginning of the game your character can carry three artifacts. As the game progresses you may find special artifacts which increase the capacity of your belt. Until that point you must consider carefully what you pick up.

You can also discard artifacts in order to make room for new ones. Discarded artifacts can be picked up again later on. Be careful, though! Artifacts are not bound to islands. If you discard an artifact when your island battleship is under way, it will be irrevocably lost!

! **Tip !** If you possess an aircraft, you can gather up artifacts in it by flying through them.

To open your artifact belt, press action key 1. The belt menu appears. Be careful, because the game continues and your enemies could take advantage of this moment to launch an attack! You can close the belt at any time by pressing the "cancel" key.

Use the arrow keys to switch between the artifacts in your belt.
When an artifact is in the middle you activate it by pressing action key 1.

The number displayed bottom right of an artifact shows its present grade. Some artifacts can only be activated once. You can recognise these easily by their red energy glow. These precious artifacts dissolve to nothing after being activated once, so think twice before using one!

Once an artifact is activated, it performs its function - provided you have enough energy. On your journey through the world you will find various artifacts. The most important magical artifacts have buildings stored in their energy matrixes.
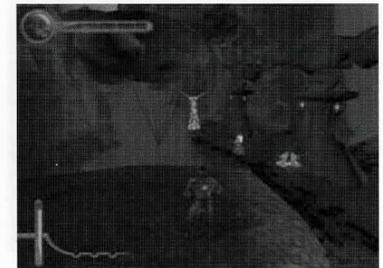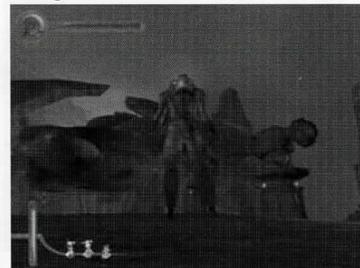
BUILDING ARTIFACTS

In order to construct the building stored in an artifact, your character must be on your island. Your energy supply must be sufficient and there must be a suitable free building slot. If no building slot is free, or if you have insufficient energy available, the appropriate message appears.
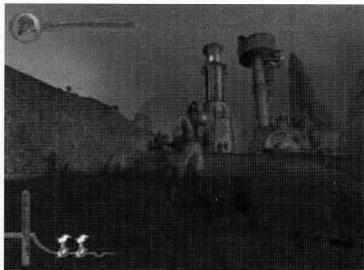

If you have enough energy to activate the artifact, the screen display will change to the building view mode. Your island is shown from a bird's-eye view. Use the arrow keys to select a building slot for the building. Some buildings, like your watchtower, can
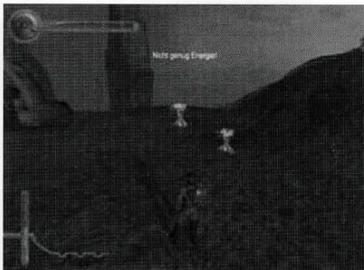
only be built on certain sites. Other buildings, like gun towers, can be placed on various different sites.

! Tip ! Consider carefully where you place your guns - You have to reckon with attacks from all sides. Only by placing your guns carefully can you use the "take-over" key to repel a surprise attack from astern.
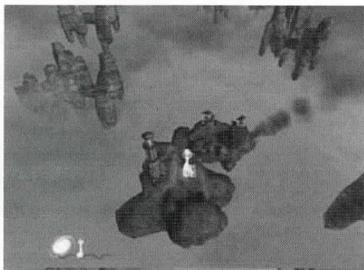
Once you have chosen a building slot, activate the artifact with action key 1. The camera angle changes back to your characters viewpoint and the building is automatically constructed. During the construction phase the artifact transforms itself into the stored building.

! Tip ! If your character is standing directly on a building slot, it is blocked and you must move off it before it can be used.

The function of buildings can only be used after completion of the construction phase. Automated buildings, like the hangar, begin operation immediately once the

construction phase is completed. Make sure your power supply is always ensured. You should build a power plant on your island, because your buildings need energy in order to function. Your hangar can only build aircraft if enough energy is available.

LIFE ENERGY

The life energy display shows how much life energy you have left. The display varies, depending on whether you are in your character, in an aircraft, or in a building.

ISLAND ENERGY

The island energy display shows how much energy is available for building construction and operation.

ARTIFACT BELT

Artifacts that are picked up by your you character or an aircraft are stored in your artifact belt.

RANGE INDICATOR

Your aircraft can only fly within a certain radius of your island. This display shows how far away from your island you are.

! Tip ! You can tear down unwanted buildings if you need a certain building slot or if not enough energy is available for their operation. Use the "demolish" option in the building menu to tear down a building.

For more information about building functions read the section "Building menu".

! Tip ! Before you experiment with new artifacts you should make sure your island is safe from enemy attacks. When your energy is depleted, even your guns stop firing, leaving you defenceless.

OFFENSIVE SPELL ARTIFACTS

In order that your character can defend himself while exploring other islands, you need to find and activate an offensive spell artifact. Offensive spells differ from building artifacts in that, once activated, they


become visible on the right hand of your character.

An offensive spell artifact is activated as soon as you put it in your belt. There are various different offensive spell artifacts. If you want to use another spell, select it from your artifact belt. In order to use an artifact, select it from your belt an activate it. You will see the artifact in the hand of

your nomad know. The artifact is ready for use.

Press "action key 3" to cast/fire an offensive spell. Each time you cast an offensive spell it uses up energy until the charge is exhausted and the artifact dissolves.
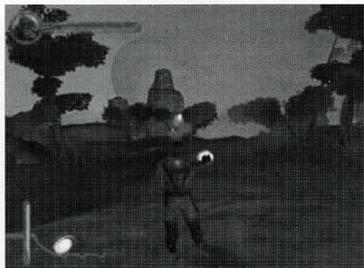
For further information regarding spell artifacts see the following pages.

OFFENSIVE SPELL

The offensive spell fires an energy pulse which does damage to the target. This is good for repelling attacking Skrits and demolishing enemy buildings.
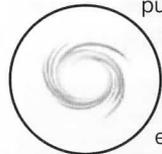
! **Tip** ! If an obstacle is in front of you, you can often blast your way through by using an offensive spell.

EXPLOSIVE SPELLS
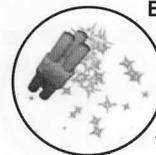
Explosive spells create little bombs which explode after a short time. All targets within the blast radius take damage - your own character included.

Tip! Use explosive spells against immobile enemies or to destroy buildings. Be careful though - once a bomb is set, it will detonate at the slightest touch.

Once you have the **belt slot artifact**, you can raise the capacity of your artifact belt. This means that your character or aircraft can pick up more artifacts.
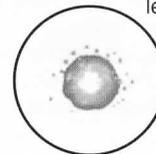
Keep an eye out for power packs. You'll need these to charge your **flight backpack.**

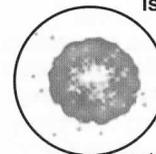One power pack contains enough energy to activate your backpack. Picking up a power pack will automatically recharge your backpack. To activate your backpack, press the jumping key and keep it held. Now your character can fly! For more information about the backpack and how to use it, read the section "Controls".

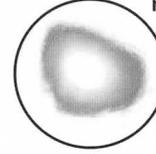These artifacts **recharge your island** energy when you pick them up. When an enemy aircraft is destroyed, it leaves behind an energy charge that your character or aircraft can pick up. These artifacts are activated automatically when you pick them up.

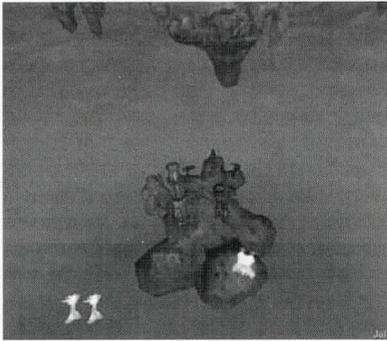These artifacts **boost your maximum island energy**. Pick one up and you will be able to store a greater amount of energy. These artifacts are automatically activated when you pick them up.

If your character or aircraft picks up these artifacts, their **life energy will be restored**. These artifacts are automatically activated when you pick them up.
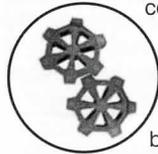
BUILDINGS

Various building types are available to your nomad. To construct a building, open your artifact belt with the action key and select an artifact. Some artifacts contain one single charge and the stored building can be built only once. You can identify these artifacts by the red glow of their energy matrix.

Other artifacts have an infinite number of charges. These you can identify by the blue glow of their energy matrix.

When a building is destroyed or demolished, it leaves behind its magical artifact which your character can gather up. This also applies to enemy buildings!

Every building costs energy. The energy used for construction is indicated by the island energy status bar. If enough energy is available, you can construct buildings on your own island. For more information read the section 'The master builders' magical artifacts".

BUILDING MENU

When your game character approaches a building, you can activate the building menu by pressing action key 1 to use its functions. Select the desired function via the arrow keys and activate it by pressing action key 1 . You can cancel the operation at any time by pressing the "cancel" key.

USE

Select this command to take over control of a building and have direct control over its functions. Some buildings like gun towers can also be accessed directly via the "take-over" key.

To leave a building, press the "cancel" key.

REPAIR

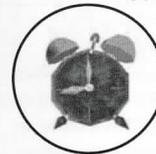Use this function to repair damaged buildings. Take extra care of your special buildings: If your lighthouse is destroyed, you have lost - your island will plunge into the void. if an enemy succeeds in destroying your watchtower, your island will stop and you will have to rebuild the watchtower before you can continue further with your island.

SLEEP

Some buildings, like your aircraft hangar, have the "sleep" option which you can activate to conserve energy - every aircraft you build costs energy. The "sleep" function can also be used to turn off automatic gun towers or hangars when you want to maneuver your island near the enemy without being noticed.

WAKE UP

Use this function to reactivate sleeping buildings. These will resume their functions and, for example, react to enemy attacks.

DEMOLISH

Select this function to tear down buildings. Use it to reposition your buildings, or to create free building slots for new buildings. When you demolish a building, its magical artifact is left behind. But be careful: some artifacts can only be used once. Buildings stored in such artifacts can only be erected once.
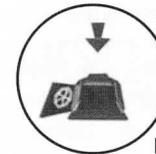
You can store artifacts in the artifact safe. Use the "add" icon to deposit your precious artifacts in the safe. If there are no artifacts in your belt, the "add" icon is not shown in the menu.
If you want to take an artifact out of the safe, select the "take" function. If the safe is empty, the "add" icon is not shown in the menu.

If you want to take an artifact out of the safe, select the "take" function. If the safe is empty, the "add" icon is not shown in the menu.

GAME OBJECTS

PLAYER'S BUILDINGS

In the course of the game your character will find or acquire various buildings. Your island has the following basic structures:

THE LIGHTHOUSE

The lighthouse is the heart of your island. If it is destroyed you lose and the game is over. So take very special care to defend the lighthouse when you are attacked and repair any damage to it in good time.

THE WATCHTOWER

In the watchtower you can select navigation points and maneuver your island. If there are several navigation points to choose from, you can use the arrow keys to choose between the various destinations. Select a navigation point and activate the drive of the island with action key 1 to set your island in motion. You can move your island back and forth between navigation points, or bring it to a complete standstill.
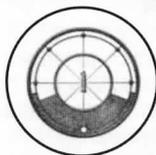
Each time a new navigation point is unlocked a message appears.

! Tip ! In some levels several navigation points are available. Choose between different routes by going to your watchtower and using the arrow keys to select navigation points. The various points are labelled with numbers.

GUN TOWER

Use the gun towers to defend your. island against attacks. When you select building slots, make sure your lines of fire are not blocked by other buildings and that you are safe from attacks from astern. Where you place your guns is crucial to your success in battle - or your failure.

POWER PLANT

Power plants produce energy. Without energy you are helpless, since you can neither construct new buildings, nor can existing buildings function properly. Make sure you have at least one operational power plant at all times and use every spare moment to improve your power supply. Be careful: it costs energy to build power plants. Only first-grade power plants are free.
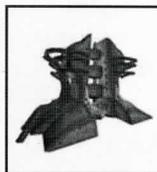
SILO

Silos are energy stores. When you build silos, your maximum energy capacity is increased and your power plants and collectors can store more energy. Many advanced buildings cannot be constructed until you have a silo on your island.

COLLECTOR

Collectors mine carboniferous rock and burn it in their furnaces. They will automatically move to an in-range minefield and begin operation. Be warned that if it is in enemy territory, a collector can lead enemies to your island.

AIRCRAFT HANGAR

The aircraft hangar builds aircraft. If your island is attacked, your aircraft will automatically leave the hangar and attack any enemies within range. If the aircraft is destroyed, the hangar will begin construction of a new aircraft immediately, provided enough energy is available. By selecting the "use" option in the building menu or using the "take-over" key you can take over direct control of the aircraft and steer it yourself.

!Tip! You can use one of your aircraft to pick up artifacts by flying through it. The artifact will be stored in your inventory belt automatically.

THE ARTIFACT PRESS

You'll find the artifact press at the Grey Market. Use this to upgrade artifacts. You have to find out the right combination by trial and error. Put any two artifacts into the press - maybe you'll be lucky... To operate the artifact press, let your game character approach the press until you can open the building menu with action key 1. Use the arrow keys to select an artifact and press action key 1 once more to place the selected artifact into the press. Repeat this process with the second artifact.

Press action key 1 once more to start the press and begin the examination artifacts....

!Tip! Be careful which artifacts you put in the press together. If you put a blue artifact with infinite charges in with a red artifact with just one charge, the resulting pressed artifact will also have only one charge. Two compatible blue artifacts on the other hand will result in a blue artifact with infinite charges.

If the pressing was successful, the two artifacts will have merged to form one new artifact which your game character can pick up. For example, you can use two first-grade gun tower artifacts to make one second-grade gun tower artifact.

If the two artifacts are not compatible they are ejected and you can try a different combination.

! Tip ! You should try to find an artifact press and begin the examination of the press as quickly as possible for your artifacts ...

THE ARTIFACT SAFE

Use the artifact safe to store artifacts when your belt is full. Move your game character toward the safe and open the building menu by pressing action key 1. To take a stored artifact out of the safe, select the "take" icon using the arrow keys. To transfer an artifact from your belt to the safe, select the "add" icon.

! Tip ! If the safe contains no artifacts, the "take" icon is not shown in the building menu. If the safe is full of artifacts, the "add" icon. is not shown.

! Tip ! You should try to build a safe as quickly as possible on your island - there is not much room in your belt for new artifacts. And who knows when your travels may lead you to the Grey Market again ...

THE WORLD OF PROJECT NOMADS

HISTORY

Today, no one can even remember what the war was all about. Some legends tell of a conflict between the master builders and the sentinels. In others, the master builders and the sentinels fought side by side against the Skrits, an ancient insect race which suddenly appeared on Aeres and began to destroy the planet.
Whatever caused the war, no side emerged victorious. The planet was ripped apart by the incredible forces that were unleashed by all sides.

These remnants of that once great culture are much sought after by the few who survived the catastrophe.

They call themselves Nomads; restless wanderers searching for what remains of the old civilisation.
The master builders are but a legend and the sentinels have retreated to an inaccessible region. And so the world belongs to the Nomads, who have undertaken the task of recovering the knowledge of the ancients ...

Now the tale goes that the fragments that were once Aeres are only held together by the concerted efforts of the sentinels. That may, however, be just a legend, like those of the master builders of old whose knowledge once surpassed comprehension.
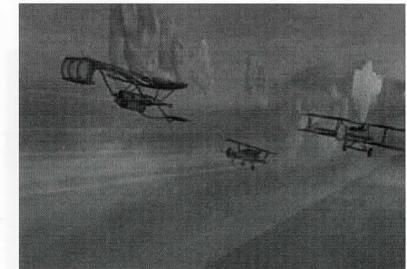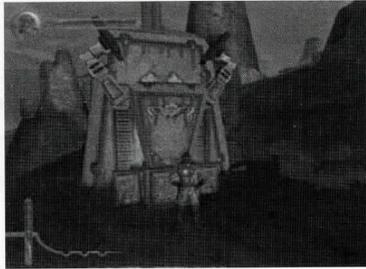
Even today, after all this time, there is still proof to be found of the power of the master builders - their magical artifacts.

YOUR ISLAND

Your flying island is your base. Use the magical artifacts to convert it into a flying battleship. Equip your island with gun towers and aircraft hangars and build power plants to improve our power supply. Only here can you erect buildings.

On your travels you can win artifacts by destroying enemies' buildings and collecting the artifacts they leave behind with your character or aircraft.

YOUR CHARACTER

Your character can independently move from your island. Use your character to explore other islands.

THE ARTIFACTS

The ancient knowledge of the master builders is stored in magical artifacts that can be found all over the world. They are the most valuable things

because with them you can use the master builders' lost technology. To erect a stored building on your island, open the artifact menu with the action key and select an artifact. Other artifacts replenish energy or increase the capacity of your artifact belt.

THE OFFENSIVE SPELL

Collect offensive spell artifacts and activate them to arm your character.

Only then can your character defend against enemies when leaving your island. There are many different kinds of offensive spell artifacts in the world, so keep your eyes open.

AERES, THE WORLD
THE MASTER BUILDERS

These are the last descendants of the ancient world race. They preserve the forgotten technology-and possess seemingly magical abilities. If they feel kindly towards you, they may help you to accomplish your tasks. However, for the master builders, the Nomads are merely pawns in a much bigger game ...
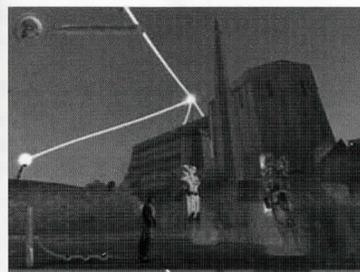
THE GREY MARKET

In the course of the game you'll visit this central place several times. Take a good look around - there's a great deal to be found ...

You can find new artifacts at the Grey Market. Trevayne, the owner of the market, has his store of artifacts there. If he likes you, you can discover a lot of things from him....

On your travels you will meet various inhabitants of the world. Nomads, travelling merchants, enemies and potential allies. You can trade artifacts to fit out your island with better equipment or to procure new spells. Talk to the other inhabitants to get valuable information. Some of them will be wary or hostile, for in the world no one else is to be trusted.
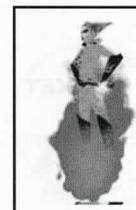
Often they will shoot first and ask questions later, so if your island runs into a wing of fighters or a battleship island, watch out ...

BASALTFACE
THE OLD MASTER BUILDER
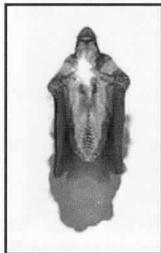
Basaltface is the most powerful member of the old master builders' guild. Because of their technology, the master builders are regarded by the Nomads as having magical abilities.

The sentinels under the leadership of Seraphim are their helpers. The insect race of the Skrits and the queen Skrit are kept in check by a control machine made by the master builders.

A long time ago, the master builders' guild banished Basaltface to the lowest level, where he is held captive by the sentinels. That is, until one day you happen by and let him out of his prison ...

TREVAYNE
FROM THE GREY MARKET

After returning from the Sea of Flames laden with master builders' artifacts, Trevayne set up the Grey Market, a neutral meeting point on the lowest level. Over the years, the Grey Market developed into a town.

Other Nomads settled there and these now live and do business protected by the defensive fortifications of the Grey Market. In the centre is Trevayne's artifact store, in which old and new technology is piled up together. Here everything is for sale ... for the right price.

Trevayne deals in artifacts and machines, and he is glad to help Nomads in distress repair their vehicles and islands - if they can pay..

SERAPHIM
THE LEADER OF THE SENTINELS

Seraphim is the leader of the sentinels. Originally he came from the third level and lived in the master builders' machine city. His task is to watch over Basaltface. He has lived on the lowest level for many years now. Aboard his heavily armed airship, he patrols the boundaries of the sentinel territory and commands his fighter wings.

THE ENEMIES

Sharks are the sentinels' fighters. They are fast and maneuverable, but only lightly armed.

These are mighty island battleships with gun batteries and energy generators. Arm yourself well before you challenge one. Only if you have heavy guns do you stand a chance.

Tip! If you manage to destroy the enemy lighthouse by aiming carefully at it, your attacker will plummet into the depths of the Sea of Flames.

Barrage balloons are filled with explosive gas. They are easily destroyed, but if your island collides with one, the explosion will rip your island apart!

THE SKRITS

Skrits - if you come across these insect creatures, you can either run for it or fight for your life. They attack all humans on sight and know no mercy, so arm yourself well before entering their territory.

You'll find **ground Skrits** all over the world. Fully grown, these can reach up to six meters in size. They inhabit old buildings, forests and dark corners, where they build their nesting places. Everything and everyone who comes near them is attacked immediately. They spit deadly poison and in close combat they attack relentlessly without regard for their own losses. In the open you can easily defend yourself by using offensive spells, but you can easily fall prey to the Skrits if cornered.

Destroy Skrit nesting places wherever you find them - only then can you avoid being constantly attacked by new enemies.

Flying Skrits are in the second stage of development. They are between 9 and 15 meters in size, fast, deadly and extremely aggressive.

Lead by the queen Skrit, they attack their target without regard for their own losses. Only by reacting quickly and without hesitation can you win a fight against a horde of Skrits.

THE QUEEN SKRIT

The queen Skrit is the monarch of the Skrits. Very little is known about the queen, but the old legends tell of unimaginable horrors. She rules over the merciless hordes of insect creatures. After the Skrit wars, the master builders erected the gigantic control machines in the machine city in which the queen is imprisoned.

But remember, the world is full of surprises - who knows what may cross your path on your travels. Be prepared for anything ...

MULTIPLAYER MODE

In the multiplayer mode of Project Nomads you are pitted against other players and their islands over a local area network (LAN). After choosing your character, the battle begins - a merciless battle of island against island. Use your island as a mighty battleship and eliminate your enemies.

To play Project Nomads in multiplayer mode, at least two computers must be connected together in a network. In multiplayer mode the game supports up to eight players over a LAN.

A full version of Project Nomads must be installed on each computer. Start the game on each computer, select the multiplayer option using the navigation keys and press action key 1 to confirm your selection. This will bring up the multiplayer menu:

MULTIPLAYER MENU

PROJECT
NOMADS

Single Player

Multiplayer

Options

Quit

Credits

CREATE GAME

This starts a new multiplayer game. A game is created on one computer which the other players then join.

After you have created a game, you must choose your game character. Select a character using the navigation keys and press action key 1 to confirm your selection.

Now you can select a game map. Project Nomads offers 15 different game maps for two to eight players. Select a map using the navigation keys and press action key 1 to confirm your selection.

The game has now been created and waits for the other players to join. In the top left corner you'll some see coloured buttons which show you

how many clients (players) have joined the game. Once all the players have joined, select the option "Start" using the navigation keys and press action key 1 to start the game. To stop the game, select the option "Stop game".

This will return you to the main menu.

CHOOSE GAME

Use this option to join a multiplayer game that is waiting for clients.

! NOTE ! You cannot join a session that has already begun, but must wait until a new game is created.

DIFFERENCES TO SINGLE PLAYER MODE

In multiplayer mode you can navigate your island freely through the game by using the watchtower. Take your character to the watchtower and open the building menu with action key 1. Select "Use" and press action key 1 once more to take over control of the watchtower.

Use the navigation keys to turn right or left. When you are faced in the direction in which you want to go, press action key 1 to start the island drive.

! Tip ! You can change course while moving by activating the drive first and then using the arrow keys to change direction.

To shut down the island drive, press action key 1 once more.
Your island will fly in the direction you have chosen until either the drive is shut down, or an obstacle is encountered. It will stop automatically if something is in the way.

In multiplayer mode your character has unlimited power for the flight backpack. Fly your character through the game world and collect artifacts to equip your island for battle.

To activate your backpack, press the jumping key twice quickly. Use the navigation keys to steer.

If your character is attacked while exploring other islands and his energy, level sinks to zero, he will automatically be returned to your island and the island energy will replenish his life energy.

In order to defeat enemies you must destroy their lighthouses. Their islands then crash into the abyss and the game is over for them.

! Tip ! If your lighthouse is destroyed you can move the camera freely around the game map. This means that, despite being eliminated, you can still follow the multiplayer session to the end.

When all the other players have lost their lighthouses or have left the game, the remaining player wins.
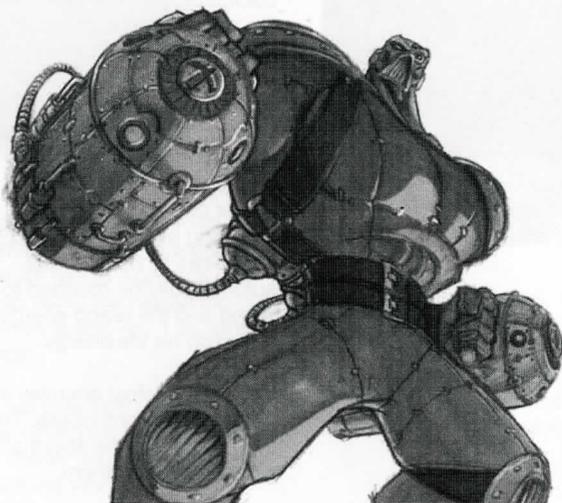
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Support

Should you experience a technical problem concerning the operation of this product, please check out the Support page on our web site for information and possible updates:

www.vpltd.com

Before you do this, please read the "Project Nomads Read me" file on the game CD to see if there are any last minute recommendations that may help with your problem.

If you are still unable to resolve your problem, please follow the support instructions as given on the web site.