

EARTH 2150

ESCAPE FROM THE BLUE PLANET



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EPILEPSIE WARNING






PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game,

TURN IT OFF IMMEDIATELY

and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

-  Do not sit too close to the monitor. Sit as far as comfortably possible.
-  Use as small a monitor as possible.
-  Do not play when tired or short on sleep.
-  Take care that there is sufficient lighting in the room.
-  While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.



STORY

The 21st century was supposed to herald the dawn of a new age. The wars, famines and suffering of the last 20 millennia were to become a distant, fading memory, as scientific advances brought global peace and prosperity. Toward the end of the 20th century, a now forgotten US president even went so far as to officially proclaim the arrival of a New World Order, in which right, not might, would govern international relations.

This bright future was not to be. First came a meltdown of the international stock and currency exchanges. Then the major international conglomerates were dissolved in a vain attempt to stop the fiscal hemorrhage. By 2012 the world economy had collapsed. Poverty and hunger caused social and political tensions to flare. As the crisis wore on, few were bold or naive enough to predict anything positive for the future. Most realized that the planet was on the verge of global conflict.

During this time, the old American organization, NASA, was taken over by a new company called the Lunar Corporation. The LC, as it was known, saw a business opportunity in all this chaos, and began building a city in orbit. When it was completed, those who could afford it flocked to resettle to the newly opened Orbital City I.

In 2048, the anticipated global conflict broke out with a violence that shook the planet to its core. All major centralized governments were destroyed in the maelstrom. Europe and Eastern Asia bore the brunt of the devastation, as entire urban centers, from Madrid to Moscow and from Seoul to Singapore were literally wiped off the map. The 20th-century dream for a better world had ended in death and destruction. The population of Orbital City I, shocked at the horrors they were witnessing, emigrated to a newly constructed lunar base to better protect themselves. The colony then severed all connections with Earth and began to prosper as a separate, self-contained community.

The human race has always been known for its resiliency. Within a dozen years, the Earth's inhabitants had begun to restore their old nationalities - with a few twists. Twelve states of the former United States joined together to form a new country, called the United Civilized States. The UCS citizens had essentially given up their old roles

as producers and leaders. Nearly all work was being performed by robots which are controlled by expert computer systems. Not surprisingly, the human inhabitants of the UCS had become lazy and decadent.



In the European and Asian territories, which suffered so terribly in the war, a new empire was created under the iron fist of the Khans. Its proud name was meant to conjure up an association with a glorious former age - The Eurasian Dynasty. With access to the military bases, weapons and technology of the former Soviet Union, the Khans were able to build up a formidable military state. Decadence is unheard of in the ED. The citizens are drilled from an early age to serve the state and be ready to die if so ordered. The regime is quick to eliminate any individualists and pleasure-seekers, not to mention those who are merely lazy or incompetent.

As the only two organized powers, both the ED and the UCS were able to extend their borders very quickly, and soon possessed all remaining inhabitable areas. But two powerful empires can rarely live in harmony. Soon the ED army invaded the UCS territories. Thus began another horrendous war. During eight years of continuous conflict, the retreating ED army, desperate after suffering a series of battlefield defeats, attempted to turn the tide with nuclear weapons. A barrage was launched against UCS positions near the North Pole. The explosions unleashed were so violent that the Earth's orbital motion was affected. This was first noticed in 2150 by UCS scientists and the almost-forgotten colonists on the Moon. Soon, the information also reached ED headquarters. The scientists' calculations became cause for serious alarm. The distance between the Earth and the Sun would shrink by nearly 17% over the next few years. The implications became clear, even to the thick-headed ED commanders - the Earth and the Moon are headed for a terrible cosmic disaster.

The only hope for salvation is to escape the doomed planet. But building an evacuation fleet of such size requires immense natural resources and these are to be found only in a few select regions. This means only one thing - whichever side emerges victorious in the battle for these territories will escape Armageddon. The next war will truly be the last our Earth will ever see...



SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- ☞ Pentium™ 200 MHz
- ☞ 64 MB RAM
- ☞ 200 MB free harddisc space
- ☞ DirectX™ 7.0 or compatible video card
- ☞ DirectX™ 7.0 compatible sound card
- ☞ 8x or faster CD-ROM Drive
- ☞ Mouse and keyboard
- ☞ Windows® 98 / 2000 / Me

RECOMMENDED CONFIGURATION

- ☞ Pentium™ 450 MHz
- ☞ 64 MB RAM
- ☞ 800 MB free harddisc space
- ☞ DirectX™ 7.0 or compatible video card with 16 MB
- ☞ DirectX™ 7.0 compatible sound card
- ☞ 12x CD-ROM Drive
- ☞ Mouse and keyboard
- ☞ Windows® 98 / 2000 / Me



INSTALLATION

You must install EARTH 2150 game files to your hard drive and have the Earth 2150 CD in your CD-ROM drive to play this game.

To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the **Install** option. If you have disabled the Windows Autorun, or if it does not function, Explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

This game requires DirectX 7. If you do not have DirectX 7, then it can be installed or reinstalled from the CD. Installing DirectX 7 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 7 install.

Using either the Install DirectX 7 button from the Autorun or DXSETUP.EXE, you can install DirectX 7, reinstall DirectX 7, test your drivers certification, or reinstate your previous audio and video driver as described following.

UNINSTALLING THE GAME

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows 95 Start Button, and select Control Panel. In the Control Panel, select Add / Remove Programs, left-click on Earth 2150, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

SAVING GAMES

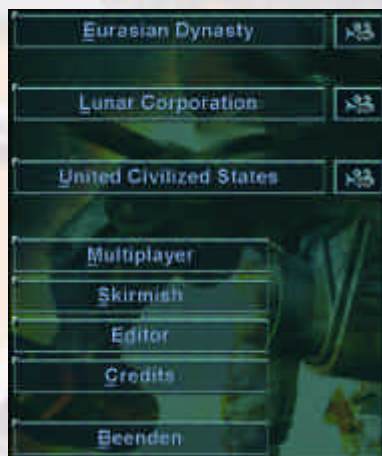
Earth 2150 requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to several MB of hard drive space.



PLAYING EARTH 2150

Shortly after you start the game, the Start Menu appears. Here you can choose your side (i.e. "nation"), view the propaganda films for each nation and activate the editor.:

STARTMENU:



Start playing for the ED

Start playing for the LC

Start playing for the UCS

Start a multiplayer gamer

Start a single-player game using a network scenario

Start the landscape editor

View credits movie

Quit the game

The game begins once you have chosen your side. There are three very different sides in the game. Each has its own mentality, arsenal, strengths and weaknesses. To choose a side, click on the appropriate button: Lunar Corporation, Eurasian Dynasty or United Civilized States. Or you can choose from two special types of matches: Multi-player or Skirmish. Once you've done this, the Choose Player menu appears.

CHOOSE PLAYER MENU

In the Choose Player menu, you can pick one of the players from the existing Players List or create a new one by entering a name in the New Player box. Click OK for further options or Back to return to the Start Menu.

MAIN MENU

The Main Menu appears right after you've chosen a player. It consists of the following buttons:

Start New Game - Here you can begin a new game. Your starting point is always your own base.

Load Game - Here you can continue a previously saved campaign. A window is displayed where you can specify exactly at what point you want to continue the campaign. Otherwise, the campaign picks up at the point you left it. When you cancel a game, it is automatically saved. This lets you restore it at any time.

Show Videos - This button lets you view all video film announcements you received since the beginning of the game. These are very useful in planning strategy as they inform you of new developments outside the field of play.

Database - Here you can obtain information on all existing vehicles, weapons, and structures in the game.

Change Player - This returns you to the Choose Player menu, so you can choose a different player if you don't like the one you have.

Exit Game - This quits the game and goes back to the operating system.



MAIN GAME SCREEN

Shortly after a campaign has started, the main game screen appears. Here you can give orders to all your units and structures, and use several camera systems to keep track of what's happening on the battlefield.

Here's the game screen along with a description of its parts:



- | | |
|-----------------------------|-----------------------|
| A. Camera Viewer | E. Construction Panel |
| B. Auxiliary Camera Windows | F. Symbol Bar |
| C. Main Control Panel | G. Compass |
| D. Map | |

CAMERA VIEWER (A) : This area takes up most of the screen. It lets you track events on the battlefield with low orbiting camera systems. These well situated "eyes in the sky" let you command and control your units very easily.

AUXILIARY CAMERA WINDOWS (B) - You can turn on the two small Auxiliary Camera Windows by pressing the appropriate button in the Symbol Bar or by pressing the V key. Each auxiliary camera can do everything the main camera can do, such as selecting a unit, giving orders, or changing the view angle. To activate an auxiliary camera, just place the cursor on it.

MULTIFUNCTIONAL MAIN CONTROL PANEL (C) - This is designed to help you carry out most of the operations you'll need. It consists of a few tabs. To select a given tab, just click on the button with the tab's name.:

Selection:

Getting a description of a selected object (or group of objects) lets you easily issue all orders which that object can carry out. This tab is automatically selected if you double click on unit or building on main screen.

Structures:

Here you can get a list of all structures currently in your possession. So you can easily locate a structure without being forced to look all over the planet for it! You can also select a structure from the list (left click), or move the camera over it (right click). When you double click on structure icon, you'll automatically transfer to the "Selection" Tab.

Platoons:

This gives you a list of all platoons currently in your possession, so you can carry out platoon-based operations. Mouse controls works similar to the "Structures " Tab.

Build:

This tab is only be available when playing the Lunar Corporation. It lets you issue the "Build" order for the orbiting Construction Center. To build a structure just pick them from this tab and click on terrain.

Units:








This tab lets you search quickly for similar vehicles. Units are displayed across the panel at the bottom grouped by type. Additional units can be seen by clicking on the scroll arrows. **Hint!** You can also scroll all lists (Structures, Platoons, Units) by positioning mouse cursor over it, pressing the right mouse button and drag the mouse. List will automatically scrolled to the mouse direction. This option is very usefull during the fight when you doesn't have a time to click on scrollers.



MAP (D) - This shows the actual battlefield. Here you can either right-click to move the camera to a chosen location or left-click to transfer a highlighted unit (a group or platoon) to a specified location.

CONSTRUCTION PANEL (E) - This appears when you select a construction vehicle or a Production Center. It includes icons for all objects which you can produce/construct during the game. Begin construction by left-clicking on an object icon. Note that if you want to build a structure, you must first point to an area (with the camera viewer) where you want it located. You can abort the construction process by right-clicking.

STATUS BAR (E) - This is located at either the top or the bottom of the screen. It shows how much energy/money you have, and lets you switch the following Command Center elements on or off:

-  Map switch - switches the Map on/off (ALT-M).
-  Main Panel switch - switches the Map Panel on/off (ALT-P).
-  World switch - switches the camera view between battlefields (Q)
-  Surface/Tunnel switch - switches the active camera view between the surface and the underground tunnels (TAB).
-  Auxiliary Camera switch - switches the two auxiliary cameras on/off (V).
-  Research - opens the research window (F2).
-  Construction - opens the unit construction panel (F1).

COMPASS (G) - This shows which way is North.

Hint! Press NumPad "."(del) key to position the camera to the North.

"END MISSION DIALOG" - You'll see this whenever you complete a mission. Press the button and the mission is officially over - and you return to base. Warning! Be sure to send all the units you intend to use in the next mission back to base before you press the END MISSION button! Otherwise you'll lose all your structures and units!

"CHOOSE MISSION DIALOG" - This shows up whenever there is no mission active. From here you can pick out a mission from the Choose Mission Window.



CONTROLLING THE CAMERA

To change the camera position, just move the cursor to whichever side of the screen you want. The camera moves automatically as soon as the cursor touches the screen edge. To stop the camera, just move it toward the center of the screen. You can also change the camera position by using the cursor keys on your keyboard.

Hint! To fast move to specific location just right-click on the map. To turn the camera horizontally, press and hold down the right mouse button. Now, continue holding the button down and move the mouse right or left. The camera turns with the mouse. You can also use the "Insert" and "Delete" keys to do this.

Change the camera's vertical angle in the same way. Press and hold the right button while moving the mouse forwards and backwards. Or you can use the "Home" and "End" keys.

Press the "Page Up" / "Page Down" keys to zoom in or out. To do that you can also hold down both right and left mouse buttons.

Follow mode - you can switch camera to Follow mode by pressing the "F" button. Camera will follow selected unit. To switch to free mode press "F" key again.

CONTROLLING THE UNITS

Selecting a Single Unit: To select a single unit, place the cursor on it and left-click. A Status Bar appears above the unit you've selected.

To select a group of units, keep the CTRL key pressed and select one after the other. As long as the CTRL key remains pressed, each unit you click on is added to the group.

If you click on a unit while the ALT key is pressed, that unit gets "de-selected."

To deselect one unit from a group of selected units, choose the unit's name from the list box and click on it while the Alt key is pressed.



Selecting a Group of Units



To quickly select a group of units, place your cursor at the edge of the group and move the mouse over the group while holding down the left button. You can clearly see the selection's range on the ground under the cursor. Every unit within the group remains selected even after you release the mouse button. Double click on unit will select all similar units visible on screen.

If you want to add more units to your selection, perform the above operation with the CTRL key pressed.

If you want to "subtract" units from your selection, perform the above operation with the ALT key pressed. Right-click on the main camera window to de-select all units.

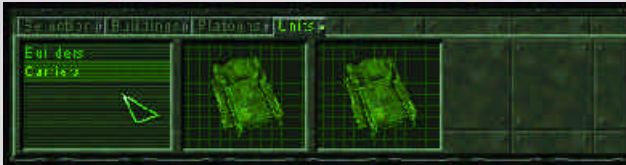
These hot keys highlight the following units which are in the camera's range:

- < - Select all units use
- > - Select infantry
- ? - Select airborne units
- ;- - Select all armed units
- ' - Select all civilian units

Creating Groups of Units

Units groups are used to have easy access to the units. Player can create up to 10 units groups per each battlefield. To create a group select a group of units and then holding down the CTRL key press the number of group. Group has been created. From this time you can easy select this group by pressing corresponding number. Second hit at number key will center camera on the selected group. **Hint.** One unit can be assigned to many groups. You can make group assigning before unit is produced. Select the factory. Move cursor over unit icon on the construction panel. Press CTRL and number. The text "Group: #" will appear on unit icon. All units produced by pressing this icon will be automatically assigned to this group. **HINT!** This option is one of the most useful options during multiplayer game.

Searching for Units



To find a special unit, select the Units tab. This is a list of all vehicle types. When you select one, the vehicle's symbol is displayed. If you want to see

the vehicle in the "Full Screen" display, right-click on its symbol. Left-clicking selects the chosen vehicle. [Mirek] Double left-click will select the unit and switch panel to "Selection" Tab.

Orders

You can issue orders only to units you have selected. Orders are divided into two groups:



Immediate Orders - These are "spur of the moment" orders which get obeyed right away. The nice thing about immediate orders is that you can issue them directly on the map - no need to choose from the panel. To issue an immediate order, place the cursor on the area which it relates to and press the left mouse button. A small icon inside the cursor shows the order, which is completely dependent on what objects are in that particular area. The best example of an immediate order is **MOVE**.



ORDINARY ORDERS

These are split into two subgroups and must be chosen from the panel. The two groups are::

Action Orders

These orders signify some kind of action that a unit has been ordered to obey, for example, **March**, **Attack**, and **Escort**). To issue these orders simply click on a destination in the main camera window.

Configuration Orders

Here you can change a unit's parameters. To apply a given parameter to a unit, press one of the buttons on the panel that has a * in front of the actual configuration name for example, lights state, shooting mode, moving mode, retreat mode, find target. The new unit state is reflected on the button. A question mark ? appears on configuration buttons whenever you select multiple units with different states. Click this button and you'll get the common configuration state for all selected units.

Be careful! Some orders, such as **Build Wall / Bridge** or **Dig Tunnel**, require additional information like direction and line of construction. Mark a spot by left-clicking on it, then move the cursor to a different spot and click again. You'll see a direct line display on the ground when you move the cursor. Right-click to abort the operation immediately. The resulting orders are displayed in a panel in the lower right corner, at the right end of the Units panel.

Recording the orders

On the selection tab you may see "Command list". This small window with 4 buttons is used to record the orders for your units. You should use this tool when you want your units to make more complicated orders (build multiple buildings, go through the way-points, attack enemy in specific order ect.). During recording orders small record symbol appear over the mouse cursor.



CONTROLLING STRUCTURES

Selecting a Structure

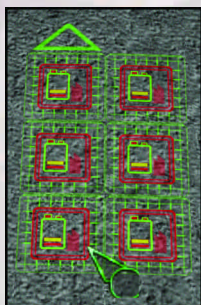
To select a structure place the cursor on it and left-click. Double click will automatically switch panell to "Selection" Tab.

Erecting Structures



This requires construction vehicles, like the Gruz or the Mammoth. If you're on the side of the LC, you'll be doing your construction work in orbit, in the Space Port (Construction Center).

Highlight a construction vehicle and select a structure from the construction panel. If you move the cursor a little, the outlines of your proposed structure appears. These can differ according to the location of the site. If the structure can be erected anywhere, its outline is green. Strategic parts of the building, like a shipment point or an entrance to a production center, are marked with a cross. An arrow shows you where the front of the structure is (and the direction in which its cannons are trained). You can turn a structure prior to placing it using the Enter key on the keypad.



A battery symbol tells you that you've located your structure near a power station which isn't producing enough energy. In this case you must expand the power station (UCS, LC) or construct another one. (ED). Then you can get on with erecting your structure.

A lightning symbol tells you that the construction site is too far from a power station. But you can still erect the structure if you wish. A red square means that no structure can be erected there, for example, due to unsuitable terrain.



HINT. Holding the CapsLock pressed during placing structure let you to place another one without picking them from panel. With this key you may order to erect a few structures in one order session.



Buildings Tab

The Buildings Tab is located prominently on the panel. A series of animated icons illustrates all structures in your possession. You can scroll this list with the direction buttons, which are also situated on the panel. Click on the appropriate button to scroll the list forwards (next) or backwards (previous). Do this while holding down the Shift key and you'll scroll through multiple structures.

You may also scroll this list by dragging them with right-mouse button pressed.

This list gives you a quick and easy way to search for specific structures. To get a better look at any structure in the list, just right-click on it and the camera displays it.

Going the other way, just left-click on a structure in the Camera Window to go to its icon in the Building Tab.

MAIN COMMANDS FOR STRUCTURES

Command	Description
Lights AUTO / ON / OFF	Changes the structure's lighting mode.
Power ON/OFF	This order temporarily "turns off" a structure. Use this to suspend production or free up power supplies for other structures.
Autodestruction	Destroys the structure without leaving a trace. When you click on this button, a second button appears, telling you just how long you have until the building blows. To retract the Autodestruction command, click on the second button.



COMMANDS FOR "ARMED" STRUCTURES:

Command	Description
Change weapon	When you issue this order, you'll see a window containing a list of all weapon types. During game play, you can change weapons any time you like and mount them directly onto the structure.
Upgrade All	Use this to replace a structure's [Mirek] weapons with the latest version.
Supply	Demands more ammunition.
Attack	Gives you your target.

COMMANDS FOR PRODUCTION CENTERS:

Command	Description
Prod.1x/Continuous	With this order you can specify the manner in which a vehicle is produced. In the Repeat mode, the production sequence of the requested units is repeated ad infinitum.
Set Dest	Selects the location where the vehicles built in that particular structure are sent. If the structure is highlighted, the target is shown in the form of a green circle.
Show Dest	Positions the camera above the location where your vehicles (built in that particular structure) are sent.



Units or structures which are not able to fight have a blue "cloud" around them. If structures are not supplied with energy you will see a yellow flash over them.



PRODUCTION LIST

Right after you've chosen a Production Center, the Production List appears at the edge of the screen. It includes all vehicles you can produce there. To start producing a certain vehicle, left-click on its icon. A progress bar appears just below the icon to let you know how the process is coming along. Now look carefully at the bottom right corner of the icon. Notice the figure displayed? This is the number of vehicles you are going to manufacture. To change this number, simply left-click to increase, or right-click to decrease. Remember, you'll need to plan your production carefully as resources are not unlimited - build too many attack vehicles without the necessary transport and support craft and your offensive is likely to flounder.

Production list has two tabs. The air units are placed on the second tab.



UNIT CONSTRUCTION CENTER

UNIT CONSTRUCTION PANEL



You'll see this screen when you press F1, or click on the appropriate button in the Research Center. Here you can build more advanced vehicles, using whatever extra elements you've managed to accumulate. And you can add vehicles you've built here to the Production List.

The Construction panel consists of the following:

- A **New Model Icon** - activates production of a new model.
- B **Element List** - A list of parts for a vehicle in development. You can go to the Element List any time during the production stage.
- C **Chassis List** - Here you'll see icons for various pieces of equipment you can mount in place of elements previously chosen from the list.
- D **Finished Unit** - A picture of the constructed vehicle. The panel to the right contains a description of the constructed model. To left are text fields for inscribing a model name with its AI script. What you write influences that unit's behavior and its ability to obey orders. The Script List is absolutely dependent on the equipment mounted on a unit. You can put a finished unit on the production list using the "Add To List" button. Double clicking on a unit icon achieves the same result.
- E **Production List** - The list includes all vehicle types that can be made in production centers. The list is divided into groups:



Arrows - used for changing the position of a model on the list (they can also be used to establish the order of objects on the list).

X - removes a selected model from the list.

Disk Icon - saves a selected model to disk. An icon in a form of an O appears each time you save a model. It is then automatically assembled during the next round played by the current player. This option is great if you're playing network games, since it saves you constructing the same model each time you play. If you click again on this icon, the model is removed from the disk (the O icon on the model's side disappears).

F - Description of the constructed model.

G - Here you can enter the description of the constructed model.

OPERATING THE CONSTRUCTION PANEL

Constructing a New Model:

Click the New Model icon to ready the dialog box for use. To choose a chassis from the Chassis list, just left-click on a chassis icon. The chassis parameters are displayed in the description box below. To approve a chosen vehicle, left-click twice on its icon. The cursor automatically turns into the **Choose Weapon** mode.

Choose weapons the same way you choose a chassis, but pick them from the Elements List. Right-clicking on the Chassis list removes the current weapon.

When your vehicle is ready, just add it to the list by pressing the **Add To List** button. Now give the vehicle a name and choose its script (this selects its AI mode).

Double click on the finished vehicle's icon to put it on the Production List.

Editing Existing Models:

Pick out the model you want to edit from the Production List. Use the same steps as the New Model construction process (but remember - you can't change the chassis).

When you're finished editing, press the **Update** button.



[illegible]

Work can even be carried out on several inventions at the same time, one after another. The sequence of the orders you gave is listed in the top right corner of the Inventions icon. To exit the panel and get back to the game, either press the ESC key or click on the X button situated in the top right corner of the screen. Help Panels appear if you choose commands which have to be more defined.

To scroll this window use scroller buttons or drag window with right mouse button.



KEYBOARD LAYOUT

You'll find a full description of all keyboard functions in the **Keyboard** tab of the **Option** dialog. You can define each key individually and your new keyboard setup are always saved. To assign a function to a new key, just click on a function in the list, press the Enter key and then press the new key. This overwrites any previously assigned key function.

To remove a keyboard shortcut to any function, first press the Enter key then the Backspace key.

DEFAULT KEYBOARD SETTINGS

F1	Construction window
F2	Research window
F3	Change weapons of building
F9	Show range of power station
F12	Show tunnels on surface
ALT + F1	Quick save
ALT + F2	Load game
Keypad Enter	Rotate buildings during placement

Gamespeed (on keypad):

(KeyPad) + / -	faster/slower
(KeyPad) X	pre-adjusted speed
Num Lock	switch pause/run

Groups and Platoons:

STRG + 1	group selected units under #1
1	select group#1
2 x 1	center on #1
P	group selected units as platoon
ALT + 1	select platoon #1
2x ALT + 1	center on platoon #1

Camera:

TAB switch surface/tunnels
SPACE center camera to unit of last message

(KeyPad) , turn camera to north
(KeyPad) 0 center camera on selected unit
F switch automatic follow mode
Q switch headquarter/mission area
V 3 window mode

Unit selection

, select all units in sight
. select all air-units in sight
- select all ground units in sight

Interface

ALT - P switch interface on/off
ALT - M switch minimap on/off

Unit Orders

A attack
E escort
H hold position
S cancel order
Y request ammo
R get orders (no execution)
X execute order (R)
Alt+S change unit script

Press both mouse buttons and move mouse forward/back to scroll text-window.



EURASIAN DYNASTY

Greater Russia was one of the parties to the war of 2048. During this conflict, all governments in Europe and Asia were de-centralized, and the entire area fell into an almost feudal anarchy. Naturally, once the war ended this situation quickly changed. Generals wasted little time officially consolidating the power which they had enjoyed throughout the war. And a mighty new empire arose from the ruins of civilization - the Eurasian Dynasty.

The following excerpts are taken from the personal diary of a Russian general, Siergiej Zugij, while he was commander of the Irkutsk III missile base. This ambitious career soldier was one of the founders of the new Dynasty and became its first leader.

October 11th 2048

"We have been under fire for 8 hours. The main arsenal and all communication lines have been destroyed. Nine comrades have fallen and fourteen are injured. I have just issued the order for everyone to go to the fallout shelter.

October 25th 2048

Ground sensors are out of order. The Science Officer believes that they were damaged by the shock wave of a nearby nuclear explosion. Radiation is stable at the moment. Another comrade has been killed.

April 17th 2049

We have been here much too long. My people are panicking, although life support systems are in order and food and water supplies last for many more months. Death will probably end this endless waiting. We can only count on ourselves in this long struggle for survival. No one can come to rescue us.

May 21st 2049

I have decided to send a few men up to the surface. This has raised everyone's hopes. Although the radiation up there exceeds safety levels, a few comrades have bravely volunteered.

June 9th 2049 - One soldier returned. He reported that all infrastructures, including the sensor, have been totally destroyed by conventional missiles. There is some good news, though. According to his Geiger count



there is only moderate radiation on the surface.

July 12th 2049

We are out, at last! Now we must start to build our temporary base. It excites all of us to see sunshine for the first time in months.

August 10th 2049

Our scouts have found some off-road vehicles hidden in one of the fallout shelters of the Irkutsk II base. The increased fuel reserves will extend our scouting range.

August 22nd 2049

The scouts just brought in 12 people. Some of them were stationed nearby some time ago. Two people are suffering from radiation sickness. What a terrible sight!

September 2nd 2049

One of those suffering from radiation sickness has died. The other one will not last much longer. The soldiers now appreciate why I ordered them not to leave the fallout shelter for such an extended period of time.

September 30th 2049

There's no doubt that the central part of our country is totally devastated. The fallout coming from that region is causing recurrent increases in radiation levels. We do not know if anyone there has survived.

October 2nd 2049

Our scouts have penetrated as far as 300 miles south, reaching the area once known as Mongolia. They have reported the existence of some sheep-herding tribes. The radiation level in that region is minimal.

October 6th 2049

I've made a decision to move south. The men need something to keep them occupied.

October 15th 2049

Winter is on the march. The temperature at night falls to -5° C. We spend most of our time in the fallout shelter as protection against the cold. We intend to set out for the south in the spring.



October 20th 2049

The fallout shelter is locked up again. We will stay here for another few months. The leader of our brave scouts, Colonel Aniuszin, suggested that we make some preparations for our spring departure.

December 12th 2049

Our comrades enjoy Colonel Aniuszin's lectures. Although I know his reports by heart, I still like to listen to his stories about what we should expect in the far south.

March 15th 2050

It is so exciting to leave the shelter again. Now that everyone knows exactly what he has to do, we can set off for the south within the week.

March 22nd 2050

Today is departure day. The fallout shelter is locked up and the surrounding area mined. We are travelling due south, not knowing what is waiting for us out there."

In the spring of 2050, a group of soldiers under Colonel Siergiej Zugij's command set out towards the Mongolian steppes to find remaining survivors. The Colonel's plan was very ambitious. As commander-in-chief he had an extremely thorough socio-political training behind him and commanded legions of troops ready and willing to lay down their lives for him. He was therefore able to capitalize on any opportunity to create a strong, new empire. That empire would be ruled by one person - Zugij himself.

Zugij even had a few more aces up his sleeve. He had access to a wide variety of weapons and he knew where all the old Russian secret military bases were located. All he needed now was a location to make his dream come true. Coming across a Mongolian nomadic tribe and taking control over it gave him the perfect opportunity to start a new empire. In the spring of 2051, the now General Zugij encountered a tribe of shepherders ruled by the Khan family. These shepherders weren't really interested in the global war raging throughout the known world, their main problem was the constant conflict with neighboring communities. This situation was tailor-made for Zugij and it didn't take him long to convince the tribe's leader that an armed squad could put an end to their problem once and for all. Within the following year, the Khans conquered the surrounding territories, uniting their peoples into one tribe. The victories strengthened Zugij's position as the leader's advisor and at the end of the first year he became a member of the



Khan family by marrying one of the chief's daughters. He took a new name, Yaga Zi Khan, to help win the tribe's respect and confidence.

The old leader died in 2059 and Yaga Zi Khan became the new leader. While establishing the capital of his new country, he continued to bring more and more areas under his control. After a few more years had elapsed, Yaga Zi Khan found himself controlling most of the remaining uncontaminated areas in Asia. Yaga's son, just as bloodthirsty as the old leader himself, marched to Europe and conquered its peoples. This was the birth of the huge and powerful empire which would be given a proud name at the end of the 21st century - the Eurasian Dynasty.

The dictatorial Khan Dynasty gave the absolute highest priority to military science, forever searching for new technological solutions which would give them total military control. They had access to the old Soviet secret military bases and this gave them nuclear capability and other usefully destructive technology. Trusting nobody, they naturally set up a highly trained, large network of spies and saboteurs. They sent many of these shady characters to South America to gather as much information as possible on their arch rivals, the UCS.

In 2032, the impetuous and cunning Tiao Thi Zhe Khan came to power. His ambition was to conquer both Americas and hammer the laziness out of the UCS citizens. He started his preparations by ordering the ED scientists to develop a technology whereby human body parts could be replaced by mechanical parts. The scientists were successful and soon a new generation of tough, extremely resistant cyborg-soldiers were being mass-produced and held in Bio Centers.

Then in 2140 something totally unpredictable happened....the UCS invaded the British Isles! Now Tiao Thi Zhe Khan had a reason to do the only thing which warmed his cold, cruel heart...he declared war on the UCS.

The war proved to be enormously expensive and Khan still wasn't seeing any signs of the crushing victory he had anticipated. Naturally, the people soon started to balk at paying the high taxes levied to finance Khan's war. The situation was ripe for rebellion. Khan's cousin, Kata Mae Zhe Khan, a master of the insidious (the one quality the entire family shared), made the most of it. He incited the citizens to riot and in the mayhem which ensued, the Bio Center was razed to the ground. The next step for Kata was to assume total control. After a brief but bloody struggle, he deposed his cousin with the support of his rebels. Now he could realize all his dreams and ambitions!



But the change in government didn't change much in the war. The ED army suffered some terrible defeats. In 2148, while making a desperate retreat from South America, they finally retaliated with nuclear weapons. Gigantic explosions near the North Pole changed the course of the war for good - Earth was knocked out of orbit. The first effects of this were noticed in 2150, and as a result, Kata Mae Zhe Khan decided to build an evacuation fleet to escape the planet. Later that year a new enemy appeared. The Lunar Corporation, an almost forgotten society living on the Moon, dispatched its units to various parts of the Earth to seek new territories rich in natural resources. ED reconnaissance, stealthy and effective as ever, reported that the LC had obviously figured out what was happening and was making preparations to evacuate the Moon. Their scientists had no doubt reached the same conclusion as those in the ED - if the Earth is going to blow, get as far away as possible.

A general command was issued from ED headquarters....defend all natural resources on ED territories at all costs ! And prepare for battle against not just one, but two, enemies!

ED ARSENAL (WEAPONS)

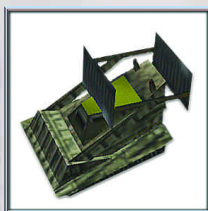
The most primitive of the three races, the ED army still relies on conventional weapons. Their main offensive force is comprised of units equipped with large-caliber anti-tank guns and rocket launchers. Towards the end of the last war, however, a few new units were equipped with laser weapons. Ever aware that the UCS had managed to eliminate the human element from the process of warfare in favor of computers, the ED scientists made efforts to create fully automatic weapon systems. This led to the development of the Ion Cannon, which interrupts the electronic circuitry of any target it hits, disabling it without destroying it. Using this formidable piece of firepower, the ED is able to capture many hostile units intact, then examine them for potential weak points.

The ED is the only nation that still has a mass-destruction nuclear weapons stockpile. Be sure to only use nuclear weapons when extreme danger threatens.



UNITS

Despite years of research, the ED scientists still have not been able to develop an effective anti-gravity generator. So ED units continue to run on engines based on the old 20th century technology. Ground vehicles have wheel or caterpillar-type track chassis. The main drawback to this is that different terrain types have a great affect (almost always negative) on their mobility. On the plus side, the simplicity of their power transmission system means they don't break down much. The aircraft fly by means of propeller-screw propulsion. This gives them enormous maneuverability, allows them to fly at low altitudes beneath the enemy's radar and, most importantly, enables them to land and take off practically anywhere.



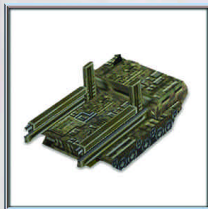
GRUZ

This is a heavy construction vehicle equipped with front-mounted excavation buckets. It's used for constructing buildings, digging ditches and tunnels and leveling ground. A rear-mounted construction module contains most needed components to construct important structures.



TT 110 PAMIR

The TT model was developed from the American Abrams M2 tank. To adapt the design to 22nd century demands, the scientists modified its equipment so that one man can operate it. The steering stand is situated inside the chassis right beneath the turret, giving the operator better protection. A targeting computer installed in the turret controls the firing. Although it isn't a particularly large unit, it comes with high-quality armor enabling it to take part in very dangerous operations. It can also travel over most types of terrain. Unfortunately, the generator is not powerful enough for a laser weapon.



ZK TAIGA

This is a heavy-transportation vehicle used originally for cutting trees in the Taiga forests. Low speed and a huge resistance level are its plus points, but being a civilian vehicle, it has a woeful lack of armor. The ZK Taiga is currently assigned to hauling containers between mines and refineries. A powerful generator enables add-on systems, such as laser weapons, radar, or camouflage, to be attached. With these attachments, it is often used as a support unit.

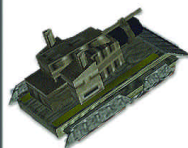
ZT 100 SIBERIA

The Siberia model was designed during adaptation of the ZK series for military purposes. The Siberia is armored, but, unlike the ZK Taiga, is also fast and light. The reduction in weight was possible because the ZT 100 Siberia was not intended to be used as a transportation unit. The powerful generator remains unchanged, enabling the user to attach the usual extra appliances. The ZT series is the mainstay of the support units.



KRUSZCHEV

HT 400 Caucasus tanks were constructed as defense vehicles. Their two most significant features are low speed and very heavy armor. The ED mainly uses them to repulse enemy attacks. Their heavy armor makes them extremely resistant and they can inflict appreciable losses on any opponent. Fighting prowess can be tremendously increased by attaching an add-on.



NEMESIS

This is the heaviest vehicle used by the ED Army. Unlike the HT 400, it can be coupled to two independently operating large-caliber guns. Despite its low speed it is used as the main offensive force when faced with heavy enemy defenses.



MINELAYER

After war broke out in 2140, construction began on a vehicle that would be able to mine large areas in a short time. This led to the development of the Minelayer. During the development process, however, the scientists luckily stumbled across a design for a laser mine detector, which they immediately incorporated into the Miners. This detector enables users to find mines quickly and detonate them from a safe distance.





TK 101 CASPIAN

The ED Army needed an amphibian vehicle capable of operating in swamps and flooded areas. So they developed the TK101 from an armored infantry transporter.

The transport bed was replaced with a highly efficient generator, giving it more than enough energy to power any special add-ons. On the ground, the vehicle uses all-wheel drive, while on water it is driven by rear and front-mounted propellers, giving it tremendous speed and maneuverability. The TK101 is lightly armored. When equipped with a light weapon system, it is often deployed in rough territories as a reconnaissance vehicle.



TL 70 VOLGA

When the scientists at the Kurtchatov Research Center started work on an amphibian tank, the first thing they did was reduce the armor, so they could float. The TL 70 model is the result of these experiments, which in fact were half-way successful. The TL 70 can operate in water but is very slow and cumbersome. So the engineers came up with a better idea - to use it as a mobile ballistic rocket launcher. This keeps them hidden in tough terrain, away from direct contact with the enemy.



ESS 30 OKA

This is a lightly armored cutter used for reconnaissance and strike operations. Its main function is battling heavy enemy ships. The unit's enormous speed enables it to strike like a rattlesnake and quickly withdraw beyond enemy range. It can also defend ships of the Leviathan class.



ESS 200 LEVIATHAN

This heavily armored ship is the ED navy's main strike unit. It has an extended firing range, meaning that its missiles can hit targets situated far inland.

MI 106 COSSACK

This small helicopter, equipped with machine guns, is perfectly suited for reconnaissance operations. With its tremendous speed and maneuverability, it can easily dodge enemy rockets, while its special ammunition helps it destroy light enemy units..



MI 140 GROZNY

Due to the heavy losses incurred by the MI 106 Cossack models during the early part of the war, ED scientists were forced to develop a new type of helicopter that would be strong enough to stand a direct hit with a surface-to-air missile. The needed breakthrough was reached when the scientists developed a new composite armor. This enabled them to construct an assault helicopter, the "Grozny," which proved to have much more resistance than the Cossack. But the increase in protection came at the expense of overall flying speed.



MI 200 HAN

In 2147, demand for a stealth unit that could catch enemy units unawares prompted scientific research into a heavy bombing helicopter, the Han. Able to fly at low altitudes and avoid radar detection, the Han can carry up to 6 tons. This means it can lift and transport fully loaded ore containers. The Han has no armor at all, so it's defenseless against anti-aircraft attacks.



MI 300 THOR

The Thor is a heavily armored helicopter used to carry out air raids. Although similar in design to the Han, its lifting capacity is significantly reduced because of its heavy armor plating. But this in turn increases its effectiveness as a military tool. It can break through anti-aircraft defenses and release bombs precisely over enemy bases - something the MI 200 model cannot do.





MI 27 URAL

This light, speedy helicopter is used by supply units. Its main task is to re-supply front-line vehicles units with ammunition.



UKRAINE

The Ukraine is a heavy transportation craft used to ferry units into sectors. It can carry up to 12 units.





ED STRUCTURES

VEHICLE PRODUCTION CENTER

Heavy construction machines and civilian vehicles are manufactured here. The VPC has its own power source, so it's more or less independent of other structures. Any basic vehicle (without equipment add-ons) can be produced here. Its two cannons can easily fend off attacks by your enemy's light units. Remember to protect your VPC at all costs. If lost, you lose the ability to produce any heavy construction machinery to expand your operation, and that means defeat..



WEAPONS PRODUCTION CENTER

Here you can produce any kind of battle vehicle you want. The WPC isn't particularly well armored, so you'll need some kind of special protection here. If this structure is destroyed no heavy battle equipment can be built.



POWER PLANT

This is a normal, medium-output, atomic power station. The reactor has a built-in cooling system, plus a transmitter which supplies energy to neighboring structures.

Your Power Plant has an ingenious automatic safety system, so if it takes a direct hit and is destroyed during an enemy attack, there'll be no atomic explosion to blow your other structures and units to smithereens!



Some tips: F10 tells you the energy range of your Power Plant. Green Lightning Symbol - defines energized areas. Blue Lightning Symbol - defines areas in which you can erect a transmitter. The Transmitters are connected to the Power Station.



MINE

The Mine excavates underground resources. The raw materials are packed in airtight containers and brought out on a conveyor belt. Then the containers are either transported to a Refinery or to your Space Port.



REFINERY

The Refinery breaks down the raw materials into components necessary to keep production going in your Production Centers. Special units deliver the raw material containers to the Refinery. Then a conveyor belt takes them inside.



RESEARCH CENTER

This is where your scientists and engineers are based. All kinds of research and experiments are carried out here and new technologies developed. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed and then eventually given the go-ahead for mass production. Owning a Research Center gives you access to ultra-modern technology.

Note: Two Research Centers speed up your research by 10%, a third by another 10%. More than three provide no further benefit and are therefore is a waste of resources.

SUPPLY DEPOT

This is a military center which supplies ammunition to your units and structures. The ability to supply units is totally dependent on your bank balance. As soon as a unit's ammunition supply is exhausted, delivery occurs automatically. And you can have ammunition delivered to any unit you select. Units in tunnels are difficult to supply, but as soon as they exit the tunnel, ammunition will be waiting for them.



Note: The Quick/Average/Slow button defines just how fast the deliveries are made. Setting this to slow enables transporters to deliver ammunition to more vehicles.

SHIP YARD

The heart of the Shipyard is a hangar where naval units are constructed. This structure should only be built at the waterside, at a location with space enough to harbor ships and boats and broad enough for a lock.



MISSILE CONTROL CENTER

The MCC is the control center for the most dangerous firepower of all - the atomic-warhead armed missile. You'll need this structure to erect silos for these missiles. No matter what the distance, these weapons always hit their target unless intercepted by SDI, since they're aimed by satellite. It may be necessary to use these weapons often to successfully achieve your mission aims.





HEADQUARTERS

This is the strategic control center of the ED. The HQ is needed for access to new, advanced strategies and to successfully complete each mission.



TUNNEL ENTRANCE

This structure handles communication between the tunnel system and the surface. It has its own generator, so it doesn't need a Power Plant.



PILL-BOX

The Pill-Box is an important defensive structure. Heavily armored with great resistance to all kinds of firepower, it lies close to the ground in the ED's first defensive line. While the Pill-Box is doing its stuff, your second lines of defense can open fire on your enemies and annihilate them. And because it lies so low there'll be no danger of your own units hitting your Pill-Box from behind. It's dependent on a Power Plant for its energy.



SMALL TOWER

Three or four small towers are an excellent defense against light and medium heavy airborne armor. They can also repel infantry attacks. But bear in mind that they are not as effective against heavily-armored enemy infantry, simply because they do not mount heavy artillery.



LARGE TOWER

Normally equipped with heavy artillery, extra weapons can be added on to this structure, such as a heavy laser, or large rockets. A few of these large towers placed strategically can thwart even the strongest and most heavily-armed enemy troops.



LANDING ZONE

This small structure marks out landing areas for heavy transporters. It has a strong signal transmitter which enables it to guide planes in safely at night or in thick fog.

Note: This structure is absolutely vital for transporters en route from mission area to base and vice-versa.



RADAR

In the last years of the war, the UCS really used the camouflage effect of the SHADOW to great effect. The ED had to find an answer to this and their scientists came up with a trump card. They developed a generator which destroys the SHADOW's camouflage effect! Mounted on the Radar structure, this generator has yet another capability - it produces a strong magnetic field which jams the enemy's communications with their Command Center, making them leaderless and easy prey.



SILO

This is the firing point for your ballistic missiles. It's concealed underground and should always be built near your MCC. Ready-to-fire ballistic missiles (and atomic warhead missiles) are stored here. Just like in the real world, a silo



takes a long time to reload, so it's better to have several of them loaded up and ready to fire. This increases firing frequency with deadly effect.

TRANSPORT BASE

While ore is being excavated, you have to decide just how many resources you're going to need for your current operations (like structure and vehicle construction) and just how much is needed in the Space Port to produce parts for your space ship. The ore for space ship construction is stored in the Transport Base.

The transport base is well armored, so you won't have to worry too much about enemy attacks. The resources are taken directly from the Transport Base to the Space Port by heavy transporters.

SPACE PORT

The primary goal for any side in &Earth 2150& is to repel enemy attacks and at the same time construct a space ship in which to escape the destruction on Earth. The Space Port serves as a large storage hall for construction material for not only the space ship, but also for the space transporter which carries the construction materials in orbit. If this structure is destroyed, it means the loss of valuable time and almost certain defeat.

Note: The structure is located on your base. The raw materials stored here have come from the Transport Centers. You can send raw materials from the Space Port to the warehouse or vice-versa. Just use the buttons "Get 5000" or "Put 5000." You can find these on the Space Port's control panel.



DEFENSE

ED structures are usually equipped with active defense systems, consisting of directly mounted guns. This has one major advantage - it is incredibly hard to destroy a highly fortified structure which is constantly firing back! A typical ED defense structure has high towers and low, complex bunkers. Two defensive lines usually protect ED fortifications. The first includes the pill-box designed to resist enemy attacks for long periods and to ensure the security of the second line. The second line includes high, lightly armored but heavily armed large towers capable of firing above the bunkers and destroying any attacking units with their heavy weapons. Spread all over the base, and covering the entire defensive area, small towers are responsible for anti-aircraft defense.

ORE EXTRACTION

The ED is still way behind the times when it comes to mining. They build mines, extract the ore, then store it in special containers. Transporters haul these containers either to the refinery for further processing or to the Transport Center for shipment to the base. The mine, the refinery and the Transport Center are equipped with "conveyor belt" flights and containers. Transport Centers also have canal locks connecting them to the transporters carrying the ore to the base.

POWER SUPPLY

The ED energy network is based on small nuclear power plants built close to different groups of buildings. Each plant is self-supporting and consists of two elements - a nuclear reactor responsible for creating the energy, and a transmitter to send it to the structures. Since the ED never really got into wireless energy transmission research, they still rely on inefficient first-generation transmitters based on plans that were stolen from the UCS. The transmitters use lots of energy, which is why they have to be located within the power plant complex itself. These transmitters can supply only those structures that are located in the immediate vicinity. Structures farther away need their own power plants. This is the single most noticeable aspect of all ED bases - there's always a power plant right in the middle, surrounded by various buildings.



UNITED CIVILIZED STATES

As the 21st century began, who could have predicated that things would turn out as they did? With millennium parties in full swing, people around the globe celebrated wildly. As the world's most prosperous land, the United States had the most to cheer about - and the most to look forward to. Globalization had won the day and there was little doubt who the big winner would be.

But after the empty champagne bottles had all been cleared away and the hangovers subsided, the first rumblings started. First came the crash on Wall Street. Stocks plummeted to levels which made the 1930s look good. As irrational exuberance gave way to incurable pessimism, one international corporation after another simply dissolved, factories closed their doors, and pictures of millions of unemployed wandering around desolate city centers in the vain hope of finding something to eat came to symbolize the plight of the 21st century.

The crisis brought about some dramatic social and political changes in the US. To focus attention away from the miserable economic situation, those in power pushed for a "guns instead of butter" policy. Defense outlays were dramatically increased and a siege mentality created among the population. For 30 long years, Americans were made to believe the entire world had become an enemy, and that foreign armies were just waiting for the right moment to attack. Under these tense circumstances there was little to prevent a relatively minor incident with Greater Russia in the 2040s from escalating into a large-scale conflict. In the ensuing war of 2048 all European and Asian powers were completely destroyed. Since the US had invested early in a top-rate missile defense system, it suffered less damage than the others. But the war left its mark. Not one single nation managed to emerge unscathed. The only result of the bitter conflict - global anarchy.

Slowly and painfully, the North American continent began reconstruction. Twelve states in the former USA formed a federation called the United Civilized States, with a provisional government. But people had long ago lost faith in politicians, who were seen as self-interested and greedy. A new movement led by Richard Bowman stepped into this power vacuum. Bowman's theory was radical if not particularly original - power corrupts and since those who seek it are usually motivated by the lowest personal interests, the best government is the one that doesn't exist. To his critics, who pointed out that somebody must govern, he repeatedly claimed to have a plan already worked out.



And that he did. His "solution" was a government run by an absolute minimum number of bureaucrats chosen by a lottery system. To keep them from becoming entrenched, they could only remain in office for a few months.

Despite some opposition from conservatives, this strange form of government was installed and given the name "Stochocracy." At first it was difficult getting newly chosen politicians trained in their new positions. But after a few years government ran smoothly. Occasionally a new lottery "winner" was reluctant to take up a position, but these were rare cases. Most citizens saw it as their patriotic duty to carry out the tasks of government - at least for a short time. Fortunately the greenhorn politicians could rely on highly specialized computer systems to assist them in day-to-day matters of state. In fact, they began depending so much on these so-called "advisors" that, after a while, it became clear that the systems were fully capable of running the government without their human overseers.

In 2074, the physicist Mark Springer became head of state. During his short one-year reign he was able to secure financing for a large scientific research program. Back then there were quite a few research institutes, Stanford Laboratory being the best known. Springer also led expeditions into some of the regions destroyed by the war. One of these was known as Area 51, formerly a secret military base. While digging nearby, Springer's crew unearthed a mysterious wreck, which turned out to be the remains of an alien space ship. Scientists began thorough investigations into the strange find to see to what use it could be put.

The steady stream of scientific breakthroughs, inventions and discoveries had a great influence on the daily lives of UCS citizens. Soon CPU-controls were everywhere. Automated factories needed little attention. Robots did all the household chores. There was little work to be done, and everyone lived quite comfortably. Computer systems assumed de facto control over running the country, since the human rulers by now hardly ever felt confident enough to reject their "advice," which now covered every decision imaginable.

This situation changed in 2134 when Jonathan Swamp became Defense Minister. A highly skilled programmer, Swamp was for many years in charge of the main government computer systems. This experience made him the only person in the country capable of using their total potential. As Defense Minister he was granted unlimited access to the military administration processor, known as GOLAN.



While in office, he made some radical changes to the system, allowing him to run computer simulations of military battles all over the planet. But by changing GOLAN's delicately balanced program structure, Swamp created unforeseen glitches throughout the system. As a result, over the next few years incorrect data led GOLAN to make some fatal miscalculations. The worst of these was the order issued to send a large army to the former British Isles. The ED rulers of the territory naturally saw this as a declaration of war.

The resulting war lasted ten years and was fought on all continents. The intelligence of the GOLAN system went up against the courage and experience of the ED leader. Employing some new tactics, the ED at first had the upper hand, until GOLAN calculated the right counter-measures. The battlefield was in a state of constant flux. For a while the ED Army occupied part of North America, until the UCS deployed units equipped with the most modern arsenal. By 2148 the ED was in full retreat before the UCS onslaught from the south. While crossing the North Pole towards Siberia the ED shot off nuclear weapons to stop the advancing UCS units. This turned out to be the turning point - but not as intended by the ED commanders who ordered the launch. The power of the explosions literally knocked the Earth out of its orbit.

In January of 2150 the UCS scientists proved beyond any doubt that in only a few years a major cosmic catastrophe was inevitable. GOLAN was clearly unable to deal with this new information and completely shut down. A new government was quickly chosen to deal with the situation. The solution they came up with was most human in its simplicity - build a space station and evacuate the population. To work out the details they rolled out their new cyber-leader: GOLAN II. This state-of-the-art CPU quickly started issuing orders for new factories to produce the necessary parts. Through computer simulations, it became clear that such a process would require massive amounts of ore and other raw material. So GOLAN II issued another order, this time directly to the UCS Defense Minister - "must immediately call out army... secure all identified sources of raw material."

The final war had begun...



UCS ARSENAL

The computer-controlled UCS army spent vast sums during the war researching new types of weapons. A peek at the UCS arsenal shows the money was well invested. The most impressive weapon is clearly the Plasma Gun, probably the most effective ever used by mankind. Its incredible destructive power, low energy consumption and high rate of fire make it the ideal all-around weapon.

But the real McCoy was the integration of an old satellite reconnaissance link into an orbital plasma gunnery system. This resulted in the UCS having the ability to intercept plasma beams shot from ground-based guns and redirect them towards any target on the Earth's surface. With this devastating technology the UCS can destroy enemy vehicles and structures hidden in places which normally would be inaccessible to regular units. In short - enemies can run from the UCS Plasma Gun, but they can't hide.

UNITS

Most unit types in the UCS army are Mechs, with bodies mounted on two-legged chassis. By using a type of stepping machinery, UCS engineers managed to substantially increase the Mechs' mobility in hilly areas and in forest clearings where tree stumps would normally stop tracked or wheeled vehicles. Yet another factor contributing to their battlefield success is that size and weight have been considerably reduced. Since these units normally must be transported to different locations, this had a major impact on logistics.

Many years of intense research into anti-gravity generation gave UCS engineers an insight into the realm of levitation. They figured out that if an anti-gravity generator could be retrofit into existing lightweight units it would give them tremendous speed and maneuverability. They thought it would also solve the G-force problem, as the generator would produce its own gravity around the unit, thus providing balance and stability. Now at last the theories have been put into practice - generators have been installed in Gargoil fighter planes, heavy bombers and transport vehicles.





MAMMOTH

This versatile, heavy Mech is used for building/bridge construction, ditch/tunnel digging and leveling ground. You need to watch your Mammoth closely as it is very slow and has a hard time evading enemies.



TIGER

This is the basic Mech used by the UCS army. With light armor and the capability to hold small weapons this mech is fast off the assembly line and can cause trouble to opposing forces in large numbers.



SPIDER

This 6-legged chassis can support special equipment add-ons. This Mech is used by the UCS Army for technical support. With the average speed and armor on this unit the spider chassis is ideal for light weapon support as well as repairing old beat up mechs and buildings.



PANTHER

A 2-legged chassis, deployed as a main striking force, the Panther packs a real wallop with the ability to carry heavy weapon systems and shields. The greater amount of armor on this unit does take away from the speed of the Panther but it just plods along killing all in its way.



JAGUAR

This 2-legged chassis, a modified version of the Panther, is equipped with an add-on weapon system. This add on weapon system allows for greater amounts of firepower as the Jaguar lays down twice the amount of firepower of the previous Panther. Due to the incredible firepower and armor on this unit it does take longer to make and is very slow.



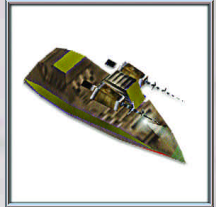
MINELAYER

A caterpillar vehicle deployed either for mine laying or quickly clearing large mined areas. It can locate and detonate enemy mines at a distance. This is due to the electromagnetic field detector hooked up to a radio transmitter. The rear-mounted mine bay can quickly lay mines over an entire battlefield. Basic models can carry a maximum of 10 mines, each of which can destroy any type of enemy vehicle.



SHARK

This is a lightweight naval unit employed for reconnaissance and quick-strike operations. Due to its light armor and weapon systems the Shark is not good for large scale combats.



HYDRA

The Hydra is a heavily armored ship used by the UCS navy as the "big hammer." It'll blow 'em up with a bang! Complete with the ability to carry heavy weapon systems the Hydra can go toe to toe with land defenses and is the bane of amphibious units



GARGOIL

A light anti-gravity craft, the Gargoil is fast and maneuverable, primarily used for reconnaissance and anti-aircraft operations against enemy bombers. Due to the speed of the Gargoil the UCS can use this unit to keep ahead of the enemy.



BAT

As the name implies, this is a medium-weight, anti-gravity bomber, deployed against weakly defended enemy positions. The Bat is ideal in destroying stray units as well as recon units.





DRAGON

This heavy anti-gravity bomber is normally deployed against heavily defended enemy units and anti-aircraft bases. With its heavy armor, Dragon can remain under enemy fire for long periods of time. The main draw back to this unit is that it is very slow and sometimes has to absorb enemy fire as it cannot retreat fast enough.



CONDOR

With no armor, shields, or weapons this unit is used to provide ammo to your units when they run out. Due to the fact that this unit comes with so little it is one of the fastest flying units in your command.



HARVESTER

The Harvester can extract ore and transport it to the refinery. The Harvester is the core ore transport unit for the UCS so take care to protect these units.



TRANSPORTER

A heavy anti-gravity craft used to transport units into battle. The Transporter can lift 14 units. This is ideal in those tight situations when the enemy destroys your bridge and leaves you trapped.



UCS STRUCTURES

VEHICLE PRODUCTION CENTER

This is where the UCS builds its heavy construction machinery and civilian vehicles. All non-military projects developed and tested in the Research Center can be built in this complex. The Center's heavy armor, high resistance and large gun enable it to withstand moderate enemy attacks. You should protect it well. If you don't have enough construction equipment in reserve and this structure is destroyed you won't be able to build any more - which in turn means you won't be able to fight anymore.



WEAPONS PRODUCTION CENTER

This is the production center for various forms of battle equipment. Every military project developed and tested in the Research Center can be built here. Since this structure is not very well fortified, you'll need to provide extra protection. Lose it and weapon production stops. And so does any hope of victory



POWER PLANT

This is a classical nuclear plant with tremendous power. It includes an atomic reactor and a cooling system. You have the option of expanding the plant with additional reactors in order to increase its energy output. In addition, the plant has its own transmitter for sending energy supplies to other structures.

Notes: The F10 function key displays the plant's range.
Green lightning symbol - denotes the fields supplied with energy, Blue lightning symbol - denotes fields where you can place a transmitter. Transmitters are automatically connected to the Power Plant.





REFINERY

The Refinery breaks down the excavated raw materials into elements which are needed to keep the production lines running in your Production Centers. Your mining units deliver the raw materials to the Refineries in containers. The transfer process takes place in a special type of lock which operates hydraulically. You can also unload your ground and airborne units here. Your air units don't even have to touch the ground, they can land directly on the lock itself!



AERIAL SUPPLY DEPOT

This is a Supply Center. Transport planes supply units and structures with ammunition for heavy weapons. Just how often the delivery runs take place depends on how healthy your bank balance is!

Notes: The Quick/Average/Slow button defines just how fast the deliveries are made. Setting this to slow enables your transporter to deliver its ammunition to more vehicles.



RESEARCH CENTER

This is where your scientists and engineers are based. All kinds of research and experiments are carried out here and new technologies developed. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed, and then given the go-ahead for mass production. Your Research Center gives you access to ultra-modern technology.

Note: Two Research Centers speed up your research by 10%, a third by another 10%. More than three provide no further benefit and are therefore a waste of resources.



SHIP YARD

The heart of the Shipyard is a hangar where naval units are constructed. This structure should only be built at the waterside, at a location with space enough to harbor ships and boats and broad enough for a lock.



HEADQUARTERS

This is the strategic control center of the UCS. It houses the many, new, advanced strategies to which you wouldn't otherwise have access. The is required HQ later in the game to successfully complete each mission.



TELEPORT

The UCS leadership, using all their experience gained in the wars of 2140 -2145, wanted to construct a machine which could instantly transport battle units to other crisis areas. After 5 years of intensive research by numerous top UCS scientists, they finally managed to produce the Teleport.

You'll need at least two Teleports, one on each "end."

The transmitter on one splits material into atoms and decodes the atoms' structure. This information is then passed to the other Teleport. It has material generators which use the information to re-materialize the object. The Teleports are an enormous help to you in your battle campaigns. They speed up your troops' transport to the front and more often than not are instrumental in helping you to avoid defeat.





FORTRESS

This is the most heavily-armored structure in the game. The Fortress has two small and two large cannon, making it virtually indestructible to all but the strongest enemy forces. Its strong firepower usually means a quick and successful defense. It can only be endangered by well-equipped, heavily-armored enemy units. Because of its sheer firepower, we recommend that you build the Fortress near one of your strategically important structures.



SDI DEFENSE CENTER

This structure becomes necessary as well at some point during the game. Its function is to protect your positions from weapons of mass-destruction. If an atomic missile is fired at you, three specially constructed detectors calculate its flight path and select the precise time to fire three laser cannons with awesome power. The missile is destroyed in the air, without harming any units or structures. The only disadvantage the system has is that the three detectors have a limited range. That's why it's important to keep the same distance between your SDI's. You should normally place them right next to strategically important structures.



SHADOW TOWER

The UCS strategic experts made the most of the Shadow's excellent camouflage and adapted it for defense use. The result was the Shadow Tower. It conceals your units from enemy scanners

PLASMA CONTROL CENTER

The POS (Plasma Offensive System) is a weapon of mass destruction, technologically very advanced. The PCC (Plasma Control Center) is a part of the POS and supervises the complete system. Based on a satellite defense system invented in 2073, it consists of plasma rays and control structures. The satellites form a system of mirrors which enable plasma beams fired at Earth to be very accurately aimed. The plasma cannon system can reach the enemy anywhere on the map! Its precise aiming mechanism is the secret of its effectiveness. Enemy units or structures located in areas which haven't yet been scouted can even be fired upon. In this case, just aim at where you think the enemy is. The bundled plasma beams are fired by stationary plasma cannons.



LARGE TOWER

This is a huge hurdle for your enemies to cross! It's normally equipped with heavy artillery but you can add an extra weapon on to this structure, like maybe a heavy laser or even large rockets. A few of these Large Towers placed strategically can thwart even the strongest and most heavily-armed enemy troops.



LANDING ZONE

This small structure marks out landing areas for heavy transporters. It has a strong signal transmitter which enables it to guide planes in safely at night or in thick fog.





ENERGY TRANSMITTER

Structures predominantly get the energy they need to function from Power Stations. But the on-going achievements of UCS scientists have brought dynamic improvements to this field of research. Energy Transmitters expand the range of Power Stations; using these Transmitters, whole networks can now be constructed, enabling you to build power stations much further away from your base. So your transmitter network protects your base from the drastic effects of a nuclear explosion brought about by one of those sneak enemy attacks.

Notes: The F10 function key displays the plant's range. Green lightning symbol - denotes the fields supplied with energy. Blue lightning symbol - denotes fields where you can place a transmitter. Transmitters are automatically connected to the Power Plant.



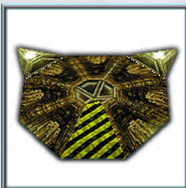
SMALL TOWER

You'll only realize just how effective these structures can be when you have several of them in operation. Three or four of Small Towers are an excellent defense against light and medium heavy airborne armor. They can also repel infantry attacks. But bear in mind that they won't be so effective against heavily-armored enemy infantry, simply because you can't mount heavy artillery on Small Towers.



PLASMA CANNON

Another part of the satellite attack system. The Plasma Cannon shoots out a bundled plasma beam. Aimed by the help of satellites, it can make life hot for enemy units at great distances! Just one shot destroys a majority of enemy vehicles and structures.



TUNNEL ENTRANCE

This structure connects the surface with the tunnel itself. It has its own generator, so it doesn't need a Power Station.



ORE TRANSPORT BASE

When you extract ore, you'll need to decide how much to use for "daily needs" (like building structures, producing vehicles and conducting research), and how much to use for in your orbital base for building your Evacuation Ship. Resources designated for the latter purpose are stored here in the Ore Transport Base.

This structure is very heavily armored, so the resources you store here are safe from all enemy attacks. Heavy transporters take the material directly to the orbital station.

SPACE PORT

The primary goal for any side in &&Earth 2150&& is to repel enemy attacks and at the same time construct a space ship in which to escape the destruction on Earth. The Space Port serves as a large storage hall for construction material for not only the space ship, but also for the space transporter which carries the construction materials in orbit. If this structure is destroyed, it means the loss of valuable time and almost certain defeat.

The completion of a space ship is the last chance to flee Earth and survive.

Note: The Space Port is located in the player's base. Raw materials are sent here from Transport Centers. The raw materials stored in the Space Port can be sent to your base and vice-versa. The buttons "Get 5000" and "Put 5000" are the ones you need for this procedure. You can access them via Space Port control.



DEFENSE

The UCS bases are defended by three types of structures. Small Towers, situated right on base, are armed with lightweight weapon systems for anti-aircraft defense. Large Towers, normally equipped with heavy plasma guns, are very effective in fighting off attacks in mountainous areas where there's not a lot of open space. Flat plains are defended with so-called Fortresses. These well-armored structures are equipped with four different cannon types, and are practically impenetrable for conventional units.

ORE EXTRACTION

The UCS uses special drilling vehicles to extract ore. These multipurpose vehicles locate ore deposits for extraction. Once extracted, the ore is stored in holds within the vehicle. When the holds are full, the vehicle takes the ore directly to the Refinery or the Transport Center for unloading.

ORE TRANSPORTER: This anti-gravity craft is used to move your ore away from the source and to your base during campaign play. You must protect these units as they are carrying a lot of ore with which to help you in the war effort.

POWER SUPPLY

Keeping in mind the rule, "without a proper energy supply a structure will wither and die," this field was made top priority in UCS research centers. The conventional method of delivering power with cable and power lines proved difficult to maintain in wartime. They were over-exposed to enemy attacks, extremely easy to damage and very expensive (and time consuming) to repair. But in 2112, the scientists from the Ramaz Hill Research Center came up with a better solution. They managed to build a prototype of a phenomenally efficient energy transmitter. This invention revolutionized the UCS energy grid.

The UCS uses traditional high-power nuclear generators, usually run on a few reactors. The transmitters send the generated power to the nearby structures. Within the transmitter's operational range, an additional transmitter served to expand the area which could be supplied. So, by installing a complete network of transmitters, the UCS can now supply energy to structures far and wide.



LUNAR CORPORATION

John Fisher was born in 1976. Since his early childhood he had been fascinated by the cosmos, spending his days dreaming of space flights and inventing new technology. The walls of his small bedroom were always covered with science fiction posters. Unfortunately, his dreamy nature didn't endear him to his teachers, and he was generally considered a poor student, despite an occasional good grade in math or science. After finishing high school, he entered State University and got his college diploma. Then he took up a job as a scientist in a small private laboratory. Although the pay wasn't bad, something was missing. The child dreamer could hardly be content devoting his life to doing trivial analysis jobs for whatever large corporation happened to be paying the bill. He knew he didn't have the patience to be an inventor, but he still wanted to achieve his most avid schoolboy dream..... to take mankind into space. But how could he turn this quest into reality? His lack of money ruled out establishing his own research center. So he abandoned the "go it alone" approach and put his greatest asset - his passionate, contagious belief in THE DREAM - to good use. Within a few months he had convinced 10 wealthy, famous industrialists to sponsor his project. Soon he had assembled an efficient research team whose members had been thoroughly infected by Fisher's optimism. In 2002, despite his young age, he was appointed head of the Lunar Corporation. At that time the corporation, or LC as it was affectionately referred to, was growing rapidly, making tremendous technological strides. This culminated in 2012-2014 with the LC taking over the American organization, NASA. As the new holder of nearly all space patents (the most important Russian ones were acquired soon afterwards) the LC was now in a position to take the first major step into the unknown. In 2025 construction began on an orbital city. After more than a few trials and tribulations, in 2034 one of Fisher's dreams came true - Orbital City I was officially opened.

And the Grand Opening came not a moment too soon, for the situation on Earth was deteriorating rapidly. Storm clouds - in the form of political tensions and an ever-deepening economic depression - were gathering on the horizon. The LC was able to charge exorbitant sums from the wealthy for tiny residences in Orbital City I.



With its coffers overflowing and a long waiting list, the LC began construction of Orbital City II as well as the far more ambitious Luna Project, which would create the first permanent settlements on the Moon. In 2040 it became clear that war was inevitable, and the only guarantee of survival was to move far away from the coming atomic bloodbath. So work on Orbital City II was suspended and all resources poured into the Luna Project. Soon the LC was busily transporting completed materials to the Moon.

Work on the lunar city, now known simply as Luna, progressed rapidly, with people moving into each new sector the moment its construction was complete. When war did finally break out in 2048, all Orbital City I citizens were moved to Luna and the Lunar Corporation severed all contact with Earth. This was the start of the city's existence as a self-sufficient, independent community. It was governed by 10 people on the Supervisory Board of the Lunar Corporation. The now gray-haired John Fisher was voted in as the first president.

But all was not rosy. Cracks in the facade appeared as time went by. The majority of the inhabitants had been extremely wealthy people who had led very comfortable lives on Earth. Now forced to live in rough, primitive conditions and do hard, physical labor, they started grumbling - loudly. The Supervisory Board passed a series of edits designed to tighten discipline and force obedience from the citizens. In response, the citizens revolted. The aging president was removed from power. His declining health had long ago turned him into little more than a figurehead. It was clearly impossible for him to take full control of the situation. The rebellion was suppressed in a sea of blood and its ringleaders killed by simply pushing them through an air lock without spacesuits. A few weeks after that, John Fisher died. Despite all that had happened, his loss was mourned by the entire colony and served to stifle the aggression of the two opposing sides. A rather uneasy truce was called, and this brought stability to the colony. The community then elected a judge to the Supervisory Board. His duty was to stop friction between the population and the government. He was empowered to remove the membership status of any Supervisory Board member whose attitude or deeds might destabilize the colony. But he was not entitled to participate in the day-to-day running of the colony. This form of government strengthened national stability and discouraged political intrigue. Each member of the Supervisory Board knew that any attempt to strengthen his own position could put an end to his career. John Fisher's son, Natan, well tutored by his father, became the new president.

A new order had finally arrived and with it a new philosophy was starting to take root. The maxim was, "a man's worth as an individual is based on the benefit he brings to the society."



A citizen's status was defined by his knowledge, skills and diligence - and how he put those to work. Upon leaving elementary school, each child was given a test for individual skills and coaxed into the occupation deemed most beneficial to the colony. In the social hierarchy scientists were clearly at the top, since they were responsible for the colony's future - after all, the colony owed its very existence to solving the many problems associated with life in space. To improve these living conditions, several research groups were formed to begin examining the Moon's surface. In just a few months, the scientists from Luna's Research Center succeeded in developing technologies essential for the colony's survival and evolution.

In 2061, a scientific expedition encountered a series of caves with a high radiation level. More research uncovered a deserted alien base. This discovery spread panic throughout the society. A special group was immediately created under the leadership of Prof. Atomi Hakura and a makeshift laboratory was built near the caves. The research lasted for many years, with the laboratory gradually expanding until it became a separate city itself. It was given the rather uninspired name Luna II.

Around this time a wrecked alien space ship was found off the coast of Mare Imbrium. Extensive examinations showed that it possessed an unknown form of propulsion. To discover just what secrets lay behind it, a special team consisting of the best specialists in particle physics was created. Finally, after 6 years of intensive research, the scientists proudly presented anti-gravitational propulsion to the lunar colony.

Extraterrestrial technologies were not the only field to capture the scientists' interest, however. In 2070, some very peculiar crystals had been discovered. They expanded very rapidly when placed in a strong magnetic field and could absorb elements from the ground around them. Further research proved that utilizing these crystals in the construction of vehicles and buildings was a very inexpensive way of enhancing their resistance.

At the end of the 70s, Prof. Hakura was in charge of a Mars terra-forming project and in 2085, the first unmanned anti-gravitational ship was sent to Mars on a fact-finding mission. More ships were sent in 2090. Their mission over the next 100 terrestrial years was to make Mars a great place to live.

While this was going on, the scientists working on alien technology discovered how magnetic



shields operated. This enabled construction of space ships capable of interplanetary travel without exposing passengers and crew to solar radiation.

Hope spread through the colony like wildfire. Could the population exodus plan drawn up by the Board really be feasible? The next 50 years were spent sending ships to Mars in order to create living conditions suitable for human beings. A man-made greenhouse effect increased the temperature to 15° C, rising a little each year. The scientists predicted that in 20 years they could melt the ice cap to provide enough water to sustain life on the Red Planet.

In 2150 the long-dreaded Great War finally broke out, sending Earth down a headlong path towards destruction. And this cosmic disaster would eventually engulf the Moon as well. Faced with this horrifying reality, the citizens of Luna turned their efforts to constructing yet another home - one far enough away from the long-suffering Blue Planet. But for this project they require lots of natural resources, far more than the barren Moon can offer. So it's back to Earth, and a battle for which they are woefully unprepared.

ARSENAL

When the Great War broke out in 2150 the LC, having never been involved in conflict, had no army whatsoever. So conventional weapons production had to start in a hurry. The weapons they did produce were of little help, though, since the units to which they were given hardly knew how to use them! It soon became painfully clear that rifles and rockets just wouldn't do against an experienced enemy - the LC had to make up in technology what it lacked in fighting skills. So their highly creative scientists started coming up with advanced forms of weaponry. Their first success was the development of a sonic gun, based on components from the drilling rigs. Another giant step was the development of an electric shock gun, which could quickly destroy enemy units' metal casings.

More research led to even more breakthroughs. One of the most dazzling was the development of a cloud cover control system, which could be used to accompany an offensive against an enemy base. Then came something truly ingenious - a meteorite shower control system for bombing enemy bases from space!



UNITS

Since the Lunar Corporation had to build up an army from scratch, they saved time by converting their civilian vehicles to military ones by mounting guns on them. The vehicles all utilize anti-gravity propulsion. Most are equipped with weak moon generators, allowing them to float 1 -2 meters above the ground. Later models have stronger generators, allowing them to operate at any height.

LUNAR

This is a light, unarmored vehicle used for reconnaissance. Being equipped with light weapon systems, it's not too good in combat situations. But its power shield generator and easy maneuverability make it a fantastic escort vehicle.



MOON

A very fast, lightly armored vehicle. A power shield generator and light weapon systems can be attached, making the Moon a powerful combat unit at a good price.



CRATER

When designing this vehicle, the LC engineers sacrificed speed for power, and equipped it with heavy armor and a power shield generator. The decision made Crater the most resistant of all LC units. And it's been adapted to carry high-caliber weapons that should guarantee its success in the heat of battle.



METEOR

This light fighter is the first model equipped with a modified anti-gravity generator capable of rising to any altitude. It's used for reconnaissance operations and to repel enemy bombers. Due to the engine's high energy consumption, the Meteor is not equipped with magnetic shields. For purposes of attack, it comes equipped with a chain-gun or light rockets.





CRUSHER

This typical attack vehicle is designed to inflict huge losses on the enemy in a very short period of time. By reducing the energy consumption of the power shield generator, the engineers have made it possible to attach two heavy weapon systems. Because its armor is only average, the Crusher is unable to spend a long time under direct fire. You'll need to protect it with an escort of smaller, heavy shield-equipped units, like the Lunar.



THUNDERER

This huge, very slow, anti-gravity craft is equipped with heavy armor. The modified engines allow it to fly at any altitude, so it can reach into the heart of an enemy base. Heavy rockets and sonic guns make it the ideal unit for air raids against enemy troop concentrations.



TRANSPORTER

This is a large transportation vehicle used for ferrying units into sectors.



LC STRUCTURES

MAIN BASE

The LC builds all their heavy construction, civilian and military vehicles right here. Any object developed and tested in the Research Center can also be built here. The Base is thickly armored and has cannons to fend off attacks by lightly armed enemy units. The main building has its own generator, so it can operate without external energy supplies. You must protect this structure well. If it is destroyed, and your heavy construction and military vehicle reserves run out, the battle is over.



SOLAR POWER PLANT

The LC Solar Power Plant is a technologically advanced structure consisting of a generator and several ergonomically designed and very powerful solar batteries. The plant has a high performance transmitter, capable of providing energy to distant structures. Extra energy is sent to batteries for storage. These batteries run the base during daytime hours. The plant's capacity is based on the intensity of the sun's rays. At night the reflective plates fold up and wait for sunrise.



Note: This structure doesn't actually create energy! For this at least one solar battery is needed. Click on the "Add Battery" button to equip the plant with a battery.



MINE

For obvious reasons, this high-tech structure should be built very close to ore deposits. LC mines are capable of extracting and processing ore simultaneously. In other words it's a mine and a refinery in one. Its loss eliminates the ability to supply raw material to your military and civilian infrastructure.



RESEARCH CENTER

This is where your extremely inventive LC scientists and engineers are based. R&D tasks for all new technologies are carried out here. Every unit or structure upgrade has to be developed and tested here and prototypes of new units are planned, constructed, and then given the go-ahead for mass production. Without this structure you lose access to the latest technology and probably the war as well.

Note: Two Research Centers speed up your research by 10%, a third by another 10%. More than three provide no further benefit and are therefore is a waste of resources.



AERIAL SUPPLY DEPOT

An Aerial Supply Depot is a supply center. Transport helicopters use this as a base for delivering ammunition for heavy weapons to units and structures. The more money you have in your account, the more often you can make these deliveries. This is also where vehicles damaged in battle come for complicated repairs.

Notes: The buttons Quick/Average/Slow determine the speed with which the structure reacts to incoming delivery requests. The slower the reaction time, the more vehicles the ammunition transporter can supply.

GUARDIAN

The Guardian is the most heavily armored structure in the game. The double-ringed defense tower is fortified with two heavy cannons, making it indestructible for all but the most heavily armed attack units. Since the tower packs a serious punch, it can usually repulse attacks quickly and successfully. Only concentrated attacks by well-equipped enemy units pose any danger. Because of its strength, you should set up the tower near the Main Base or other strategically vital structures.



DEFENDER

Single Defender structures are too weak to defend themselves against enemy attacks. But there's strength in numbers. If you set them up in groups, one next to the other, they can ward off attacks by lightweight planes and other weakly armored units. If you place them in large unexplored territory, they act as a good early warning system.



HEADQUARTERS

This is the LC strategic command and control center. This structure opens the door to lots of new strategies that you otherwise wouldn't have access to. The Headquarters is needed at different points in the game in order to successfully complete missions.





WEATHER CONTROL CENTER

This is the LC's answer to the other weapons of mass destruction, nuclear and plasma weapons. The WCC is capable of radically altering weather conditions. It can start a long rain shower, suddenly send the temperature soaring, or unleash a thunder storm. In other words, the LC has managed to turn weather into a weapon. Use Rain to flood low-lying enemy territory - destroying all units and structures in the process. Use lightning to take out those at higher elevations.

As the game progresses, it becomes more and more difficult to summon the forces of nature. The closer the Earth gets to the Sun the drier the planet becomes - until rainfall is a precious commodity. Nevertheless, the Weather Control Center does not completely lose its usefulness. It can take over the control of meteorite showers and redirect them toward enemy units and structures.

Notes: This structure is powered by electricity. Right after you've built it, the WCC starts loading up its batteries. Once they're full, the structure is ready for action. The control panel displays these buttons:

Sun - Sweeps the clouds away. This in turn increases the output of your Solar Power Plants. This is very useful for stopping Lighting Storms.

Wind - Brings strong gusts to the entire map. This hinders any enemy air strikes. This is very powerful weapon against enemy who is just producing aircrafts. All aircrafts produced during Strong Wind period are trapped on the ground and are BLOCK production factories.

Snow - (only works in snowy terrain) Starts a serious snowfall. The view range of all units is reduced to 1/5 of normal range.

Rain - (only works in Spring and Summer terrain) Starts a downpour, which greatly reduces units' speed and maneuverability. Player can use it to slow down enemy attack on players base.

Lightning Storm - (only works in Spring and Summer terrain) Starts a thunder storm. Lightning wreaks havoc on enemy vehicles and structures.

Meteor Rain - (only works in volcanic terrain) Starts a meteorite shower, which destroys enemy units and structures.

SDI DEFENSE CENTER

This is another structure you must have as the game advances. Its purpose is to defend your positions against attacks by weapons of mass destruction. If a nuclear missile is shot in your direction, special detectors designed specifically for this purpose track the missile's flight path and unleash three high-powered laser shots at just the right moment. The incoming missile explodes in the air without damaging your units or structures. The only drawback to this system is that the detectors have a somewhat limited range. That's why you should set up your SDI Defense Centers at equal distances from one another - ideally close to strategically vital structures, in other words, those without which you cannot properly continue the war.



ORE TRANSPORT REFINERY

From extracted ore, you allocate how much to use for "daily needs" such as building structures, producing vehicles and conducting research, and how much to use in your orbital base for building your Evacuation Ship. Resources designated for the latter purpose are stored here in the Ore Transport Refinery.



This structure is very heavily armored, so the resources you store here are relatively safe from enemy attacks. The structure has a landing strip for heavy transporters, which takes the material directly to the Main Base.

BATTERY

This is a battery with huge capacity. Its only task is to store excess energy during the day for use at night. It has a high power transmitter, which can supply energy to structures many kilometers away. If it's destroyed, parts of your base could lose power completely, ruining all your defensive plans.





LANDING ZONE

This small structure is used to mark landing areas for the Heavy Transporters. Thanks to its strong radio transmitter, Transporters can find their way even in thick fog.

SPACE PORT

The primary goal for any side in Earth 2150 is to repel enemy attacks and at the same time construct a space ship in which to escape the destruction on Earth. The Space Port serves as a large storage hall for construction material for not only the space ship, but also for the space transporter which carries the construction materials in orbit. If this structure is destroyed, it means the loss of valuable time and almost certain defeat.

Notes: The structure is located on your base. The raw materials stored here have come from the Transport Centers. You can send raw materials from the Space Port to the warehouse or vice-versa. Just use the buttons "Get 5000" or "Put 5000." You can find these on the Space Port's control panel.





DEFENSE

The Lunar Corporation built their structures with one thing in mind: "get the best functionality from the least material." For defense against enemy attacks, they equipped all structures with light guns. To protect other objects they created two types of buildings: the Defender and the Guardian. The Defender is a small structure with two light guns, usually assigned to anti-aircraft defense. The Guardian, on the other hand, is a very solid structure equipped with two heavy guns capable of repelling attacking ground units. Using two guns really increases the structures' effectiveness. Living in space, the LC have always been on the cutting edge of innovation. Their lunar bases and light vehicle crews are protected from space radiation by magnetic power fields. With some slight modifications, they can be used to disperse laser, ion or plasma beams. These magnetic power fields have one fantastic advantage - recharging them is fast and easy!

ORE EXTRACTION

The Lunar Corporation operates fully automatic mine-processing factories. The machines mine ore and process it into the required materials. Since the ore is processed at the same time it is mined, there is no need to transport it. This is the fastest and most streamlined method of obtaining the materials the LC needs for Earth-based operations.

POWER SUPPLY

Not surprisingly, given the Moon's almost complete lack of fissionable material, the Lunar Corporation's energy supply comes from solar power stations. Getting this system up and running on Earth posed some tricky problems, particularly with the shorter day and night cycles. Also, unlike the Moon, the Earth has an atmosphere, and frequent cloud cover drove the LC scientists crazy at first. But, as always, they managed to adapt. The first problem was solved by adding battery structures to gather the energy reserves during the daytime hours for use at night. Effective weather control systems solved the cloud cover problem. Now, enormously efficient transmitters send this power directly to LC structures. The power and range of these exceed that of anything ever invented on Earth.



THE NETWORK GAME

This mode lets you test your prowess against human opponents. To start, select **Multiplayer** in the main menu. Now select or create a player, just like in Single Player mode and carry on. A network parameter selection window is displayed.



GETTING CONNECTED

Some configuration settings appear in the network parameter window. These settings depend on the current configuration of your computer.

If the window is empty, check to see if the network parameters are installed and if DirectX has been installed properly.

Select a parameter and click on **Initialize**. But remember to choose a parameter which all players have.

After parameter initialization, the game session selection window is displayed.

Here you can create your own network game or join a current game. The current games are displayed in the right window.



To join a current game, select one from the list and click on **Join**.

To create your own network game, enter your name (or a password) and click on **Create New Session**.

DEFINING GAME PARAMETERS

The game leader defines most game parameters. The others can only make decisions about their own game particulars. While parameters are being set, the players can keep in touch by way of the Message window which always remains active. When you type in a message and press Enter, all the players receive it.

When all game parameters have been defined, the player who created the game clicks on **Start Game** and off you go!



IN GAME SETTINGS

When playing the game player who created the session has ability to make small network configuration. In Menu/Options screen Network tab give him control over the frequency of game packets. He can change it to very left if they are playing over fast LAN and to very right if they are playing over slow internet connection. The player should try different settings to find optimal for current session.

THE SKIRMISH MODE

In this mode, you can fight skirmishes in which you call the tune! It gives you access to battlefields already created by you in the Editor. Used for network game-training, you play under network rules.



THE START SCREEN

As you can see, it's divided into four columns. In the first column, you have a list of accessible buttons and a description of the one you select. It'll tell you what that particular button means, the amount of raw material you have available and how many players are taking part.

The second column gives you more information about the button you chose. The information you get depends on the game mode you selected.

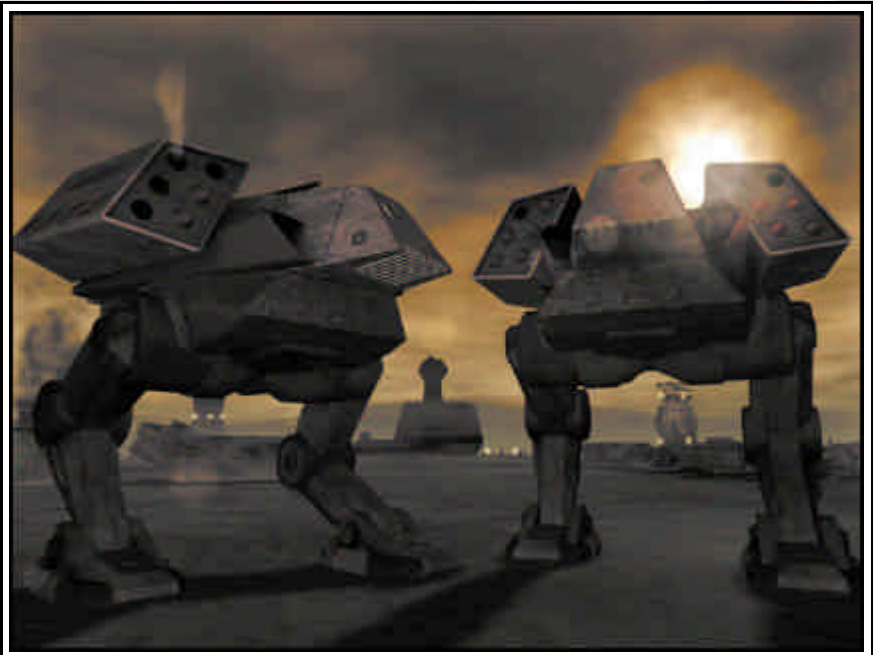
The third and fourth columns contain player information. Here you can decide how many computer opponents should play and how powerful they should be simply by changing the current values. In the fourth column you can select your race and that of the computer opponent.

When you've finished defining your parameters, click on Start Game to begin playing.

The Load button loads a previously saved game. But you can't load a game saved by another player.

Left-clicking on the Back button returns you to the Main menu.

!! WE WISH YOU MUCH FUN !!





CREDITS

PROJECT LEADER

Tadeusz Zuber

DEVELOPMENT DIRECTOR

Mirosław Dymek

PROGRAMMERS

Tomasz Barabasz

Jan Nitecki

Tomasz Radon

Jacek Sikora

LEVEL-EDITOR

Tomasz Barabasz

NETZWERK-PROGRAMMIERUNG

Jan Nitecki

KI-PROGRAMMIERUNG

Tomasz Radon

Jacek Sikora

PRODUCER

Achim Heidelauf

ED-ARTWORK

Wojciech Drazek

Rafał Januszkiewicz

Sławomir Jędrzejewski

Grzegorz Wiśniewski

LC-ARTWORK

Rafał Januszkiewicz

UCS-ARTWORK

Kajetan Czarnecki

Daniel Duplaga

Andrzej Rams

- INGAME -

INTERFACE LAYOUT

Piotr Rulka

3D-MODELLING & ANIMATION

Wojciech Drazek

Daniel Duplaga

Rafał Januszkiewicz

Sławomir Jędrzejewski

Grzegorz Wiśniewski

TERRAIN TEXTURES

Wojciech Drazek

2D-GRAPHICS & TEXTURES

Wojciech Drazek

Daniel Duplaga

Rafał Januszkiewicz

Sławomir Jędrzejewski

Piotr Rulka

Violetta Tranter

ANIMATION

Kajetan Czarnecki

Daniel Duplaga

Sławomir Jędrzejewski

Andrzej Rams

Piotr Rulka

MUSIC

"SPOT - STUDIO"

Kraków, Poland

Maciej Pawłowski

Lukasz Targosz

MAPDESIGN

Mirosław Dymek
Dawid Jakubowski

MANUAL

Lidia Dutkiewicz
Mirosław Dymek
Alexandra Constandache

MANUAL LAYOUT

Alexandra Constandache

BETA-TESTING

Dawid Jakubowski
Tadeusz Zuber
Mirosław Dymek
Achim Heidelauf
Alexandra Constandache
Uwe Schäfer
Dirk P. Hassinger
Dirk U. Jantz
Iris Mocsnek
Ion Constandache
Roman Eich

PR NATIONAL/INTERNATIONAL

Dirk P. Hassinger

TEAM BIELSKO - COORDINATOR

Jarek Parchanski

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FURTHER SPECIAL THANKS TO:

all, we had forgotten!



Music composed and performed by Maciej Pawlowski.

Guitars - Luke Targosz

Trumpets - Tomasz Nowak

Sound postproduction by SPOT Studio.

Foley artist - Michael Turnau

Re-recording mixer - Maciej Pawlowski

All of the sound material has been recorded in SPOT studio



www.studiospot.com.pl

Luke Targosz uses



Strings,



Amps,



guitars,

and



Cry Baby.

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