

2013

Thermal Erosion LTD

[FIELDS OF WAR MANUAL]

This short manual attempts to prepare you for your time in Fields of War so you can familiarize yourself with the game's functions and enjoy it to the fullest.

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Game Activation

Fields of War requires a Game Key and a User Account in order to play.

You must also have the latest version of the game.

Game Key Management

Entering Game Key

When you first run the game, you will be asked to enter your Game Key.

When you enter your Game Key, it will be stored securely on your computer, and from there on the game will look it up automatically and you will not need to enter it again, unless the game cannot find it for some reason (such as when you delete the key, more on that later).

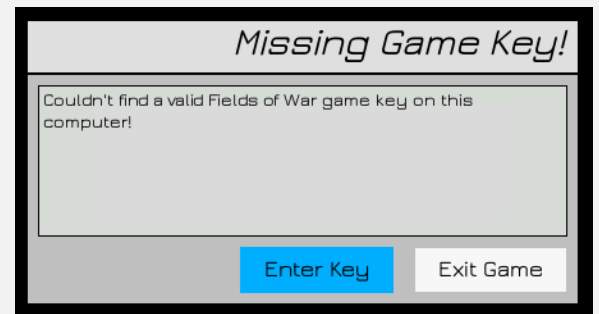


Figure 1: No Game Key Found

Creating User Account

After you provide your Game Key, the game will look for a User Account associated with that Game Key. If it's unable to find one, it will prompt you to create a new User Account by choosing an Alias.

This Alias will be your User Name in the game, and will appear when you talk in the chat, when another player aims at you etc. You can choose an Alias of **up to 18 characters**, and it may contain only **letters** and **numbers**.

You cannot change this Alias, and it must be unique.



Figure 2: No Account Found

Deleting Game Key

If you wish to delete your Game Key from a certain computer for some reason (such as playing at a friend's house or an internet café) you can do so by going to the Settings Menu -> Gameplay, then checking the box that reads 'Delete Key' and clicking the 'Delete Key' button.

A confirmation dialog will then pop up and should you confirm your decision, the Game Key will be deleted from this computer and the game will close.

You will be required to enter a Game Key the next time you start the game.

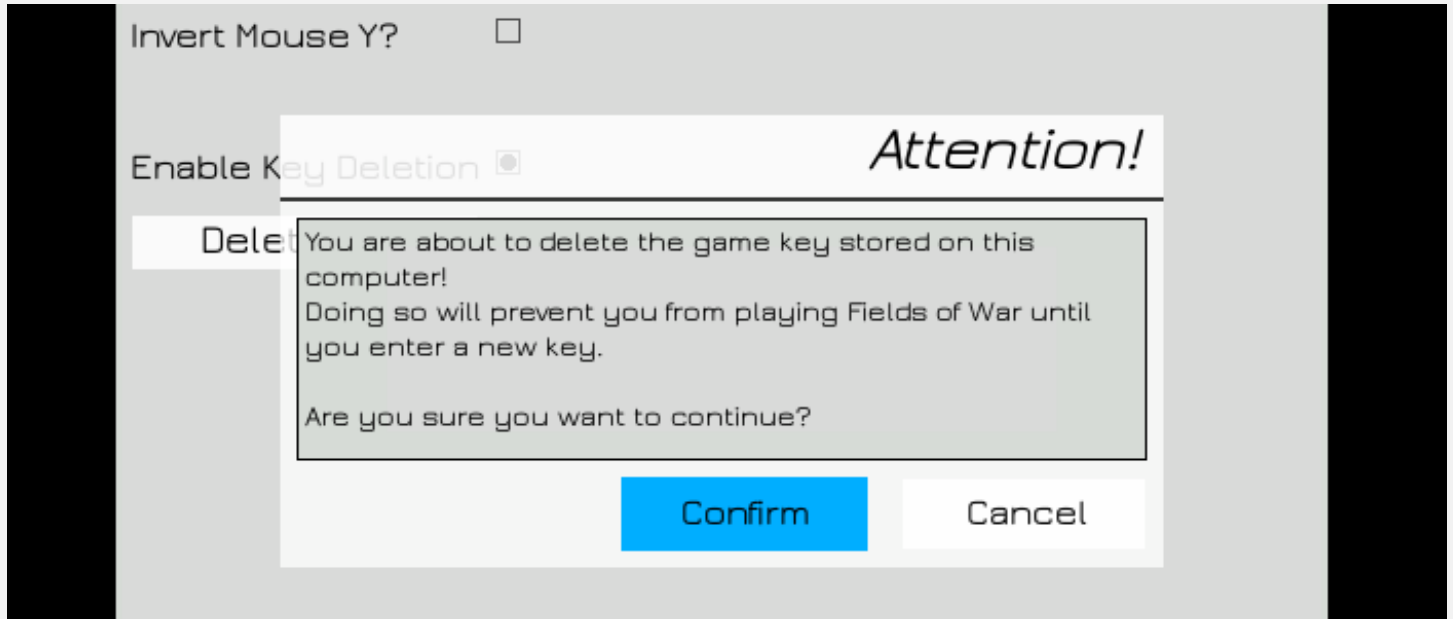


Figure 3: Deleting Game Key

Menu GUI

Layout

The menu is built from 4 parts:

The Top Row

From here you get access to the different menus of the game, such as the Settings menu.

On the left side you can find your logged-in username as well as a button to submit a bug directly from within the game. Please use this button whenever you encounter a problem with the game.

The Left Panel

Here you can navigate through sub-menus of the selected menu (except for the Garage menu; more on that later).

For example, you can navigate between different Settings options such as Video Settings, Audio Settings, etc.

The Right Panel

Here you will find a contextual menu, which changes according to the menu you are browsing.

The Main Panel

Here you will usually find detailed information and the majority of the current menu's functionality.

For example, here is where you will find the various sliders and buttons of the Settings menus.

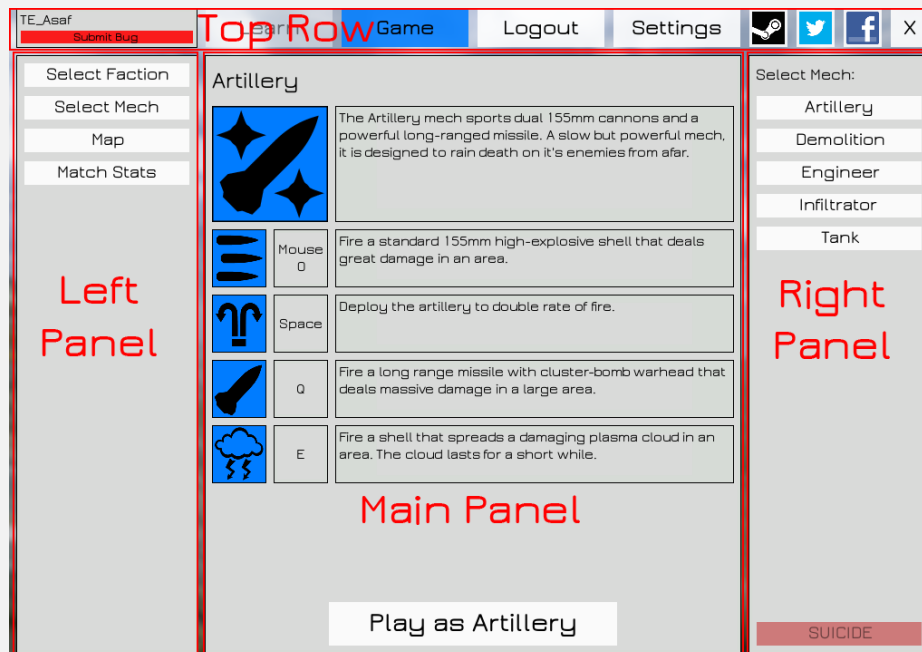


Figure 4: Menu Layout

HUD



Figure 5: Complete HUD

Markers

Markers are intended to display information and draw your attention to things that are happening in the game world.

IFF

Also known as Identify Friend from Foe, these markers help you distinguish between friends and enemies. It displays over the Mech's body and has the same color as the faction the player belongs to (Orange for south and light Blue for North).

If it's not the same color as your faction, it's definitely an enemy.



Figure 6: IFF Marker

Squad

These markers are meant to keep you informed as of your squad mates' locations at all times so you can better help them or coordinate attacks.

These markers have 3 modes:

1. Squad member in front and within range

When the given squad member is within your view frustum **and** within a certain range, the marker will display a small arrow with the same color as the squad position is assigned, and will also display the squad member's name.



Figure 7: Squad Marker Type 1

This marker will always appear to be above the squad member's head.

2. Squad member in front and out of range

When the given squad member is within your view frustum but **out of** range, the marker will simply display a small diamond portraying that squad member's location, with the same color as the squad position is assigned.



Figure 8: Squad Marker Type 2

3. Squad member not in front

When the given squad member is out of your view frustum, the marker will stick to the edge of the screen, displaying the direction in which you have to look in order to get that squad member inside your view frustum.

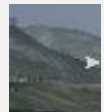


Figure 9: Squad Marker Type 3

Missions

These markers are meant to keep you informed of the location of your current missions and distance until you reach them.

These markers will always display in the same manner, and will stick to the side of the screen if the mission target is outside of your view frustum, in the direction you have to look in order to bring them inside your view frustum.



Figure 11: Capture Mission Marker

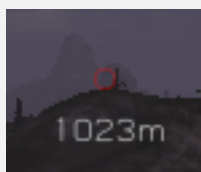


Figure 10: Hunt Mission Marker

Crosshair

The crosshair in Fields of War is composed of several parts, and is meant to display more immediate information.

Crosshair

This is the actual crosshair itself. It will change color to the color of the faction of the Mech you're aiming at, or white if you're not aiming at another Mech.

It will also display Hit Confirmation when you've hit an enemy with a damaging skill or attack.



Figure 12: Crosshair

Range Counter

The range to the point you are aiming at, within a maximum range, or N/A if outside the maximum range.

This information is useful as many skills only work within a certain distance.

Left Side

To the left of the crosshair you will find a small version of your HP bar.

Right Side

To the right of the crosshair you will find a small bar showing the HP of the mech you're aiming at, as well as the name of the player who controls that mech.

Skill Bar

To the bottom of the screen you will find your Skill Bar. Here you can see in a glance all the skills that are available for you and what their current status is, as well as which key or button is used to activate that skill.

There are 3 states in which a skill icon can appear:

1. Available

When a skill is available for use, it will appear in the color of your faction (Orange for South and Light Blue for North).

2. Unavailable

When a skill is unavailable for use due to, for example, range restrictions, it will appear in yellow. This overrides Cooldown.

3. In Cooldown

When a skill is in Cooldown, it will be grayed out and a counter will appear on top of the icon, displaying the time until the skill is available again.

Regular Attack

The regular attack is a special case.

It will appear as Unavailable only when you are out of ammo, and will display an ammunition counter on top of the skill icon at all times. When the weapon is in Cooldown, the icon will be grayed out but no Cooldown counter will appear.



Figure 13: Skill Bar

Status Bar

To the left of the skill bar you will find your status bar.

It displays your health bar as well as any Status Effects that are currently affecting you.

The various effects are:

1. Slowed

This means your mech walks at a slower rate than usual.

2. Snared

This means your mech is unable to move completely.

3. Confused

This means your movement and aiming input are inverted.

4. In Transfer

This means you have been approved a transfer to your target destination and are currently waiting for the transfer to complete.

A timer will appear on top of the icon, showing the time until the transfer complete.

5. Radar Active

This means you have activated the radar skill and can see all Mechs on the map.



Figure 14: Status Bar

Minimap

At the bottom left of the screen you will find your Minimap.

This is a small representation of the map, and is used to give you spatial and tactical awareness of your surroundings. It works exactly as the full map view, except that it is always centered on your mech, and follows you around.

Zooming

You are able to change the Minimap zoom level by either clicking the + and – buttons at the top-left of the Minimap view, or by pressing the + and – keys on your Numpad (Default).

Coordinates

The Minimap also displays your current world coordinates at the bottom. You can use these to better identify your position and surroundings, as well as coordinate operations with your squad.

Compass

Directly above the Minimap you will find the Compass. It shows which direction you are currently looking towards, in relation to the Absolute North.



Figure 15: Minimap



Figure 16: Compass

Field Information

When you enter a Field's border, information about the current state of the Field will appear directly above your compass.

This information includes the Field's name, as well as a progress bar, showing the current control value of the Field. This Control Bar will display in the color of the faction that currently controls the Field or in white if it's neutral.

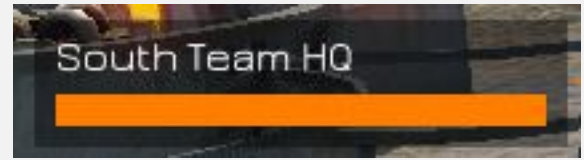


Figure 17: Field Information

Missions

At the top right portion of the screen you will find the Missions area.

Here your current missions will be displayed, along with any relevant details.



Figure 18: Missions

Squad Invites

At the right side of the screen, directly above the chat window, you will find your pending Squad invites. This will only appear if you have squad invites that you hadn't attended to already, as well as the number of unattended invites. Bringing up the Squad Menu will cause the squad invite to pop up in a confirmation dialogue, asking you to either accept or reject the invite (more on squads later)

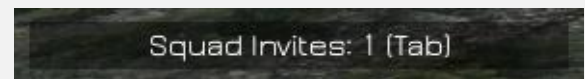


Figure 19: Squad Invites

Squad Members

At the top left portion of the screen you will find a list of your current squad mates and quick information.

Chosen Mech

Leftmost will appear an icon with the squad member's currently active mech, or an icon displaying this player does not control any live mech at the moment.

HP Bar

Immediately after the mech icon will appear a small HP bar, displaying the current health of the Mech this player controls. This way you can keep track on your squad and help those in need.

Color Code

After the HP bar you will find a small circle with the color assigned to this squad position. The player in this position will use this color whenever needed, such as having their Squad Marker (see above) appear in the same color.



Figure 20: Squad Members

Squad

Players in Fields of War can band together to form Squads of Mechs, up to 10 players in total.

Squad Operations

From within the Squad Menu you can perform several operations, depending on your current status in the Squad.

Create Squad

If you are not a part of any squad, you can make up your own!

This will create a new squad and appoints you as its leader.

Invite Player

When you select a player from the player list, who is not part of another squad yet, you can invite them to your squad.

They will receive a squad invite notifications, and should they accept the invite, they will join your squad in the first place available.

Leave Squad

If you are a part of a squad, you can choose to leave it at any time.

When you close the game or switch sides, you will be automatically removed from your squad.

When the squad leader leaves their squad, leadership is transferred automatically to the next player in line.

Make Leader

As a squad leader, you can choose to explicitly transfer leadership to another squad member.

Kick Player

As a squad leader, you can choose to remove another player from your squad at any time.

Join Squad

If you are not a part of any squad, you can send a join request to another squad leader that you select from the player list.

The squad leader will receive a request notification, and should they choose to approve your request you will join their squad at the first position available.

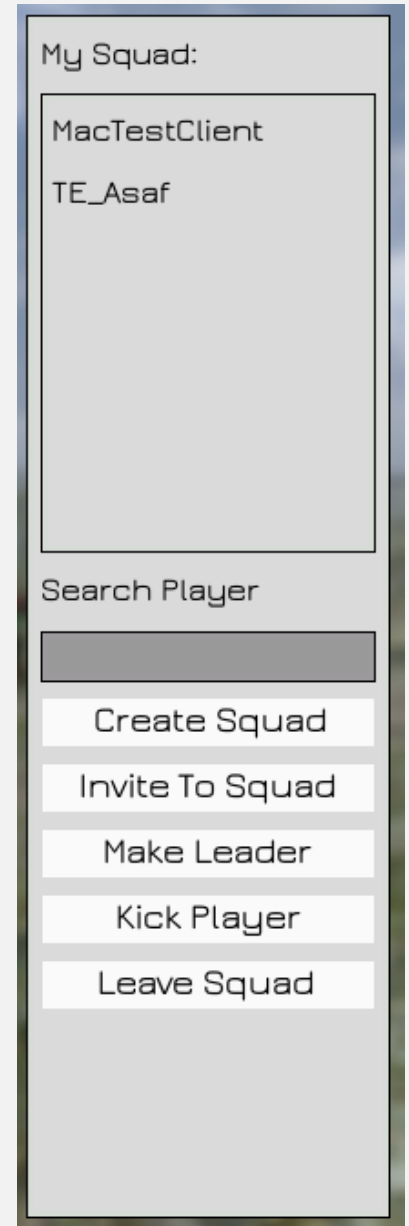


Figure 21: Squad Menu

Map

When you bring up the Map Menu you will see detailed information about the map, and can navigate it freely.

Navigation

You can scroll the map either by holding down the left mouse button and dragging the map around, or by using the same key layout you use for walking with your mech (W, A, S and D by default).

You can zoom the map either by pressing the + and – keys on your Numpad (by default) or by using the mouse's scroll wheel.

Map Border

The map border will appear as a red line on the map as well as in the world.

Crossing that line will prompt a warning that you must return to the battle zone, as well as an arrow showing the direction in which you need to go in order to return to the fight.

If you stay outside of the map border for more than a few seconds, you will be terminated immediately.

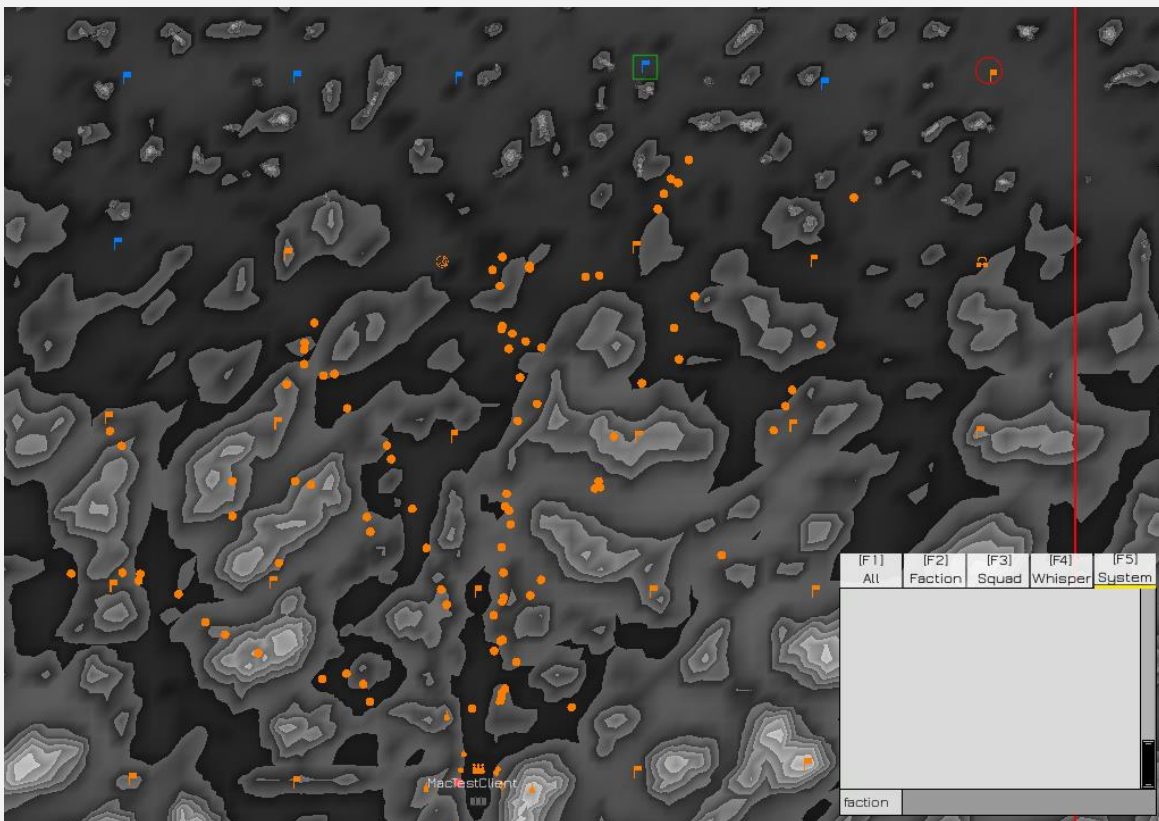


Figure 22: Map Menu

Markers

The map will show you several types of markers, meant to aid you in understanding the tactical situation.

They are as follows:

1. Normal Fields

You will see all the Fields on the map, displayed in the color of the Faction that controls them, or white if they are neutral.

2. Special Fields

Some Fields' markers will appear to be different than the others. These are the special Fields that provides the faction that controls them with additional tactical skills.

Their marker corresponds to the skill they are providing, and they too appear in the color of the Faction that controls them, or white if they are neutral.

3. HQ Fields

The HQ Field of each faction will appear in a special marker of its own, and will always be in the same color of its Faction.

4. HQ Turrets

The HQ Field of each faction is protected by special turrets that prevent the other team from overwhelming and taking the HQ Field.

These turrets appear on the map with special markers that rotate to show the direction the turret is currently aiming at.

5. Local Player

You yourself have a special marker that rotates to show the direction you are currently looking at.

6. Other Players

By default you will only be able to see other players if they belong to your Faction.

By using the Radar skill, you will be able to see the positions of all the players on the map.

7. Squad Members

Your Squad members will appear in the color of their assigned position within the squad, and have their names displayed near their marker at all times.

8. Missions

The same mission markers that you see in your HUD will also appear on the map.



Figure 23: Map Markers. From left to right - Normal Field, Special Field (Resupply), HQ Field, HQ Turret, Local Player, Other Player, Squad Member, Mission Marker (Capture)

Fields

Fields are at the heart of the Fields of War gameplay.

They provide the Faction that owns them with better maneuverability and control over the battlefield as well as other bonuses such as special skills, available only to players in the Faction that owns them.

Transportation

You can transfer between any two Fields under your Faction's control.

To do that, open the Map Menu while you are inside of a Field's border (the **V** key by default), and then click once on another Field that your Faction controls.

The Map Menu should then close, and you will see the Transfer state active in the Status bar area, along with a timer counting down until the Transfer is completed.

The time it takes to transfer between Fields depends on the distance between them.

Using the Strategic Retreat skill is faster than transferring to the HQ from a friendly Field.

Special Fields

Some Fields provide more than just territory control and a way to move across the map quickly.

These Fields also provide special strategic skills to the Faction that controls them.

These Skills are as follows:

Strategic Retreat

This skill begins transfer to the HQ Field, no matter where you are on the map.

Resupply

This skill fully reloads all of your ammunition, as well as the Artillery's Missile.

Radar Sweep

This skill reveals the locations of all of the players on the map for a short time.

Lockdown

This skill prevents the target Field from being captured for a short amount of time.

Move to Friendly

This skill instantly teleports you to a location near the friendly unit you are aiming at.

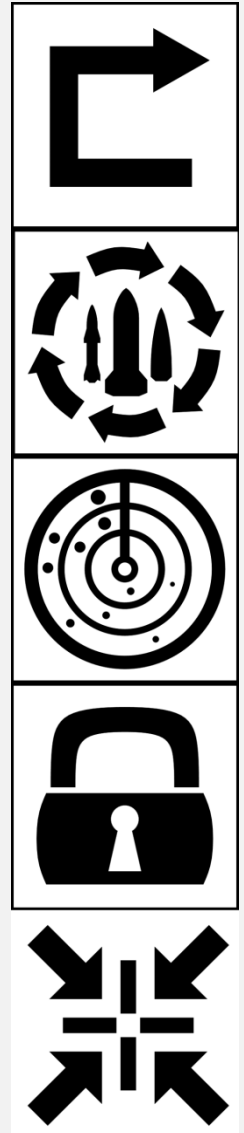


Figure 24: From top to bottom - Strategic Retreat, Resupply, Radar, Lockdown, and Move to Friendly

Capturing Fields

Capture

In order to capture a Field, you must remain within its border for a certain period of time, and it must be connected to the Faction HQ (more on that later). The capture process's progress is displayed in the Field Information section of the HUD (see above).

The amount of time required to capture a field is divided by the number of friendly players within that Field's border, up to a certain limit.

The presence of enemies within the Field's border may neutralize and outweigh the presence of friendly units in a 1:1 ratio, in favor of the currently controlling Faction. This means that if there is 1 friendly unit and 1 enemy unit, the Field control will change in favor of the friendly unit, and if there are 2 enemies, the Field control will change in the same rate as if there was only 1 enemy within the Field border.

Neutralize

Before a Field can be captured by a Faction, it must be neutralized. This means you cannot take a Field directly from the enemy faction, you must first neutralize it (turn it white) and then capture it.

Natural Recovery

Fields that has no Mechs within their borders will naturally return to their owner's state.

Neutral Fields will gradually return to 0% control, while Faction-owned Fields will gradually return to be 100% under the control of their owning Faction.

Chain Effect

In order to maintain control, a Field must be connected to the Faction's HQ in a way.

Fields are connected to other nearby Fields, and together they form a network of Fields that originates from the Faction HQ.

When a Field loses all ties to the Faction HQ, such as when all its surrounding Fields have been neutralized, it is immediately neutralized and becomes lost to that Faction. This means that entire sections of the enemy network can be severed by taking out a few crucial links.

For example, if you manage to take out the 3 closest Fields to the Faction HQ, their entire network will fall as the Fields that keep the connection to the HQ have been neutralized.

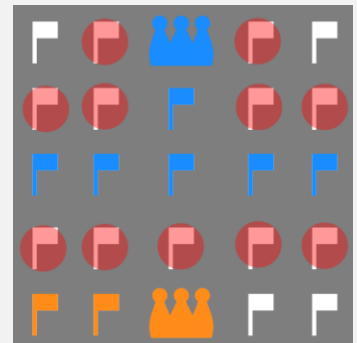


Figure 25: Blue can capture all the fields that are marked in red circles

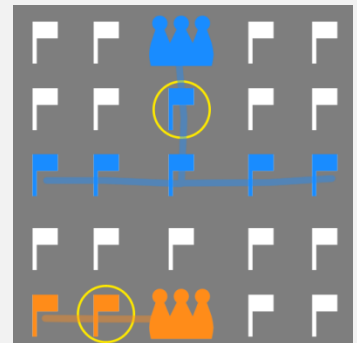


Figure 26: These are the links between the fields to the HQ; the choke points are marked in yellow circles

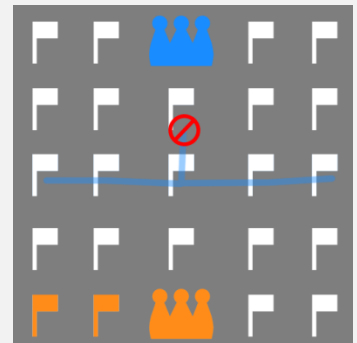


Figure 27: Neutralizing the Field at the Blue Chokepoint caused all of their fields to lose connection to base, neutralizing them as well

Missions

Missions are meant as a way to give you direction and recommendations as to what you should do at any given time.

There are currently two types of missions that are assigned to you automatically:

1. Hunt Missions

Hunt missions assign you a target player that you are to find and destroy.

2. Capture Missions

Capture missions assign you a target Field that you should capture for the benefit of your Faction.

Both these mission types are marked on the HUD and on the Map Menu, and the details are given on screen (see above).

Chat

Channels

Chat in Fields of War is divided to different channels, each responsible for a different group of players and information.

All

This channel is used to broadcast messages to everyone in the game.

Type **/All** or **/all** to switch to this channel.

Faction

This channel is used to broadcast messages to everyone in your Faction.

Type **/Faction** or **/faction** to switch to this channel.

Squad

This channel is used to broadcast messages to everyone in your squad.

Type **/Squad** or **/squad** to switch to this channel.

Whisper

This channel is used to communicate only with the target player.

In order to use this channel type a forward slash - / - followed by the player's name. For example **/Collected**

System

This is a special channel, used to display various informational messages. These include kill messages, capture messages and other feedback from the game itself.

You cannot send messages through this channel.

Filters

It's possible to turn certain channels on or off in order to filter their contents from the chat window.

Whisper

Filtering the Whisper channel will hide all messages that were sent directly to you or by you to another specific player. You cannot filter individual players.

System

This filter switches between different levels of information to display. You can decide to turn the channel completely off, only show messages that are relevant to you or to show all system messages.

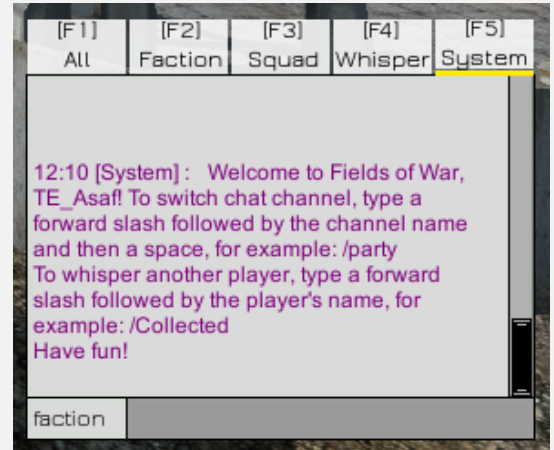


Figure 28: Chat Window displaying the welcoming message, with the System Filter set to display relevant messages only.

Mech Classes

There are 5 mech classes within Fields of War, each with its own set of unique skills and abilities.

The classes and their skills are:

Artillery

The Artillery class is meant to deal damage from afar instead of charging forward.

Standard Shell

This is the standard attack of the Artillery mech.

It fires a flying projectile in a straight line that explodes on contact and deals explosive damage in an area.

Plasma Cloud Shell

This ability fires a flying projectile in a straight line that explodes on impact and creates a Plasma Lightning Cloud that slows and deals damage to enemies within its area of effect, as well as disrupts visibility.

Deploy

The Artillery class enters a deployed state.

While deployed, the Artillery is immobile, but its fire rate is increased and only in this state it can use its Missile skill.

Missile

The Artillery fires a long-range Missile that either follows the target it was fired on or the position it was fired at. The missile detonates above its target, dealing massive damage in a large area around the detonation point.



Figure 29: An Artillery Mech with brown camouflage



Figure 30: From left to right - Artillery Mech Icon, Standard Shell Icon, Plasma Cloud Shell Icon, Deploy Icon and Missile Icon

Demolition

The Demolition class is nimble and sturdy, designed to lead the attack.

Homing Rocket

This is the standard attack of the Demolition mech.

It fires a rocket projectile that follows the target mech it was fired on and detonates on impact, dealing damage only to the mech it hit.

EMP Rocket

This ability fires a rocket projectile in a straight line that detonates on impact and applies Snared (see above) status to all hit Mechs in a small radius around the detonation point.

Assault Jump

This ability causes the Demolition mech to fly into the air and cover long distances in the direction it was walking in. If the Demolition mech uses this ability from an idle position, it will jump in the direction it was looking in.

Mine Rocket

This ability launches a projectile rocket that flies to the destination and deploys, awaiting enemy Mechs to walk nearby. It detonates when an enemy Mech walks within a certain radius around its deployed position, dealing large damage in an area.



Figure 31: A Demolition Mech with snow camouflage

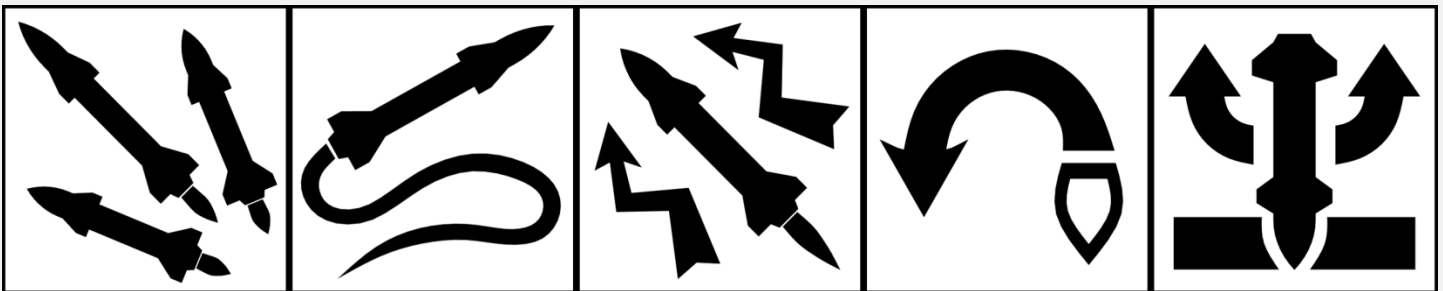


Figure 32: From left to right - Demolition Mech Icon, Homing Rocket Icon, EMP Rocket Icon, Assault Jump Icon and Mine Rocket Icon

Engineer

The Engineer Mech is light and designed to give support to the other Mechs.

Gatling Guns

This is the standard attack of the Engineer mech.

The Engineer fires both its guns and releases a constant stream of bullets in a straight line that hit immediately. Each bullet deals a small amount of damage, but its fast rate of fire compensates for this weakness.

Deploy Field Turret

The Engineer extends its Construction Arm and builds a Field Turret in the specified location.

The turret attacks enemies within range and sight automatically with its cannon and missiles.

Repair

The Engineer extends its Construction Arm to repair a nearby friendly mech.

While repairing, the Engineer mech is slowed.

Pull Beam

The Engineer activates a Gravity Beam that pulls it towards either the location it aimed on or another mech (friendly or not), after which the Engineer is quickly pulled towards the beam's target at great speed.

If the Engineer activates this beam while aiming at another mech, the beam will follow the other mech around as the Engineer is pulled towards it.

The beam will deactivate after the Engineer has come close enough to the destination point, or enough time has passed.



Figure 33: An Engineer Mech with grassland camouflage



Figure 34: From left to right - Engineer Mech Icon, Gatling Guns Icon, Deploy Field Turret Icon, Repair Icon and Pull Beam Icon

Infiltrator

The Infiltrator mech is designed to bypass and flank the enemy, disrupting and confusing their ranks.

Plasma Lightning

This is the standard attack of the Infiltrator mech.

This attack hits immediately at the point the Infiltrator aims at.

Chain Lightning

This ability fires a lightning attack that jumps between enemies, dealing less damage with each subsequent hit.

ECM

This ability applies the 'Confused' status (see above) to a single mech within range, for a short period of time.

Cloak

The Infiltrator mech turns invisible, until it attacks or uses ability.

The Infiltrator can capture Fields while cloaked.

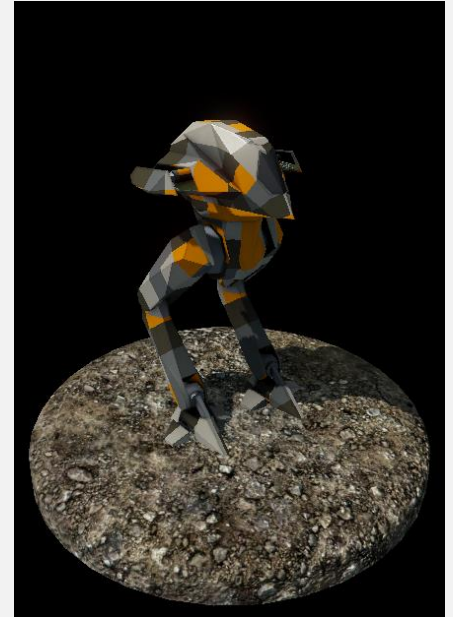


Figure 35: An Infiltrator Mech with custom camouflage

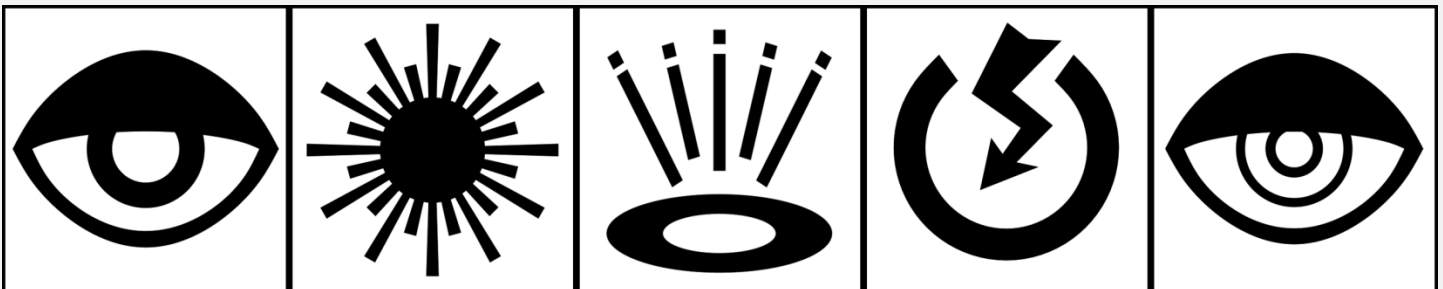


Figure 36: From left to right - Infiltrator Mech Icon, Plasma Lightning Icon, Chain Lightning Icon, ECM Icon and Cloak Icon

Tank

The Tank is the heaviest of all Mechs, designed to draw fire and sustain damage.

Railgun

This is the standard attack of the Tank mech.

The Tank needs to charge this attack for a few seconds before firing.

This attack hits immediately in a straight line.

This attack pierces through everything that is not solid ground, and is capable of hitting several Mechs in a line, or hit a Mech that is hidden behind a building.

Overcharge

This ability slows and deals damage to all enemies within its range.

Create Shield

This ability creates a protective shield around the Tank mech, absorbing incoming damage until it breaks or enough time has passed.

Teleport

This ability immediately transports the Tank mech to a target destination within range.



Figure 37: A Tank Mech with custom camouflage

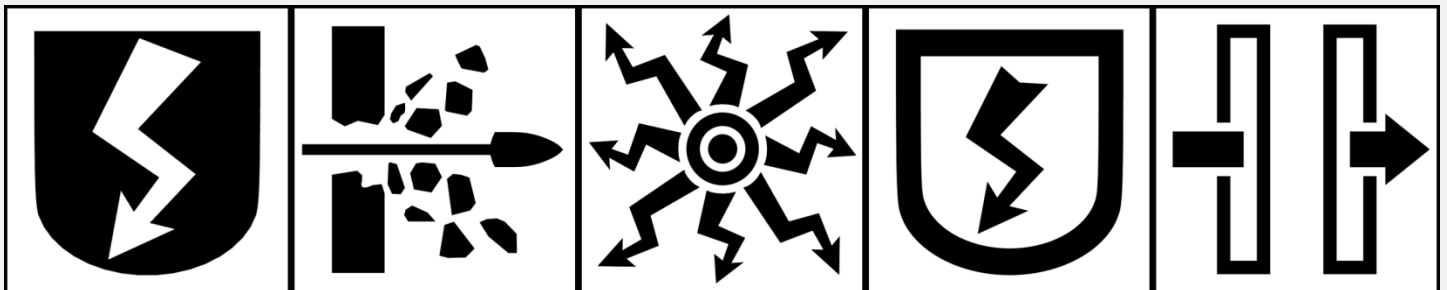


Figure 38: From left to right - Tank Mech Icon, Railgun Icon, Overcharge Icon, Create Shield Icon and Teleport Icon

Customization

Customization in Fields of War is strictly cosmetic.

To customize your Mech's appearance, go to the Garage Menu from the Main Menu (you have to log out of the game server first).

You have several color parameters that you can change in the Left Panel. Simply click on a color and a color popup will appear, allowing you to either select the color by hand or use a color picker to take a color snapshot from any point on the screen.

To create camouflage patterns that suit a certain terrain type, you can choose the environment sample from the Right Panel, which will replace the ground type that the Mech is standing on. Now you can use the Color Picker to select colors that are natural to that ground type.

You can also adjust the lighting condition to see how your Mech will appear during different times of the day by using the slider in the Right Panel.

IMPORTANT: Your customizations options will not be saved unless you click the Save button on the Right Panel!

Clicking the Save button will either create or override the customization file, from which the game will determine your customization scheme the next time you start the game.

You can edit this file by hand to change your customization scheme.

The customization file is found in this path: `*_Data_database\customization.txt`

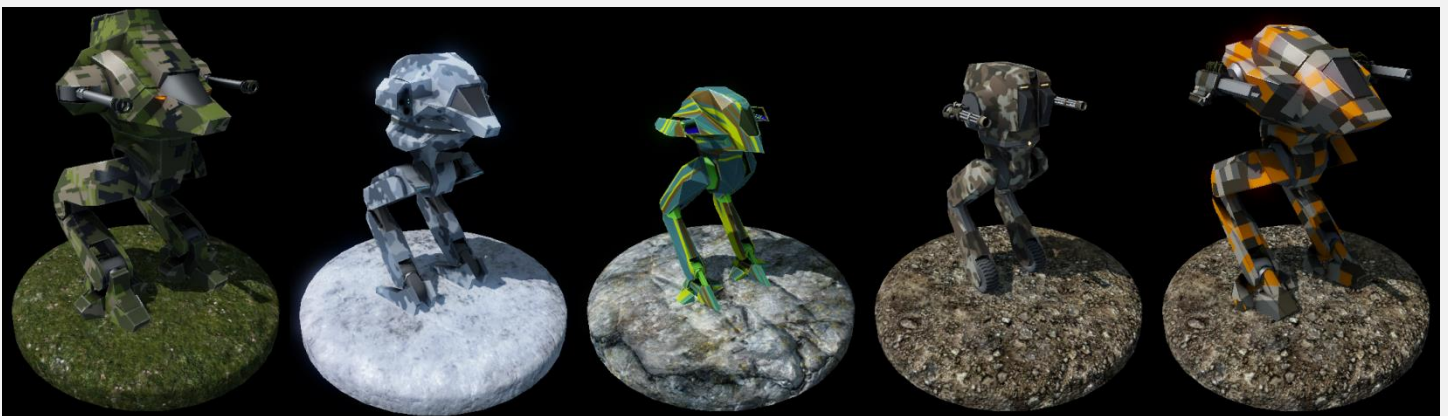


Figure 39: Examples of different customization schemes applied to the different Mechs

Input

Fields of War has many buttons and shortcuts to make your experience smoother and help you perform various tasks within the game.

This section refers to the Default Input Scheme.

You can change almost everything from the Settings Menu.

Movement

To move, simply use the W, A, S and D keys to Walk Forward, Strafe Left, Strafe Right and Walk Backward respectively.

You can also press the C button to toggle Cruise Control, which keeps your mech walking in the last direction it was walking in.

Skills

Your class skills are mapped to the Left Mouse Button (standard attack), Q, E and Space.

Strategic Skills obtained from controlled Special Fields are mapped to the number keys 1 through 5.

Aiming

Aiming is done with moving the mouse. You can change the mouse sensitivity and the camera Field of View in the Settings Menu.

You can also zoom in by using the Right Mouse Button to get better precision at longer ranges. Note that the mouse sensitivity is naturally reduced while zoomed.

Miscellaneous

Chat Filters

The different chat channel toggles are mapped to the F keys F1 through F5.

Chat Channels

You can quickly switch to All, Faction and Squad channels by pressing Ctrl + A, Ctrl + F and Ctrl + S respectively.

Aiming Lasers

The Aiming Lasers are on by default and can be toggled completely off from the Settings Menu, or toggled on and off by pressing the R key.

Menu

You can bring up the Main Menu by pressing the Escape key.

You can bring up the Match Stats Menu by pressing the Tab key.

You can bring up the Map Menu by pressing the V key.

Screenshots

You can capture a screenshot of the game by pressing the F12 key.

Screenshots are saved to the *_Data folder.

Map Zoom

You can zoom both the Map Menu and the Minimap by pressing the + and – keys to zoom in and out respectively.

While in the Map Menu you can also use the mouse's Scroll Wheel for zoom.

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