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EPILEPSY WARNING

Please read before playing this video game or allowing your children to play it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has had never any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not sit too close to the screen. Sit as far away from the monitor as the length of the cables allows.
- Preferably play the game on a small monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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The Story

The year is 2140. After numerous wars and several environmental disasters, only two world powers remain; the United Civilized States (UCS) covering the American continent, Western Europe and North Africa, and the Eurasian Dynasty (ED) covering the coherent landmasses of Eastern Europe and Asia. The damage caused by the long wars led both world powers to evacuate the population to recently built underground cities.

Australia and most parts of Africa were sacrificed during the long wars, which lasted several decades. Highly toxic biological and chemical weapons were developed on these continents, leaving them so badly contaminated, that no human life can survive there. Not even the use of robots and machines is possible. The general opinion was that these continents would forever remain uninhabitable, and they were wiped from every map. Most of the world's population forgot that this land ever existed.

The UCS system is one of stochastocracy (coincidental rule). The population enjoys a lazy and decadent life. They live for their own enjoyment and let machines (so-called "Black-Tech"-robots) do all the necessary work. The population has no interest in politics, leaving the rulers to be chosen randomly using computers. The Eurasians are governed by the dictatorial Khan Dynasty. These days Tiao Zhan Zhe Khan (his name means Provocator of War) rules the ED. Due to the environmental problems caused by the wars and the contamination of most parts of his country, the 34th Khan Yong Shi Khan (Brave Warrior) ordered the development of a technology to replace parts of the human body with mechanical parts, a way of reducing the population. Now, in the reign of the 37th Khan, these goals have been achieved. The population has been transformed into ascetic and extremely powerful androids. The "human" body now consists of rudimental organisms which support the brain and numerous mechanical components, which have been developed for specific android tasks. Population growth is controlled by using cerebral transfer to create new androids. An android's brain cells are used to clone a new body and the mechanical parts are built around it.

Natural resources are becoming scarce and have to be extracted above ground. There have been a number of small conflicts between the UCS and the ED, the last of which escalated and became a fierce and bitter war - the final world war. Only one side can win. This final war will decide who will get the last available natural resources and ultimately rule the world.

How to play the game

When you start Earth 2140 for the first time, the Intro will be started automatically. After that you will be presented with the main menu.

Here you can move the mouse to the right or the left of the screen to move within the menu. In the menu you can choose from the following options:

Network: click on this panel to start a new network game or join a network game.

Database: click on this panel to access the database of EARTH 2140. Here you will find a list and information on all units and buildings in the game.

Intro: click on this panel to watch the Intro sequence again.

Credits: click here to see who made this game

Quit: click here to quit the game.

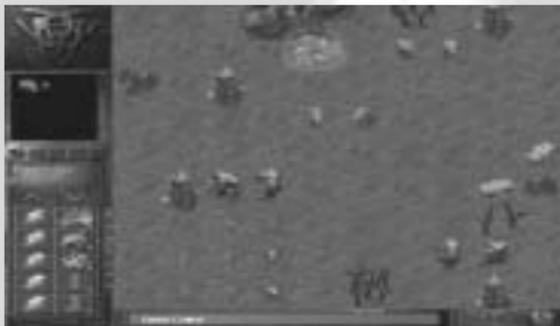
Load: click here to load a saved game. A window with a list of all currently saved games will appear. Choose the one you want to load and click on OK.



Click on this panel to play the UCS.



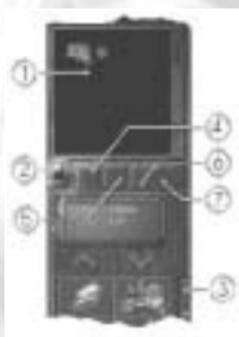
Click on this panel to play the ED.



After you have chosen for which side you want to go to war, you will be presented a map of the then existing world. Here you will have to choose your operational area. After you made your choice the mission briefing will take place. Finally, you will see a screen that looks somewhat like this: At the bottom of the screen you will

find the status bar. Here all Orders and incoming messages will be displayed. If, for example, you select a unit (unit, building or vehicle) its name will be displayed here. Also, all communication during the game is displayed here.

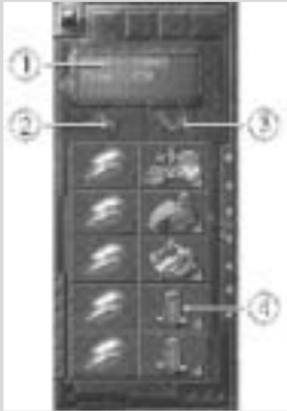
On the left side of the screen you will find the game control panel:



This is the most important panel in the game. With this panel you can control almost all settings and functions of the game. By default this panel is located on the left side of the screen. By pressing <TAB> you can also place this panel to the right side of the screen. To see more of the battlefield you can push the Hide Button (3), so that the panel moves out of the screen until only the Hide button is on the screen. To access the menu again simply click on the Hide button again.

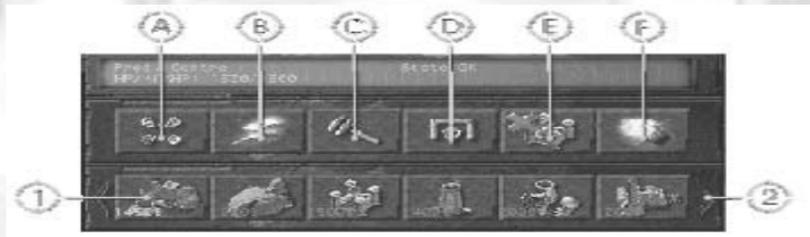
On this map (1) you find an overview of the whole map. You can see the location of raw materials, buildings (small rectangular areas) and units. If something is happening to any of your units the map will flash. Parts of the map, those that are contaminated, are displayed with black-and-white dots on the map. With button (2) the map can enter the RAW mode. In this mode only resources, buildings and units are displayed. Also, all defined waypoints for all units are displayed. Buttons (4), (5), (6) and (7) give you access to more control panels.

Control Panel: Buildings



In the display (1) of the buildings control panel you can see how much Cash and energy are left. With arrows (2) and (3) you can move the list (4) of your buildings up and down. Each building is shown with two icons: on the left its status and on the right the symbol of the building. A yellow arrow indicates the building has enough power, a silver indicates the opposite. If a building does not have enough power, it can not produce anything. If anything is produced in that building the status symbol is replaced with a symbol of the unit that is currently being produced. The symbol of the last object produced in the building is always next to the building symbol. If you

want to produce another unit of this object simply press with the mousebutton on this symbol. By clicking on the object's symbol with the mousebutton you can raise the number of units being built, from 1 to endless (+).



A left mouse click on the buildings symbol opens the buildings menu:

The menu consists of three parts:

- The Info Display: Here you can see the name of the building, its current Hitpoint state and its demand for energy.
- Under the Info Display you will find a list of symbols with the functions the selected building is able to carry out. After selecting (A) the selected building will automatically be centered on the playing screen.

With (B) supply of energy is en-/disabled. (C) is only available when the building is attacked. You can repair the building, which naturally will cost some cash. A second press on this button will cancel the repair. With (D) all units (fighting or civilian units) will be ordered to leave the building. During production this can be canceled by pressing (E). To activate or deactivate self destruction press (F).

- On the bottom of this menu you will find a symbol of all the units/buildings that can be produced in this building. Production is started with a click on the symbol. The menu closes automatically. The list of objects can be scrolled with arrows (1) and (2).



Control Panel: Units

This control panel gives you information on units or whole groups.

(A) Gives you information on all activated units. In this example a group of four Silver Max, one T100 and one HB Bike is activated. Below the info display is the list of commands :

(B) **GUARD** - When selecting this order the active unit(s) will GUARD its current position. If an enemy unit comes into sight the unit will attack it, but will not follow the enemy when the enemy leaves his vicinity.

(C) **MOVE** - With this order the unit will move to the place that was specified with the cursor.

(D) **ATTACK** - Activated like MOVE; The unit will move to any given target and will then attack.

(E) **LEAVE** - Order unit(s) to leave buildings or transporters

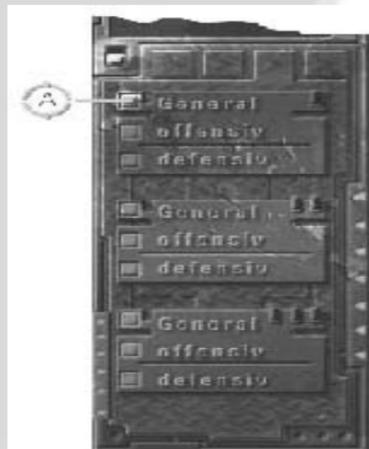
(F) **MINE/BUILT** - A special order for the MINER or MINTER BT. These units can be switched from building walls to PLACE MINE.

(G) **ESCORT** - For this order a target unit has to be chosen. If the target unit is moved, the escorting unit will follow.

(H) **WAY POINTS** - This is used to set way points for units or groups. This allows you to define ways with upto 8 inbetween stops. This allows you to define routes with up to 8 stops on the way. Click on the symbol to activate the setting of waypoints. Now click on the map at the first destination that you want your unit to move to. In the Info Display (A) you will be given the internal coordinates. Now you can set up to 7 more waypoints on the map. If you use all 8 waypoints, the waypoint setting is automatically ended. If you use fewer than 8 waypoints click on (I) to quit this option. To activate the unit with the waypoints you will have to click on (J).

Control Panel: Strategy

EARTH 2140 comes with a unique strategy feature: virtual Generals. These are up to three independent generals that can take full control over a unit or group. Simply activate a unit/group and click on (A). Now you can decide whether your general will act offensive or defensive. When on offensive the General will have his unit/group go out and destroy as many enemy units as possible. When on defense the general will have his unit/group patrol only the nearby vicinity. You can deactivate the General by clicking (A) again.



Game Options

Here you have access to some important game options. Via LOAD you can access all previously saved games and load them in by simply clicking on one of the saved games. To save a game simply click on – you guessed it – SAVE. Now choose an empty slot and enter a name for the file and click on save. If there are no empty slots available you can overwrite an existing save file. If you are not sure what your mission directive was simply click on MISSION to review the mission briefing. To return to the main menu or to restart the mission click on QUIT.



Panels CONTROLS and INTERFACE will open a new control panel, which allows you to make changes to the game's interface, the tempo of the game, the speed of map scrolling or the volume of the sound in the game. To play a specific title from the soundtrack click the panel SOUNDTRACK and choose the title. BACK takes you back to GAME OPTIONS.

Game Controls

EARTH 2140 is mainly controlled with the mouse. In addition there are a few commands that can only be accessed with the keyboard. A complete list of these can be found on page 12.



The mousepointer is mainly used to control the menu. In the playing field it will only be present when no object is activated.



When the mousepointer is moved over an object, unit or building, it will be changed to the selection pointer. By simply clicking on an object it can now be activated. In addition by holding the mouse button down you can create an area in which all objects will be activated.



When an object is activated the mousepointer will change to the destination pointer. By clicking at a point on the map you can order an activated unit/group to move there.



If an area can't be accessed, the mousepointer will change to this. This sign will also show up when an action can not be carried out.



Whenever a unit that can attack is activated, the mousepointer will change to this look when you move it across enemy units. Just click the mouse button on the enemy to attack. If the enemy is out of reach, your units will automatically move within striking distance.



This pointer will appear when a small or medium unit is activated and you move the pointer over a transporter or building. By clicking you can order the unit to get into the building/transporter.



If you have selected a building in which units are located, the pointer will change to this symbol. By using this command, all units will leave the transporter. However only one unit per order will leave a building.



If you have selected a building that needs repair, the pointer will change to this look. Click once with the mouse button to have the building repaired. Duration and costs of this repair depend on the level of repair that is needed.



This icon appears when you have selected ESCORT in the unit control panel. Click with the pointer at the unit that you want escorted.



If the active unit is a BANTHA or a HEAVY LIFTER, the pointer will always turn to this look when the pointer is moved over a container with resources.



If a BANTHA or HEAVY LIFTER is carrying a container, the icon will change to this look when you move the pointer over a refinery. When you do mouseclick the container will automatically be put into the refinery.



These 3 symbols are used for all MINER unit commands. The first is used to built a wall at a choosen location. If the MINER is set to lay mines in the unit control, use the second icon to place a mine and the third icon to deactivate a mine.



Like the MINER the TTRE 400 can place and deactivate watermines. If you place the pointer over a watermine the symbol will change to the second icon, which means you can deactivate the mine.





The blue target symbol appears when an activated plasmablast unit is ready to fire. Place the target symbol over a target and press the mouse button to fire.



If a launcher for nuclear weapons is activated, this the golden target symbol will appear. Simply click the mouse button on a target to launch a nuclear strike.



When a MCU vehicle has found a place where it can build a building this symbol will show up. Simply press the mouse button and the building will be erected.

Keyboard Controls

Key	Action
Mouse (On-Screen Pointer)	Scroll playing field.
SHIFT + Cursor	Fast Scroll in direction of Cursor Key.
CMD + 0 to 9	Set up group with number.
0 to 9	Activate group with that number.
R	Call reinforcements.
P	Pause game.
F2	Save game.
F3	Load game.
CMD + F4 to F12	Define go to location on the map.
F4 to F12	Go to predined location on the map.
Space	Activate/deactivate marking of units.
E	Escort.
A	Attackmode.
G	Guard.
TAB	Switch menu left or right.
BACKSPACE	Hide menu.
CMD	Add unit to active group.
ALT	Delete unit from group.

Overview: UCS Units

Name	Req. Building	Req. Technology	Price	Armor
MCU	Production Center	None	N/A	Heavy
BANTHA	Production Center	None	400	Medium
Heavy Lifter	Production Center	Flying	800	Medium
HCU-M	Production Center	Fast Repair	800	Medium
Silver One	Robot Construction	None	50	Light
Silver R	Robot Construction	Rocket Propulsion	75	Light
Silver Max	Robot Construction	Plasma Cannon	100	Light
Silver T	Robot Construction	AI Mine	70	Medium
T100	Heavy Tech	None	130	Light
Raptor ES	Heavy Tech	Engine	250	Medium
Raptor AD	Heavy Tech	Rocket Engine	300	Medium
Tiger Assault	Heavy Tech	Rocket Engine	700	Heavy
Tiger Hellmaker	Heavy Tech	Engine	500	Heavy
Spider	Heavy Tech	Plasma Cannon	1500	Heavy
Spider II	Heavy Tech	Heavy Rockets	1700	Heavy
HellBike	Heavy Tech	None	200	Light
ATM 500	Heavy Tech	None	400	Medium
Miner BT	Heavy Tech	AI Mine	700	Heavy
Shadow	Heavy Tech	Teleportation	2100	Medium
WTP 100	Heavy Tech	Nuclear	600	Medium
Russ III	Water Base	Engine	500	Medium
TTRE 400	Water Base	AI Mine	700	Medium
Gargoil	Air Base	Flying	600	Medium
Hellwind	Air Base	Plasma Cannon	1000	Heavy

Overview: UCS Buildings

Name	Req. Building	Req. Technology	Price	Armor
Production Center	None	Nuclear Reactor	2500	None
Robot Factory	Power Plant	None	1000	None
Heavy Tech	Power Plant	None	1450	None
Power Plant	Production Center	None	2000	None
Mine	Power Plant	None	800	None
Refinery	Power Plant	None	1000	None
Research Center	Power Plant	None	1500	None
Air Base	Heavy Tech	Flying	1300	None
Water Base	Heavy Tech	Nuclear	1200	None
Teleport	None	Teleportation	700	None
PB Control	Research Center	Plasma Weapons	1800	None
PB Cannon	PB Control	Plasma Weapons	1500	None
Little Eye	Robot Factory	Enh.: Rocket Engine	400	Heavy MG
Big Eye	Heavy TechEnh.	Plasma Cannon	600	Heavy Rockets

Overview: ED Units

Name	Req. Building	Req. Technology	Price	Armor
MCU	Production Center	None	N/A	Heavy
BANTHA	Production Center	None	400	Medium
Heavy Lifter	Production Center	Flying	800	Medium
HCU-M	Production Center	Fast Repair	800	Medium
A01 Android	Bio Center	None	50	None
A02 Android	Bio Center	Rocket Engine	75	None
A03 Android	Bio Center	Ion Cannon	100	None
A04 Android	Bio Center	AI Mine	100	None
ST01B Tank	Constr. Center	Engine	300	Light
ST02 Tank	Constr. Center	Engine	350	Light
MT200	Constr. Center	Nuclear	500	Medium
MT201L	Constr. Center	Laser Cannon	800	Heavy
HT30LR	Constr. Center	Laser Cannon	1500	Heavy
HT33R	Constr. Center	Heavy Rockets	1200	Heavy
HT34J	Constr. Center	Ion Cannon	1200	Heavy
TUR	Constr. Center	None	300	Light
BIO	Constr. Center	Regeneration	1000	Light
BTTI	Constr. Center	None	200	Light
MINER	Constr. Center	AI Mine	700	Medium
Sreamer	Constr. Center	Teleportation	900	Medium
SHARK	Water Base	Engine	300	Medium
WTRN	Water Base	Engine	500	Medium
KT30	Water Base	Heavy Rockets	2000	Heavy
STORM	Air Base	Flying	500	Light
THUNDER	Air Base	Flying	700	Light
HAT	Air Base	Flying	1000	Medium

Overview: ED Buildings

Name	Req. Building	Req. Technology	Price	Armor
Construction Center	None	Nuclear Reactor	2500	None
Bio Center	Power Plant	None	1000	None
Tech House	Power Plant	Nuclear Reactor	1500	None
Power Plant	Construction Center	None	2000	None
Mine	Power Plant	None	800	None
Refinery	Power Plant	None	1000	None
Research Center	Power Plant	None	1500	None
Air Base	Research Center	Flying	1300	None
Water Base	Tech House	Nuclear Reactor	1200	None
Shelter	Construction Center	Nuclear Reactor	800	Cannon
BCC	Research Center	Nuclear Weapons	2000	None
Silo	BCC	Nuclear Weapons	1000	None
Defend Tower	Bio Center	Enh.: Rocket Engine	400	Heavy MG
Heavy Def. Tower	Tech House	Enh.: Plasma Cannon	600	Heavy Rockets

Inventions

AI Mine - Is needed to place mines that will not explode when your units step on them.

Plasma Bomb - Is required when you want to built a Hellwind Bomber; also needed to built Plasma Blast

Laser Detector - This is required to invent laser based weapons.

Laser Cannon - This technology enables you to built large stationary laser cannons; they can not be put on mobile units.

Engine - Due to its size and power, the only mechanism that enables you to built robots and other fighting units.

Fast Repair - Enables you to build mobile repair units such as the HCU-M.

Rocket Engine - Is required to build small rockets.

Nuclear Engine - This invention allows the production of most of the heavy units and some of the game's buildings.

Teleportation & Nano Technology - Is the first step to dematerialise matter. Enables the production of units such as SHADOW and SCREAMER.

Laser Cannon - Allows the production of medium sized laserweapons, that due to their weight and size can only be carried by medium to heavy units.

Plasma Weapons - Foundation for the production of all heavy plasma weapons.

Heavy Rockets - Required to build long range rockets.

Nuclear Reactor - Without this it is not possible to build buildings that have their own power plant.

Plasma Fusion - This technology allows the enhancement of some plasma based weapons.

Light Plasma Cannon - This allows the production of small but effective plasma weapons.

Plasma Cannon - Allows the production of large but mobile plasma weapons that are highly efficient.

Regeneration - Required to build BIO units.

Flying/Antigravity - These two are needed to start production of air based units.

Atom Bomb - The new atom bomb gives ED a highly effective weapon of mass destruction.

Ion Cannon - Another ED technology. It does not destroy enemy units but, deactivates them so that they can be reprogrammed to be used for your own purposes.

Network Gaming

EARTH 2140 can also be played via network. Up to 6 players can participate in a network game. Empty slots can optionally be filled by computer players also.

To play EARTH 2140 over a network, you will need a networking card in your machine.

Network play is simply organized in EARTH 2140: One player is the server, the others are the clients. Normally, the fastest machine on the network should be chosen as the server.

To start a network game simply click on the Control Field Net in the main menu. You now have 2 options. You can either create a game or join one. If you choose to create a game, you will become the server. You can press Start Game once at least one client has connected to you. Before that you can choose one of 20 playing fields that differ in size and the undergrounds that they have.

If you are not happy with the Default settings you can change this too. If you do this you can set the technological level and the amount of money that each player has at the beginning of the game. You can also add computer players if you want. The number of computer players is set via the <+> and <-> signs.

If you are happy with all settings you can start the game by pressing "start game". After a short period of synchronization the game will start.

Credits

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- CPU type and speed in MHz
- Amount of RAM
- Video card
- CD-ROM
- Joystick (if any)
- A description of the problem you're having

If you need to talk to someone immediately, call us at (214) 855-5955 x20 Monday through Friday between 9:00 AM - 6:00 PM, Central Standard Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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