

1.) Our Story:

April 4, 2305.

8 months ago, our outposts at Proxima-4 were destroyed by small nuclear weapons launched by a then-unknown enemy. Many survived the initial attack due to the low radiation levels and lower destructive levels of the smaller nuclear weapons (resembling our current terraforming nukes) that were used. Most survivors were quickly mopped up, however, by the invader's clean-up force... a hoard of walking mechanical terrors that raged through the cities, destroying every vehicle and every person that survived the initial onslaught... the few survivors that managed to escape the attack have described two-legged walking machines that tower over 20 meters above them, armed with weapons that were clearly designed to destroy anything and anyone left alive after the initial attack. We have since learned that the tactical nukes were actually launched by the marching behemoths from a few kilometers outside the city, creating an initial destruction that it made it easy for them to clean up the survivors.

Three weeks later, our starter-cities at Betelgeuse-3 were blown asunder by the tactical nuclear weapons of the enemy, and again the marching nightmares swept through the smoking remains, exterminating any survivors and any equipment that could be used to escape... a few managed to flee early in the attack to bring us this information.

United Human Intelligence (UHI) has determined that the invader's plan is to wipe out our civilization with weapons that will leave our biospheres largely undamaged for later colonization by their (still unknown) race... this is suggested by the smaller low-radiation nukes that are used to devastate our cities and the walking nightmares that ruthlessly eliminate any survivors.

To this end, the United Human Federation (UHF) has been rapidly re-designing some of our all-terrain light transport freighter-walkers to carry our few mobile defensive weapons left over from the Times of War several centuries ago. Our intention is to deploy these armed walkers in all of our worlds on the Great Line Of Expansion, and keep a fleet of them in Warped-Space to drop out at the first sign of an attack.

Our new weapon has been designated the All Terrain Attack Walker, or A.T.A.W., and will hopefully give us a fighting chance in the war for survival that has been thrust upon us.

2.) Strategic Manual:

GETTING INSTRUCTIONS

In the FULL STRATEGIC game, hold the mouse over something for a second and a description will pop up.

When actually piloting an ATAW, hit the 'i' key to toggle piloting instructions.

With these features, all the help you need is on-line, but you can print these manuals out if you like to have a reference.

FULL STRATEGIC GAME INSTRUCTIONS

After selecting the game size and difficulty, use the ARROW KEYS and +/- keys to adjust your view of the Galaxy. Click on planets to get their stats on the right.

Your goal is to take over all the planets.

Planets with a green glow are owned by the aliens.

Planets with a tan glow are owned by you.

Planets with no glow are un-inhabited.

Large grey spheres are the spheres of influence of black holes. Stay away from them if you want to live.

Take over a planet by sending some ATAWs to it.

If the planet is un-inhabited, sending one fleet of ATAWs is enough.

If the planet has any alien defense, then your fleet will have to beat theirs in combat for ownership of the planet.

BUILDING a fleet requires MONEY (credits) and METAL.
SENDING a fleet to another planet requires ENERGY.

You get MONEY by owning lots of planets with large populations that are in fully-terraformed atmospheres.

You get METAL by mining planets. Some planets have tremendous amounts of metal (they are huge floating asteroids) but most planets have very little. The METAL listed for a planet is simply the max amount of metal you can get out of it PER TURN to build ATAWs. The grayish balls of rock have a thousand times more metal than a normal terraformable planet.

You get ENERGY by mining it from planets. Some planets have tremendous amounts of energy (they are close to stars, gravity wells, or other sources) but most planets have very little. The ENERGY listed for a planet is simply the max amount of energy you can get out of it PER TURN to send ATAWs across the Galaxy. The fiery-looking planets have a thousand times more energy than a normal terraformable planet.

With the money you are collecting from planets, you can drag your spending bars at the bottom of the screen to spend a larger percentage of your income on:

TERRAFORMING: Making the planets environments better for colonization and productivity, thus causing your planets to generate MORE INCOME.

COLONIZATION: Moving more people to your new planets, thus creating more productivity and INCOME.

WEAPONS RESEARCH: Increasing your weapons tech to allow better weapons and more powerful ATAWs. More battle experience will speed weapons research rapidly.

SAVINGS FOR THE FLEET: Save money to build more ATAWs

MINING FOR THE FLEET: Save metal to build more ATAWs

ENERGY FOR THE FLEET: Save energy to send more ATAWs to alien worlds to conquer.

Once you have the money, metal, and energy to build a fleet, build up to 10 fleets and select them at right, then drag from the departure to destination planet to initiate the trip. If a trip line does NOT form when you are done dragging the mouse, then you do not have the energy for the trip. Spend more money on energy mining for a while. Don't send your fleets through the field of influence of a black hole! Your goal is to eradicate the aliens from the Galaxy by taking all of their planets!

3.) ATAW Operations Manual:

UNITED HUMAN INTELLIGENCE
United Human Defense Department
All Terrain Attack Walker Division

ATAW Operations Manual
Classified TOP SECRET

Information is need-to-know only.
LETHAL FORCE IS PRE-APPROVED FOR INFORMATION CONTAINMENT!!

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==VIEWING==
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w forwards view
q look left 45 from current view angle. can cycle all the way around
e look right 45 from current view angle. can cycle all the way around
i free view... arrow keys rotate
@ bystander view

+/- zoom in and out
SHIFT +/- zoom RADAR in and out

====PILOTAGE=====

joystick steering and turret pitch
' toggle engines forward/reverse
1 ATAW to neutral, engines to idle
2->9 low to FULL power, unless you have and use a hardware throttle
0 EMERGENCY power (unless hardware throttle)... efficiency lower!
<> pivot turret on ATAWs so equipped (unless you have and use pedals)
/ center turret on ATAWs so equipped (unless you have and use pedals)
j jump-jets vertical lift on A.T.A.W.s so equipped
h u k m jump-jets longitudinal and lateral on A.T.A.W.s so equipped

====NAVIGATION=====

f select next FIX to walk to
[] select next/previous ATAW
\ select target object closest to line of fire
arrows select weapon when in cockpit
space fire selected weapon

====EQUIPMENT=====

r terrain-imaging radar
l / i light amplification / infrared
s shields, if equipped
c cloak, if equipped
a combat autopilot, using our latest neural-simulation A.I.
b toggle briefing on/off... these are your mission objectives

====STRATEGY AND WINGMAN CONTROL=====

ENTER toggle Strategic Options menu
Function keys 1 through 9 command your wingmen, if any.
Function key 12 lets you send messages to your multiplayer opponent, if any.
Friendly, constructive comments are strongly discouraged.