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1. INSTALLING THE GAME

SYSTEM REQUIREMENTS

Minimum

Single Play

Pentium 100 (133 Recommended) with 16 MB RAM (24 Mb recommended), Microsoft or fully compatible mouse, 4X CD ROM drive, Windows 95, 35 MB hard drive space, 100% SoundBlaster compatible sound card, VGA 256 color or better video.

Multiplayer

Up to 4 Players: Pentium 133, 24 MB RAM

Up to 8 Players: Pentium 133, 32 MB RAM

Up to 10 Players: Pentium 166, 48 MB RAM

INSTALLING TOTAL ANNIHILATION

Standard Installation

1. Place the Total Annihilation CD 1 in your CD-ROM drive.

2. Wait for the installation menu to appear. When it does, click the Regular Install button, then follow the on-screen instructions.

3. Insert Total Annihilation CD 1 to start a single player game.

Installation without AutoPlay

If you do not see the installation screen appear automatically after inserting CD 1 into your CD ROM drive, follow these steps:

1. After inserting Total Annihilation CD 1 into your CD ROM drive, double-click the My Computer icon on your desktop.

2. Double-click the CD ROM icon.

3. Double-click the SETUP.EXE icon. This launches the installation program.

Multiplayer Spawn Installation

This installation program installs Total Annihilation for multiplayer games only. It enables you to play Total Annihilation against human opponents without having the game CD (Total Annihilation CD 1) in your CD ROM drive if you're not hosting the game. You will need: One disc 1 for ≤3, two disc 1's for ≤6 and three disk 1's for ≤10.

Installing DirectX 5

Total Annihilation has been designed to take advantage of Microsoft's DirectX 5 video and audio drivers. You need to install DirectX 5 for optimum game performance.

To install DirectX 5 and/or to check whether you have DirectX 5 already on your system, click on the Install DirectX button in the installation menu. The DirectX 5 installation program will check your system for earlier DirectX versions and report what it finds.

• If no DirectX components are found, the installation program will automatically install DirectX 5 on your system.

- If earlier versions of DirectX are found, you'll see them listed with the version numbers. Click on the Re-Install DirectX button to update your DirectX drivers to version 5.

DirectX Troubleshooting

If you run into any video/audio problems following the installation of DirectX 5, but have earlier versions of DirectX installed which work fine, you may restore your original DirectX drivers by following these steps:

1. Double-click on the My Computer icon on your desktop.

2. Double-click the Add/Remove Programs icon. You'll see a list of programs that are present on your system, including DirectX.

3. Click on the DirectX entry, and then on the Add/Remove button in the lower right hand corner. You'll see a list of DirectX components on your system.

4. Click on the Restore Drivers button. This will restore your previous DirectX drivers.

Uninstalling Total Annihilation

If you ever want to remove Total Annihilation from your system, use the Uninstall program included with the game. You'll see the Uninstall icon (a bone) below the game icon in the Windows 95 shortcut menu.

Do not uninstall the game simply by dragging the Total Annihilation folder to the Recycling Bin. This will leave some of the game's components still installed on your system.

Improving Game Performance

Large numbers of units and structures can considerably slow down the game. You can try to improve performance by common-sense adjustments to your system, or by adjusting the game options.

NOTE

The Uninstall program does not remove DirectX 5 from your system. To remove DirectX or restore your previous version of DirectX, refer to the DirectX Troubleshooting section in this manual.

Adjusting Your System

1. Close all other applications.

2. Check your system for programs running in the background (for example, virus detection programs). These can not only slow the game down, but also result in lockups.

3. Change the resolution to 640 x 480. The higher the resolution, the slower the game.

4. Run Scandisk and Disk Defragmenter (provided within Windows 95).

5. Check the Startup menu for applications loading automatically whenever you boot up your system.

Adjusting Game Options

You can improve game performance by adjusting the following options:

1. Turning off CD music in the Game Options screen.

2. Turning off or reducing unit sounds and chat through the Sound and Interface buttons in the Game Options screen.

3. Turning off shading, anti-aliasing, and shadows through the Visuals button in the Game Options screen. This will result in less impressive graphics.

4. Slowing down the game speed with the slider available through the Interface button in the Game Options screen.

In addition, in Skirmish and Multiplayer games, you can do the following to improve performance:

1. Reduce the number of computer opponents (Skirmish mode).

2. Select a smaller map (both Skirmish and Multiplayer).

3. Choose Permanent LoS (Line of Sight; both Skirmish and Multiplayer).

4. Restrict the number of units that can be built (Multiplayer only).

5. Disable Cheat Codes (Multiplayer only).

INSTALLATION TROUBLESHOOTER

Game doesn't install

Check whether you have enough space on your hard drive, and whether the CD ROM drive is working properly.

Game won't run

Check whether you have any free space left on your hard drive, and whether the CD ROM is working properly. Check for programs running in the background. Ensure you have DirectX installed. Try choosing the lowest resolution possible (640 x 480), and set the display to 256 colors.

II. STARTING A NEW GAME

THE GALACTIC WAR

Long ago, the galaxy was a paradise of peace and tranquility. A galactic governing body known as CORE ruled this paradise with the quest for scientific advancement as its governing philosophy.

Paradoxically, the troubles started when science won the biggest victory of them all-a victory over death itself. The invention of a process called 'patterning' allowed the transfer of human consciousness, of the human mind, into machines. This electronic duplication of brain matrices was made mandatory for all the citizens of the galaxy. Effectively, it meant immortality; but there were many who were unwilling to toss their bodies aside so casually, and others that regarded patterning as a straightforward atrocity.

The rebels fled from the rule of CORE and hid in the outer edges of the galaxy. With time, they formed an organization known as ARM. A murderous war began. ARM developed high-powered combat suits for its soldiers; CORE transferred the minds of its finest soldiers into deadly machines, duplicating its best fighters thousands of times over. ARM countered this by using cloning. The war raged on, consuming the resources of the entire galaxy, and leaving most of it a scorched wasteland.

After four thousand years of fighting, both sides came to stalemate. Their vast military complexes were smashed; their economies were ruined. The once-mighty armies of CORE and ARM were reduced to a few scattered survivors. But they continued to battle on ravaged worlds, their mutual hatred as strong as ever.

For each side, the only acceptable outcome was the total annihilation of the other.

GAME OVERVIEW

Total Annihilation is a real-time strategy game. You win by making the right strategic choices in structure and unit management, and you play in real time, without taking turns.

You must not only make all the right moves; you must make them fast. Even a not so good move made promptly is better than a brilliant one made too late.

Total Annihilation is a blast, but it is also a complex game. If you are new to real-time strategy games, make sure you know the structures and units at your disposal. It's a very good idea to have some knowledge of the units and structures at your enemy's disposal, too. It's worth your while to take the trouble to learn the structure and unit hierarchy. Section IV of this manual provides hierarchy charts for ARM and CORE structures and units.

Total Annihilation features 3D terrain. Treat it as you do terrain in the real world, because that's how it affects your units. If you choose True Line of Sight in the Game Options, terrain features will affect what your units can see and what they can't.

Finally, Total Annihilation is a game in which both winning and losing are fun. Don't worry about winning too much when you're fresh to the game. Just play, and have fun!

NEW GAME OPTIONS

The Main Menu screen presents you with four options.

* **SINGLE** starts a new single player
  game.

* **MULTI** starts a new multiplayer
  game.

* **INTRO** replays the opening movie,
  showing an intense battle between
  ARM and CORE.

* **EXIT** takes you back to the desktop.

NOTE

There is no clear-cut advantage to either ARM or CORE. The two armies have corresponding units in each unit class: every unit has an enemy equivalent. However, there are subtle differences between the corresponding units on both sides. Part of the fun in the game consists of discovering these differences, and putting them to good use.

One general comment: on the whole CORE units are slightly more heavily armored, but slower than their ARM counterparts.

STARTING A NEW SINGLE PLAYER GAME

Choosing **SINGLE** from the New Game screen gives you a new set of options.

SINGLE PLAYER GAME
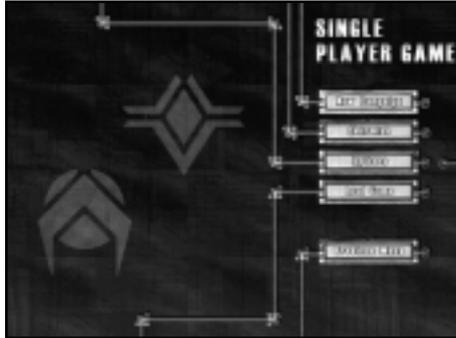
• **NEW CAMPAIGN** will start a new
  campaign game.

• **SKIRMISH** will set up a battle be-
  tween you and up to three computer
  opponents on the multiplayer map
  of your choice.

• **OPTIONS** takes you to the Game
  Options screen. This presents you
  with a set of choices, discussed in a
  separate section.

• **LOAD GAME** loads a previously
  saved game.

New Campaign

If you are new to real-time strategy gaming, it will be to your advantage to begin with the ARM campaign and try the SKIRMISH mode only after you've played a few missions. There is also a tutorial walk through in this manual. Using the tutorial will give you a clear indication how to gather and manage your metal and energy resources.

Selecting New Campaign takes you to the Campaign Screen. Once there, you'll choose:

> • Which side to play, ARM or CORE;

> • The difficulty level: Easy, Medium, or Hard. This varies the starting forces available to you and your opponent. Players new to real-time strategy should choose Easy; players new to TA should choose Medium; really tough guys should choose Hard.

Skirmish

Play the SKIRMISH mode after you have played enough missions to feel comfortable with the game. Selecting SKIRMISH will launch a game in which you play against up to three computer opponents.

Traditionally, this is good training ground for later multiplayer games, but you'll probably fight a better Campaign game, too. The Skirmish mode gives you instant access to the game's most sophisticated units, whereas the Campaign is arranged in a learning curve.

The Skirmish screen also gives you an opportunity to customize your game. The panel on the left lets you set starting conditions for yourself and up to three computer opponents. You can adjust the number of players, type of army under each command, army color, and starting amounts of metal and energy. Higher amounts of metal and energy result in sophisticated weapons appearing within a shorter time frame.

GAME OPTIONS

The Game Options screen accessed through the OPTIONS button presents a wide variety of choices. Many of these affect game performance.

The Game Options screen can also be accessed during the game with the F2 key.

- **SOUND** opens a menu with Sound Options. Turning Unit Sounds off or down improves game performance.

- **MUSIC** opens a menu with Music Options. Turning CD music off improves game performance.

- **INTERFACE** leads to a menu with Interface Options. Slowing the game speed, reducing the number of text lines, and turning off or reducing Unit Text all improve performance. The Interface button within the Interface Options menu lets you choose between left and right-click mouse interface. This choice is discussed in Section III-please see Table of Contents.

- **VISUALS** opens a menu with Graphic Options. The Gamma slider regulates the brightness of the screen, and the Screen Size slider-the resolution. Turning Shading, Anti-Aliasing, and Shadows off improves game performance.

ARM MISSION 1: A HERO RETURNS

THE OBJECTIVE:

The objective of this mission is to secure your Galactic Gate from a Core threat. To do this you must regain control of your Galactic Gate.

THE MAP:

You start in the middle bottom of the map. The Galactic Gate is located in the upper section of the map in a big caldera. Core units are scattered across the map to stop you from gaining control of the Gate.

THE STRATEGY:

Select all units and use them as one. You can do this by clicking and dragging the box over all of your units on the screen or by using the Ctrl-A keys. By using all your units to attack one unit you mass their firepower and can take out enemy units faster with less damage incurred to your own units (very important since you have no capabilities to repair units in this level). Keep an eye on your radar screen (upper left hand corner) this will show your units in blue dots, a green exposed area that you can see as green, uncovered territory as black, explored territory that is out of sight as gray and enemy units as red dots.

   Click on the upper left-hand corner of your game line-of-site screen. All of your units will start moving up and to the left. Your units will start moving across the terrain at different rates. If you are trying to mass your firepower onto enemy units, it's important to keep all of your units together, so keep an eye on them and don't let them get too spread out.

Enemy units should be popping up very quickly. Now click on one of the Core K-bots that have come into sight. All of your units will start to converge and attack that unit. That unit shouldn't last long and will explode. Now click on the next enemy unit to attack on the screen, again all your units turn to attack that one targeted Core aggressor. Continue doing this until there are no more enemy units to be seen.

Now, look up on the radar-scope (upper left) and you might see some red dots, those are enemy units. Move your massed units in their direction and attack. If you don't see any units, continue moving up the map to the left. You should encounter more enemy units, attack them as you come across them. When you reach the top of the screen move along to the right. You will skirt the top of the caldera that contains the Galactic Gate. Once you reach the upper right-hand corner start moving back down to where you started.

You should have taken out all the Core units, for this mission, it's time to reclaim your Galactic Gate. Move all your units up and into the caldera containing the Galactic Gate. This will end the mission.

ARM MISSION 2: CORE K-BOT BASE, DESTROY IT

THE OBJECTIVE:

Establish a base by building metal extractors, solar collectors, defensive systems and a K-Bot manufacturing facility and then destroy all Core units or just the Core K-Bot lab.

THE MAP:

The map is comprised of two land masses separated by a river with two crossing points. The Core side has the larger L shaped portion of the map from the mid-left, around the lower left to the lower right. The Arm units start in the middle of the upper right-hand section of the map. The two crossing points are towards the left and the bottom right of where you start. Just to your right is a small cliff where some Core units will attack from in the beginning of the mission. If you travel to the upper right side of the screen you will see a canyon opening where patrolling Core units will come out of, be prepared if you go there. The Core K-Bot facility is located almost directly down from your starting position.

THE STRATEGY:

You have started this mission with a new unit, your Commander! He's a very powerful asset and you only have one of them. Protect him at all costs! Don't worry, you have plenty of time before you get attacked and your Commander is in danger, but be aware.

First, you need to build resource generators. Select your Commander and then pick the Solar Generator Plant from the Build Menu, on the left-hand side of the screen. Your cursor will change into a green square when you move it back onto your line-of-site screen if it

is over a suitable spot to build one. Select a spot and left-click. Your Commander will start building. If you look to the top of the screen you will see two bars, one is your Metal and the other is your Energy, they will start to go down from 1000 as you build the Solar Generator. If you move the cursor over unit being built and look at the bottom of the screen, you will be able to track the progress of the construction.

Once you have built the Solar Generator, build a Metal extractor. You can build Metal Extractors anywhere, but on top of a silver metal deposit is best, there are three to choose from, pick the one closest to the top of the screen. Once it's built, order your Commander to build another Solar Generator. Next, have him build a Metal Extractor on the ore patch furthest right. As soon as this is completed have him build a laser tower next to the Metal Extractor you just built. Doing this will help to protect you from patrolling Core AK's that might wander into your camp from the Canyon. Continue to build a Solar Generator . While the Solar Generator is being built, select another Metal Extractor to be built from the left-hand menu. Now, move your cursor over the line-of-site map, hold down the "Shift" key and left click the green build box over the last metal deposit. There should now be a green box over the metal deposit. If this is done right, as soon as your Commander finishes building the Solar Generator, he should start building a Metal Extractor. Select a K-Bot lab from the left-hand menu and move the cursor over a patch of land that you can build it on and again, holding down the "shift" key left click. Another green box should appear, larger then the first.

Since you have your base being built, it's time to start attacking the enemy. Select all of your K-Bots. You can either, click and drag a box over them or hold down the "shift" key and select each unit individually with the left mouse button. As you select them a green box should appear around the unit. Once all the units have been selected, a green box should be around all of your K-Bots, not including your Commander (You don't

want to use him in battle yet). With all of your K-Bots selected press the CTRL-"1" key. When you have the unit health bars on (toggled by the "~" key) a number "1" should now appear under all selected units, they now been grouped together and call all be reselected by using ALT-"1". Move them to the top of the screen. When they have reached the top of the screen order them to move to the right. You will see a green area at the mouth of a Canyon and encounter enemy units there. As with the previous mission attack in strength, mass your firepower against one Core unit at a time. Stop the units at the mouth of the Canyon, they will finish up any Core units that try to come through there.

Your commander should be finished building the K-Bot Lab by now, if not then fill out your registration card while you wait for him to complete the project. Once he has finished move him to the center of the base to build another Solar Generator and select the K-Bot lab. Once you select the K-Bot lab you notice a new build menu appears with K-Bots on it. Move your cursor over the units you can build (ones you can't are grayed out) and look at the bottom title bar. As you do so you will see the cost of metal and energy to manufacture the unit. Click on the Jethro 4 times. You should see a +4 superimposed over the Jethro icon. This means your K-Bot lab will build 4 Jethro's before stopping production. We don't want to stop there, click 4 times each on a Hammer, Rocko and PeeWee. This should start the building of a small assault force. As units nanolathe they walk off the platform, move them to a clear patch of land to wait until all the other units have been pro-duced. If you didn't have time to fill out the registration card before, you do now.

Once all the units have been manufactured high-light/select the whole group of 16 K-Bots by either "Shift"-click or click/drag and do a CTRL-"2" too set them as ALT-"2" group. Move them down to the right, you might encounter some Core units on your side of the water. Frag them as you go. Hold your units on your side of the River. You should be able to see the shallow crossing point in the river from there. Once all

of your units have gathered at the banks of the river click on the other side. They should start fording the river. As your first unit reaches the other side it should start taking fire from a laser on the top of the ridge in front of you. Click your units towards that laser tower. As soon as you can see the ridge crest, click on it. You can click on the laser tower to attack as soon as you see it, but it's on higher ground and your fire will not be as effective. Run your units to the ridge top and then attack the laser. It shouldn't take long.

You will start encountering more enemy units once you have reached the top of the ridge. Attack them in force as you've been doing. You will start to see structures a Radar Tower, an Energy Storage Unit and a Solar Generator (all Core). Destroy them, but keep attacking the Core units attacking you as soon as you see them. None of those structures can kill you but the K-Bots can! Once you have destroyed all the buildings and aren't being attacked by roving Core units move just a little bit up to the left. You should be able to see the Core K-Bot lab. Attack and destroy it. That will end the level.

MISSION 3: SPIDER TECHNOLOGY

OBJECTIVE:

Save at least one Spider by returning it to your base.

MAP:

The map consists of three land masses separated by a "Y" in a river. Your commander and units start at the lower right side of the "Y". The spiders are located at the very top center of the map at the summit of a steep hill.

STRATEGY:

The key to this mission is time. Build up your base with a some energy generators, a metal extractor and a couple laser towers for defense (Placed on the outside of the Dragon Teeth). If you start running low on resources, use your Commander to reclaim trees for energy and rocks for metal. Build a manufacturing plant of some sort and start cranking out units. Slowly advance up the map to the Spiders. If you stay on your side of the river it's easier. Once you've cleaned out a path for the Spiders to get to your base, select them and walk them on down. You might have to walk them around the base a little to complete the mission.

MISSION 4: CORE CONTAMINATION SPREADS...

OBJECTIVE:

Eliminate all core units and structures from this map.

MAP:

For this map you start the mission in the lower right hand corner. The enemy base is located in the center left side of the map. There is a hill in the left center of the map that is very heavily defended by Core units and laser towers, beware.

Strategy:

Units in the beginning of this map are few, conserve them, don't send them off to attack everything. Build your base as normal, balancing your energy and metal extraction. Use a couple laser towers to bolster your defensive parameter. Slowly expand gaining metal resources and space to build while protecting structures with laser towers. A Radar Tower will give you early warning if enemy units are approaching, even if you haven't explored the territory.

As your units start to see action they will become damaged. You can repair them with your Commander, or any construction vehicle, by selecting the "Repair" button from the orders menu or by selecting your Commander, pressing the "R" key and then select the unit you want to repair. The Commander will move over to him and start repairing him. If you have a lot of damaged units you can select the unit you want to do the repairing and then select Patrol (the "P" key) and click

a point in the that makes the unit walk around the damaged units. As the Commander or Construction Vehicle moves around on patrol and they encounter damaged units they will stop and repair them, then continue patrolling for more damaged units.

Keep your eye out for enemy units attacking from the top along the right hand side of the map and from the lower left.
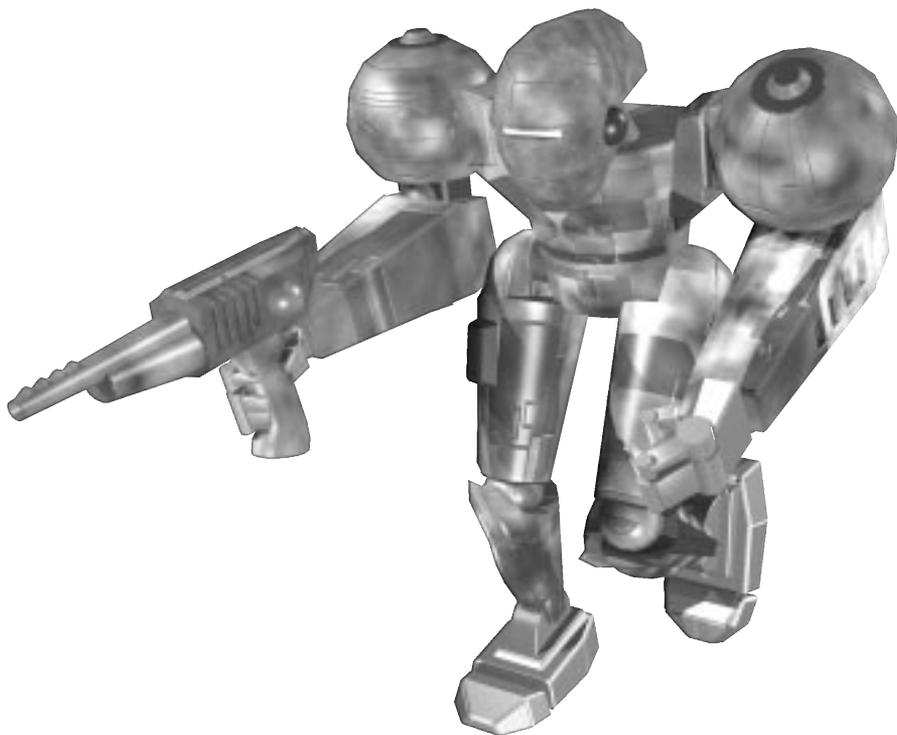
MISSION 5: THE GATE TO THALASSEAN

OBJECTIVE:

Capture the Core Galactic Gate.

MAP:

This map is mostly land from the center left all the way to the right, with water on the left side and a well defended island in the lower Left that has the gate on it. You start in the top center and there is an extensive Core base facility from the lower center bottom to the lower right bottom.

STRATEGY:

Build enough structures to support a line of laser towers from where you start on towards the right. Space them about 6 inches apart and keep expanding that direction until you hit the side of the map. As you move along you will find ore deposits to get metal from. Keep building energy production facilities as you go along and the occasional radar tower. Build a K-bot lab and a Vehicle Plant when you can, along the way. Once you've built either a K-bot lab or Vehicle plant make a couple construction vehicles to help you repair, build and reclaim metal hulks as you go. Start moving down the right side of the map taking out Core patrols as you go. Make an at least one advanced plant (vehicle, so you can build amphibious tanks). As you start producing advanced units add them to your ranks and keep attacking down the right side. Once you've reached the bottom start moving to the left. This way you will finish off all the land units and be able to concentrate on taking the Island and the Gate. Move on the island with

about 6-10 amphibious tanks and you should be able to take out everything on the Island. Then bring your Commander out to the Island and capture the gate.

STARTING A NEW MULTIPLAYER GAME

To play Total Annihilation against human opponents, click on the Multi button on the New Game screen.

The Choose Connection screen will appear, giving you the following connection options.

- IPX Connection for Direct Play. This is the option usually used for games over a LAN.
- Internet TCP/IP Connection for Direct Play. This is the option for games over the Internet.
- Modem Connection for Direct Play. Choose this if you want your computer connected directly to the other computer via modem.
- Serial Connection for Direct Play. Choose this when your computer is connected to the other computer with a null modem cable.

CHOOSING THE RIGHT CONNECTION METHOD

Serial Games

If your computer is connected to another computer with a serial cable, select the Serial Connection for Direct Play option this will allow you to play Total Annihilation via the serial port. Choosing a Serial Connection will take you to the Serial Connection screen.

Modem Games

If you have a modem connected to your computer, you can host or join a game over the telephone. Choosing Modem Connection will give you the option of calling to join a game, or hosting a game by answering a call.

The Modem Connection screen keeps a list of the names and phone numbers of people you play.

LAN Games

If you have a Local Area Network (LAN) installed, choose the IPX Connection for Direct Play option. This takes you to the Choose Game screen.

Internet Games

If you have a LAN that supports TCP/IP, or if you want to play over the Internet, choose the Internet TCP/IP connection for Direct Play option. Remember that to play over the Internet, you must first connect to your Internet service provider.

You will have to input the number your computer uses as its address when connected to the Internet. If you are playing over a LAN, leave this field blank.

To obtain your computer's address number: once you are connected, run a program called winipcfg.exe, located in your Windows directory. A typical address consists of four groups of three digits each, separated by periods (for example, 156.132.084.120).

Playing on the Internet

The Select Connection screen offers several ways to quickly begin Internet play.

- **GET MPLAYER** installs Mplayer files from Total Annihilation CD Disc 1. You will then be led with on-screen instructions through the connection phase.

- **GET HEAT** offers to install HEAT Katalyst 1.2

- **GET KALI** You must first connect to your Internet service provider (ISP for short). Once you are, this option will download software that lets you access the KALI server.

- **DWANGO** To use this option, you must also be connected to your ISP. This option will connect you to the

DWANGO server, and give you more information on DWANGO Internet gaming.

- Play Free on TEN You need to connect to your ISP first. This option will connect you to TEN, and lead you through the connection setup.

- **GET WIREPLAY** [UK] Installs Wireplay files from Total Annihilation CD 1.

SELECTING A MULTIPLAYER GAME

If you have chosen a LAN or an Internet-base, you are taken to the Select Game screen. This screen gives you information about available multiplayer games, and the option to create a game yourself.

The Select Game screen features the following options:

- **NAME** opens a field in which you enter your callsign. This field must be filled in before you can join or create a multiplayer game.

- **PASSWORD** opens a field that has to be filled in only if attempting to join a password-protected game.

- **NEW** lets you host your own multiplayer game, and brings up the Create New Game Screen.

- **UPDATE** refreshes the multiplayer games list.

- **WATCH** allows you to watch games in progress. Hosts can turn this option off.

- **JOIN** lets you join a selected game, and takes you to the Battle Room.

CREATING A NEW MULTIPLAYER GAME

After choosing New in the Select Game screen, you will be asked to provide the game name, your own name, and a password (if you want to set up a password-protected game). Your choices will subsequently appear on the Battle Room screen.

The Battle Room

The Battle Room is where you and others choose sides, teams, and army colors. If you're hosting the game, this is where you set the game rules.

Whether you host or join a game, the Battle Room asks you for Player Information:

- **NAME:** Your chosen name.

- **SIDE:** Choose ARM or CORE .

- **COLOR:** Army colors.

- **ALLY:** Alliances can be proposed, accepted, and rejected by players both here and later, during play.

- **TEAM:** For Skirmish mode games only. Lets you ally with selected computer players. This alliance cannot be broken later, during the game.

- **PING:** Time, in milliseconds, that the connected computers take to relay information. In other words, the delay.

- **GO?:** Everybody, including you, clicks on this button when they're ready to play. Once everyone has done so, the host can start the game.

Customizing Multiplayer Games

- **SELECT MAP:** Allows the host to change the map to be played on.

- **METAL:** Host can set starting metal between 0 and 10000 in increments of 100.

- **ENERGY:** Host can set starting energy between 0 and 10000 in increments of 100

- **DEAD COMMANDER:** This setting alters the effect of a dead Commander. Choices are: Game Ends, Contiues, and Deathmatch (Restarts Player).

- **LOCATION:** Starting positions can be Fixed, or Random.

- **LOS:** The Line of Sight setting can be turned to True, Circular, or Permanent. True: terrain features block a unit's line of sight, and the fog of war is active. Circular: units see everything within spotting range, regardless of terrain; active fog of war. Permanent: units see everything within spotting range, regardless of terrain; but there is no fog of war.

- **MAP:** Displays the mapping setting. Mapped: map is revealed from the start. Unmapped: map has to be explored.

- **CHEAT CODES:** Toggles the availability of cheat codes.

- **WATCHING:** Toggles whether or not game can be watched by non-participants.

- **STATUS:** Toggles the game between Open (others can join in) and Closed (no players can join).

- **MAX UNITS:** Sets the total number of units per player (up to 250).

- **BUILD RESTRICTIONS:** Brings up a list of all the units available in Total Annihilation (includes downloaded new units). Host can ban the building of any unit in the game.

- **START:** Starts the game.

Skirmish Games

Single player Skirmish games start with the same options as when hosting a multiplayer game. However you're facing multiple computer opponents instead of real people. This means you can set the difficulty level to Easy, Medium, or Hard.

For more information on Skirmish games, please refer to the Starting a New Single Player Game section.

III. PLAYING THE GAME

This section discusses the game components-featured resources, structures, and units-and how to control them through the game's interface.

GAME COMPONENTS

The game features two resources: energy and metal. These are used to build structures and units.

Metal

You can obtain metal in several ways:

- Mining. You can harvest metal by building a Metal Extractor over silver pockets of metal found on the planet's surface. On CORE planets that are made of metal, place a Metal extractor anywhere.

- Converting Energy into metal. Build a Metal Maker. This will delete portions of your energy supply and convert it into metal.

- Reclaiming. This can only be done with the Commander, Construction Kbots and Construction Vehicles. You'll see the RECLAIM button on the selected unit's Orders menu.

- By gathering the lumps of ore scattered on many planetary landscapes (they look like clusters of shiny lumps or rocks). Again, this can only be done through the RECLAIM function of construction-capable units.

It's important to maintain stocks of metal. Building Metal Storage structures can be helpful. Once you've progressed into the game, additional ways of obtaining metal become available.

Energy

Building anything also requires energy. Like metal, energy can be obtained in several ways:

- **SOLAR COLLECTORS** gather the sun's energy.

- **TIDAL GENERATORS** generate energy by the ocean tide.

- **WIND GENERATORS** create energy by the wind. (If there is no wind on a barren planet, the blades will not turn)

- **GEOTHERMAL PLANTS.** These can only be built over steaming vents you'll find on certain worlds.

- **HARVESTING VEGETATION** (patches of moss, shrubs, bushes, trees) with the exception of grass.

It's important to store energy in anticipation of needs. You cannot build anything without sufficient energy even if you have a large storage of metal. Building Energy Storage structures is helpful. As you progress into the game, additional ways of producing energy become available.

Structures

There are several types of structures in Total Annihilation. Some give you metal and energy, as explained in the preceding sections. Many produce units, including both combat and construction units which in turn can build higher-level structures. Other structures perform strictly combat roles: you'll build them for defensive and offensive purposes.

Section IV of this manual contains hierarchy charts for units and structures, as well as a short description of every Level 1 and Level 2 structure found in the game. As you progress, additional units and structures may become available...

Units

Total Annihilation features probably the widest selection of land, sea, and air units featured in any real-time strategy game. In addition, additional units are available at www.cavedog.com.

The units in the game break down into combat units and construction units.

Construction units have several functions:

• Building new structures. Note that several construction units can work on a single structure at the same time. This significantly shortens construction time. To assign an additional construction unit to a project, order it to repair the building under construction.

• Repairing structures and units.

• Reclaiming metal and energy.

Construction units can build higher level structures. For instance, a Construction Vehicle built in a Vehicle Plant is able to build an Advanced Vehicle Plant, which in turn can build an Advanced Construction Vehicle. The Commander is the only unit that combines combat and construction capabilities.

THE GAME INTERFACE

Total Annihilation is played almost exclusively with the mouse. You can configure your mouse to use a left-click or right click interface, as you prefer.

Choosing the Mouse Interface

You choose your favored mouse interface through the Options menu, which displays an Interface button.

• The left-click mouse interface uses the left mouse button for selecting units and giving them orders. The right mouse button is used to deselect units, and to find a location within the Mini-Map.

• The right-click mouse interface uses the left mouse button to select units, but the right mouse button to give them orders. The left mouse button is also used to deselect units, and within the Mini-Map.

The Main Battle Screen

Once you have completed game setup and started a game of Total Annihilation, you are taken to the Main Battle Screen. Most of it is taken up by the Battle Map, where the action takes place.

To the side of the Battle Map is a panel containing a mini-map of the battlefield, and the Build/Orders menu. The top and bottom of the Main Battle Screen feature status bars showing you the state of your resources (top), and the state of the selected unit (bottom; you have to place the mouse cursor over the selected unit to activate this feature).

The Battle Map

The Battle Map shows the battlefield from an overhead 3D perspective. New games typically start with an unexplored map; you have to explore it with your units to reveal the battlefield and find the enemy. You can only see what your units and structures can 'see' at any given time. Unexplored areas are black. Areas that were explored by your units, but are not currently under your observation will show as gray on the map.

Note that units or structures selected on the Battle Map show their health bars. A green bar indicates good health; yellow, some damage; red, serious damage.

Units selected on the Main Map may be given orders using the Mini-Map, and the other way around. For example, you can click on a unit on the Main Map and move it to a new location by clicking on it in the Mini-Map.

The Mini-Map

The upper left corner of the Battle Screen features a small map of the entire battlefield. This little map is useful for keeping track of the situation, and for quickly

jumping from one area to another. You can also move units and order them to fire on the Mini-Map, just like on the main Battle Map.

To quickly jump to a location, click on it within the Mini-Map. You can also scroll within the Mini-Map by clicking and holding the appropriate mouse button. This depends on your choice of the mouse interface.

Units can be given orders within the Mini-Map, just like on the Main Map. This is particularly convenient when moving a unit a long distance, or conducting long-range bombardment.

The Resources Status Bar

At the top of the Main Battle Screen you'll see a status bar informing you about the stocks, production, and usage of your resources. Make a habit of checking the numbers for production (+) and usage (-).

Note that maximum storage can change, depending on whether you build storage facilities.

The Unit Status Bar

The Unit Status Bar appears at the bottom of the Main Battle Screen. To access it, hold the mouse cursor over a unit. You will be told what type of unit it is, and how many enemy units it has killed. Units with more than 5 kills become veterans, which very slightly improves their combat capabilities. Each subsequent 5 kills result in another small improvement in the unit's battlefield performance. Use your construction units to repair veteran units often.

The horizontal bar is the unit's health bar. When green from end to end, the unit is 100% healthy. The bar starts showing red when the unit is damaged; more red means more damage.

The figures to the right of the health bar show the unit's metal/energy production/consumption. They will change when you order a construction unit or the Commander to build or repair something. Note that the Commander produces a small amount of energy.

THE BUILD AND ORDERS MENUS

There are two buttons under the Mini-Map when a unit is selected: Build and Orders. Use them to toggle between Build and Orders menus. To issue a command from either menu, you first have to select the unit or units you want to give orders. The Orders menu is different for construction units and different for combat units, reflecting the selected unit's capabilities.

The Build Menu

The Build menu is the one used for construction units and your Commander.

When you click the Build button, a set of building icons will appear. Note that only six icons are shown at any one time. To view all possible building choices, use the left/right scroll arrows located under the building icons.

Building Structures

To build a structure, select the construction unit and click on the appropriate icon in the Build menu. When you move the mouse cursor over the Battle Map, you'll see an outline of the intended structure. A red outline means you cannot build in the selected location; green means you can.

After you've chosen the building site, click to start the construction process.

Note that you can order construction of multiple buildings of the same kind. Shift-click (SHIFT key + mouse-click) on all the building sites, and the construction unit will build the same structure in sequence in all chosen locations.

Building Units

To build a unit, click on the appropriate unit-producing structure, then left-click on the desired unit's icon in the Build menu. Multiple clicks will form a production queue. Note that you can queue up units of different types.

To cancel building a unit, right-click on the unit's icon in the Build menu.

The Orders Menu

When you select a unit, a menu automatically appears Build and Orders buttons. This menu reflects the capabilities of the selected unit. Combat units will have different Orders menus from construction units.

The choices available in the Orders menu can be grouped into firing orders, movement orders, and immediate orders.

Combine firing and movement orders to make units behave the way you want them. Note that a construction units automatically repairs any damaged unit it comes across, and can be given appropriate movement orders.

Firing Orders

There are three options, from aggressive to passive:

- **FIRE AT WILL.** The unit will open fire on any enemy unit/structure within range.

- **RETURN FIRE.** The unit will only open fire after being fired on.

- **HOLD FIRE.** The unit will not open fire unless ordered to do so. This is useful when trying to capture an enemy structure or unit, or for avoiding friendly fire casualties.

Movement Orders

There are three movement options, from passive to active:

- **HOLD POSITION.** The unit will not move from its assigned position no matter what happens.

- **MANEUVER.** A unit will maneuver in self-defense or in order to attack a nearby enemy, but only within a short radius of its assigned position.

- **ROAM.** Unit has freedom to move wherever it likes. This means it will follow enemy units it has engaged in combat.

Immediate Orders

In addition to general movement and firing orders, a unit can also be given immediate orders. Note that orders can be queued up: you can order a unit to perform a sequence of tasks.

Many immediate orders are signaled by a changed cursor, as indicated:

- **RECLAIM.** This order can only be issued to construction units and the Commander. The unit reclaims metal or energy from the selected location.

- **REPAIR.** Applies only to construction units and the Commander. Unit will repair another selected unit, or join another construction unit in building a structure.

- **MOVE.** Tells the unit to relocate to a new position; doesn't change unit's general movement orders.

- **GUARD.** Tells the unit to guard an another, selected unit. In practice, attaches one unit to another.

- **ATTACK.** Tells the unit to attack a selected enemy unit or structure.

- **CAPTURE.** Only the Commander can capture enemy units and structures. The larger and more heavily armored the target, the longer it takes to capture.

- **STOP.** This command cancels all previous commands issued to the unit.

- **PATROL.** Lets you set a patrol route for the unit.

- **LOAD/UNLOAD.** This order may only be issued to transport units.

- **D-GUN.** Only the Commander has the Disintegrator Gun. It works just as advertised, but uses lots of energy.

Note that the cursor changes to reflect a unit's immediate orders only if you have selected the left-click mouse interface.

COMMANDER'S HANDBOOK

Keyboard Commands

ESC .... cancels the current command before it is executed

CTRL1-CTRL9 ..... Assign the currently selected units to a squad

ALT1-ALT9 .... Activate (select) the previously assigned squad

B .... Select the build menu for that unit

O .... Select the Order menu for that unit

1-9 .... Select the menu for the current unit

, (Comma) .... Select the previous menu for that unit

. (period) .... Select the previous menu for that unit

~ (tilde) .... toggle on/off the damage bars for the units

PAUSE .... pause the game

F1 .... Display information on the selected unit

F2 .... Bring up the options menu

F3 .... Go to the unit that last reported information

F9 .... Screen capture, will Print screen to file SHOT ####.pcx

F12 .... Clear all chat messages

CTRL+ A .... Select all of your units

CTRL + C .... Center screen and select your Commander

CTRL + D .... Self-destruct selected units

CTRL + S .... Select all units currently on the screen

CTRL + Z .... Select all units of they same type

A .... Give and Attack order

G .... Give a Guard order

M .... Give a Move order

P .... Give a Patrol order

S .... give a Stop order (cancel any previous orders)

D .... Use the Disintegrator gun

C .... Give a Capture Order

R .... Give a Repair order

E .... Give a Reclaim order

H .... Share resources with another player

N .... Scroll to the next unit off screen

T .... Track the selected unit

- .... Reduce the game speed

+ .... Increase the game speed

SHIFT .... Hold down to queue up multiple commands

ENTER .... Activate the message bar

IV. STRUCTURES AND UNITS

COMMON UNITS AND STRUCTURES

Common units and structures are those that can be built by both ARM and CORE. Note that the cost of the same item may differ between the two armies.

CONSTRUCTION UNITS

Commander

You will start many missions with a Commander. Armed with the Disintegrator gun and the best nanolathe in the game, the Commander builds - and kills - like no other unit. Use your Commander cautiously, losing him often means losing the game.
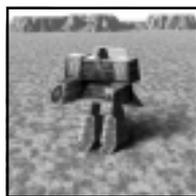
Construction Kbot

ARM: 120 metal, 2410 energy

CORE: 130 metal, 2540 energy

The Level 1 Construction Kbot can build Level 1 and 2 structures as well as an Advanced Kbot Lab. It is a slow builder, so using two or three on individual construction jobs is highly recommended.
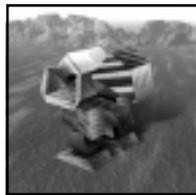
Construction Vehicle

ARM: 185 metal, 2030 energy

CORE: 175 metal, 2145 energy

The Level 1 Construction Vehicle can build Level 1 and 2 structures, as well as an Advanced Vehicle Plant. This vehicle has much better armor than the Construction Kbot.
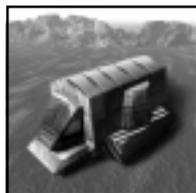
Construction Ship

ARM: 255 metal, 2130 energy
CORE: 260 metal, 2375 energy

The Level 1 Construction Ship can build some Level 1 and 2 structures as well as an Advanced Shipyard. This unit plays an important role since it's the only naval vessel that can build torpedo launchers and repair other ships.

Construction Aircraft

ARM: 105 metal, 4320 energy
CORE: 110 metal, 4580 energy

The Level 1 Construction Aircraft can build Level 1 and 2 structures as well as an Advanced Aircraft Plant. Use this unit to build defensive structures on unscalable hilltops, and set up supplementary bases or complexes in far-away spots.

Advanced Construction Kbot

ARM: 300 metal, 5784 energy
CORE: 325 metal, 6096 energy

The Advanced Construction Kbot can build top secret Level 3 structures. It builds faster than a Construction Kbot; however, it's fragile and a slower mover.
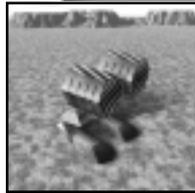
Advanced Construction Vehicle

ARM: 481 metal, 4263 energy
CORE: 455 metal, 4504 energy

The Advanced Construction Vehicle can build secret Level 3 structures. It's a relatively quick builder, and noticeably better armored than the Advanced Construction Kbot. However, it cannot get to all the spots a Kbot can.

Advanced Construction Aircraft

ARM: 220 metal, 12096 energy
CORE: 231 metal, 12824 energy

> The Advanced Construction Aircraft can build top secret Level 3. This is the most expensive construction unit in the game. Terrain is no obstacle to this unit, which hovers above ground while building.

UNIT-PRODUCING BUILDINGS

Kbot Lab

ARM: 705 metal, 1130 energy
CORE: 680 metal, 1250 energy

> The Kbot Lab builds all Level 1 Kbots, including the Construction Kbot.
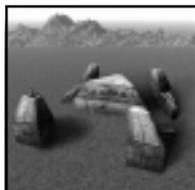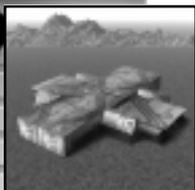
Vehicle Plant

ARM: 620 metal, 1000 energy
CORE: 600 metal, 1100 energy

> The Vehicle Plant builds all Level 1 vehicles, including the Construction Vehicle.

Aircraft Plant

ARM: 850 metal, 1370 energy
CORE: 830 metal, 1340 energy

> The Aircraft Plant builds all Level 1 aircraft, including the Construction Aircraft.

Shipyard

ARM: 615 metal, 775 energy
CORE: 600 metal, 750 energy

> The Shipyard builds all Level 1 naval ships, including the Construction Ship.
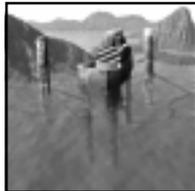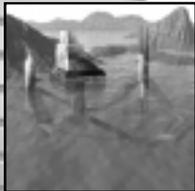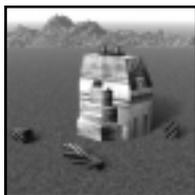
Advanced Kbot Lab

ARM: 2007 metal, 3277 energy

CORE: 1972 metal, 3625 energy

The Advanced Kbot Lab builds all Level 2 Kbots, including the Advanced Construction Kbot.

Advanced Vehicle Plant

ARM: 1984 metal, 3200 energy

CORE: 1947 metal, 3520 energy

The Advanced Vehicle Plant builds all Level 2 vehicles, including the Advanced Construction Vehicle.
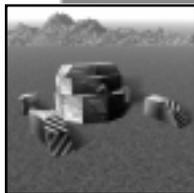
Advanced Aircraft Plant

ARM: 2210 metal, 4521 energy

CORE: 2191 metal, 4422 energy

The Advanced Aircraft Plant builds all Level 2 aircraft, including the Advanced Construction Aircraft.
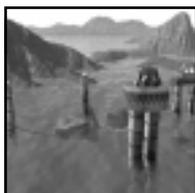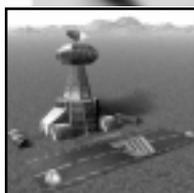
Advanced Shipyard

ARM: 2524 metal, 2402 energy

CORE: 2460 metal, 2325 energy

The Advanced Shipyard builds all Level 2 naval ships, and the Construction Ship.
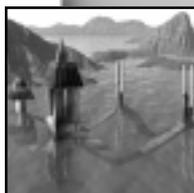
COMMON LEVEL 1 STRUCTURES
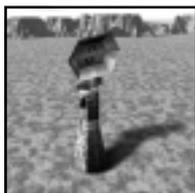
Radar Tower

ARM: 49 metal, 750 energy

CORE: 50 metal, 800 energy

The Radar Tower gives you information on your enemies' location within a small radius. Detected enemy units and structures show up as a dot (of a different color than your own) on the Mini-Map.

Sonar Station

ARM: 20 metal, 403 energy
CORE: 20 metal, 399 energy

The Sonar Station has a large radius sonar range to detect enemy submarines. Detected craft show up on the Mini-Map.

## Metal Extractor

ARM: 50 metal, 521 energy
CORE: 51 metal, 514 energy

The Metal Extractor is used to exploit metal deposits. The amount of metal it extracts depends on the size of the deposit - larger deposits make it spin quicker.
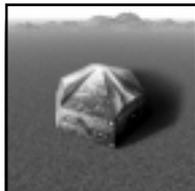
Metal Maker

ARM: 0 metal, 687 energy
CORE: 0 metal, 700 energy

These structures can be built to fabricate metal using excess energy. 60 energy converts into 1 metal.

Metal Storage

ARM: 305 metal, 535 energy
CORE: 320 metal, 550 energy

This structure increases your maximum metal storage by 1000 units.
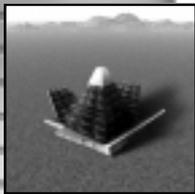
Solar Collector

ARM: 145 metal, 760 energy
CORE: 141 metal, 790 energy

A Solar Collector is the most reliable form of energy production. Each Collector generates 20 energy.
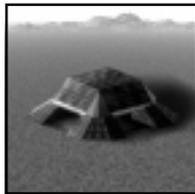
Wind Generator

ARM: 52 metal, 509 energy
CORE: 55 metal, 523 energy

The amount of energy a Wind Generator outputs varies constantly. On planets with no wind these are completely useless!
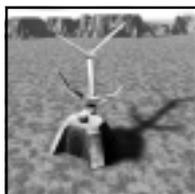
Energy Storage

ARM: 240 metal, 2430 energy
CORE: 250 metal, 2490 energy

This structure increases your maximum energy capacity by 3000 energy.
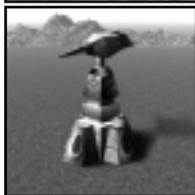
Light Laser Tower

ARM: 262 metal, 2546 energy
CORE: 268 metal, 2608 energy

The "L.L.T." fires a short-range rapid-fire laser that is effective against lightly armored Level 1 units.

COMMON LEVEL 2 STRUCTURES
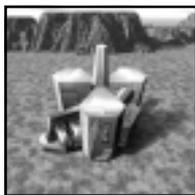
Geothermal Powerplant

ARM: 520 metal, 9568 energy
CORE: 505 metal, 9375 energy

Geothermal Powerplants can only be built on top of geothermal vents. Their output is 250 energy.
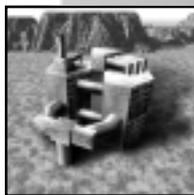
Tidal Generator

ARM: 82 metal, 768 energy
CORE: 81 metal, 752 energy

Tidal Generators collect an amount of energy dependent on the strength of the tides; these are different on every world.

Torpedo Launcher

Cost: 804 metal, 2658 energy
Cost: 831 metal, 3058 energy

These launch torpedoes at enemy ships and submarines. Their sonar has longer range than that of subs.

Dragon's Teeth

ARM: 10 metal, 250 energy
CORE: 11 metal, 300 energy

These spiked barriers block enemy units, and are useful in base defense.
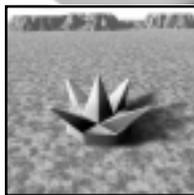
Heavy Laser Tower

ARM "Sentinel": 584 metal, 5398 energy
CORE "Gaat Gun": 589 metal, 5443 energy

> A Heavy Laser Tower fires twin medium-range lasers at enemy units. It is effective against all unit types except aircraft. Each shot also requires 75 energy.
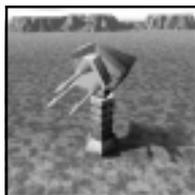
Missile Tower

ARM "Defender": 79 metal, 843 energy
CORE "Pulverizer": 76 metal, 805 energy

> Missile Towers are most effective against aircraft - they fire medium-range guided missiles.

Heavy Plasma Cannon

ARM "Guardian" 1946 metal, 7687 energy
CORE "Punisher" 1887 metal, 7585 energy

> The Heavy Plasma Cannon fires powerful long-range plasma projectiles from two barrels. It's the most durable Level 2 defensive structure, effective against both enemy units and structures. Its long range makes it good for coastal defense.

ARM UNITS

LEVEL 1 KBOTS

"Peewee" Infantry Kbot

Cost: 53 metal, 697 energy

> Equipped with good sensors, the Peewee is designed primarily for armed reconnaissance.
>
> It isn't well armed or armored, but boasts a good rate of fire. Have groups of Peewees scout out the battlefield, and patrol approaches to your base.

"Hammer" Artillery Kbot

Cost: 151 metal, 1187 energy

> The Hammer's medium range cannon fires high-energy plasma rounds; it can hit targets hidden behind ridges and other obstacles. The Hammer's punch makes it very useful, but its light armor means it needs to be protected by tougher units.
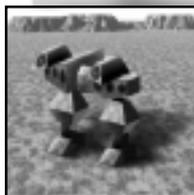
"Rocko" Rocket Launcher Kbot

Cost: 117 metal, 964 energy

> The Rocko Kbot has the toughest armor among the Level 1 Kbots. Its rockets have a respectable range, and can also hit aircraft. The Rocko is a versatile weapon, equally good at offense and defense. Groups of Rockos can be lethal, even when thrown against relatively sophisticated enemy units.

"Jethro" Anti-Air Missile Kbot

Cost: 128 metal, 1219 energy

> The Jethro's guided missiles are most effective against aircraft; they pack much less punch against Kbots or vehicles. Only lightly armored, Jethros are most effective when used to protect other units from aerial attacks.

LEVEL 2 KBOTS

"Zipper" Fast Scouting Kbot

Cost: 151 metal, 2221 energy

> The quickest Kbot in the game, the Zipper is agile enough to avoid a lot of the enemy's gunfire. Its medium laser is only an average weapon, but used in groups, Zippers are devastating at hit-and-run attacks.

"Fido" Four Legged Kbot

Cost: 398 metal, 3556 energy

The four legged Fido is better equipped to deal with steep terrain than other Kbots. It's well armored, and packs a medium range Gauss cannon that is very effective against ground units and structures.

"Zeus" Lightning Kbot

Cost: 267 metal, 2228 energy

This speedy unit is ARM's most effective close combat Kbot - its powerful lightning gun is very effective against CORE's slower tanks. However, its weapon's short range often exposes this unit to enemy artillery.
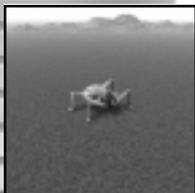
"Invader" Crawling Bomb

The blast created by a detonating Invader destroys or damages everything within a large radius. Invaders can be used to soften up enemy defenses before major base assaults, or for surgical strikes against selected targets.

"Eraser" Radar Jammer

Cost: 73 metal, 1326 energy

The Eraser makes your units and structures invisible to enemy radar. When using an Eraser, assign other units to guard it as it has no weapons, and is only lightly armored.

LEVEL 1 VEHICLES

"Jeffy" Fast Attack Vehicle

Cost: 37 metal, 564 energy

The speedy, inexpensive Jeffy is a good reconnaissance tool. Able to cover large distances quickly, a Jeffy can effectively patrol large perimeters. Armed with only a light laser and weak armor, it isn't well suited for intense combat.

"Flash" Fast Assault Tank

Cost: 106 metal, 870 energy

The Flash is ARM's primary recon tank. Groups of Flash tanks can destroy undefended enemy buildings, but their weak armor makes them unsuitable for confronting enemy tanks. The Flash is most useful in the early stages of the game, before the stronger Level 2 tanks appear.
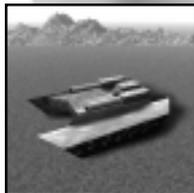
"Samson" Surface-to-Air Missile Launcher

Cost: 119 metal, 1027 energy

The Samson's is the best mobile AA weapon in the ARM arsenal. Capable of defending against even Level 2 aircraft, the Samson requires protection of its own as its light armor can't take much damage. Team up Samsons with stronger tanks to provide protection for both.

"Stumpy" Medium Assault Tank

Cost: 165 metal, 1246 energy

Armed with a medium plasma cannon and medium armor, the Stumpy is a well-balanced Level 1 tank. It serves as the backbone of ARM's tank forces until the appearance of the Bulldog Heavy Tank.

LEVEL 2 VEHICLES

"Bulldog" Heavy Assault Tank

Cost: 467 metal, 2994 energy

The Bulldog is the heaviest ARM battle tank. While slower than a Stumpy, it has stronger armor and a more powerful plasma cannon. Use Bulldogs primarily in open terrain where they can close on the enemy easily.

"Triton" Amphibious Tank

Cost: 831 metal, 3058 energy

The lightly armored Triton is ARM's only amphibious tank. While underwater, Tritons don't appear on enemy radar - their arrival on an enemy beach will catch your enemy by surprise. If faced with superior resistance, Triton tanks can always escape back into the water.

"Jammer" Mobile Radar Jammer

Cost: 97 metal, 1621 energy

As its name indicates, this vehicle jams enemy radar. The Jammer is fairly fast, capable of concealing large tank columns on the move. Like the Eraser Kbot, the Jammer is unarmed and clad in light armor - armed units should be assigned to guard it.

"Luger" Mobile Artillery

Cost: 264 metal, 2140 energy

The Luger's anti-sliver shells are the most potent ARM weapon - lethal against units and structures alike. It is most effective when firing from a distance, since its light armor makes it very vulnerable to enemy fire.

"Merl" Mobile Rocket Launcher

Cost: 462 metal, 2246 energy

The Merl is capable of firing powerful long range rockets. Since the rockets are unguided, they are only effective against enemy structures and stationary units. Keep AA units near your Merls, as they are defenseless against aircraft.

"Spider" All Terrain Attack Vehicle

Cost: 230 metal, 2200 energy

The Spider's stun gun and terrain capability make it a unique unit in the game. Its gun paralyzes targets momentarily - rendering them completely defenseless. In addition, Spiders can be deployed through any terrain; no grade is too steep for a Spider.
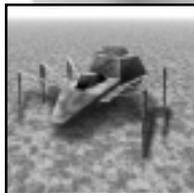
"Seer" Mobile Radar

Cost: 85 metal, 941 energy

The Seer is equipped with powerful radar that's useful in locating the enemy. Deployed in defense, the Seer can alert you to approaching enemy forces. It can also be employed offensively, as a spotter for your artillery.

LEVEL 1 SHIPS

"Skeeter" PT Boat

Cost: 100 metal, 985 energy

The Skeeter is the fastest and least expensive ARM ship. Its guided missiles are effective against aircraft, but its light laser is no match against enemy ships. Skeeters are the only ARM Level 1 ship with AA capabilities.

"Crusader" Destroyer

Cost: 898 metal, 4537 energy

The Crusader's biggest assets are its sonar and depth charges. Its anti-submarine (ASW) capabilities make this ship useful even after Level 2 ships appear.

"Lurker" Submarine

Cost: 1151 metal, 3724 energy

The Lurker excels at sinking enemy surface ships. Armed with heavy unguided torpedoes, Lurkers are capable of sinking any ship in seconds - they remain useful throughout the game.
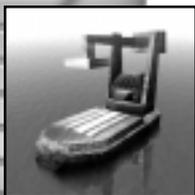
"Hulk" Amphibious Transport

Cost: 919 metal, 4639 energy

The unarmed Hulk can carry six ground units. Hulks are slow and unarmed, making them favorite targets of enemy submarines; a destroyer escort is always necessary when transporting units with your Hulk.

LEVEL 2 SHIPS

"Piranha" Attack Submarine

Cost: 1448 metal, 5481 energy

Faster than Level 1 subs and armed with small guided torpedoes, the Piranha is designed to hunt down other submarines. The Piranha's smaller torpedo warheads do significantly less damage to surface ships.

"Ranger" Missile Ship

Cost: 2348 metal, 7804 energy

The Ranger is ARM's best naval AA unit. In addition to guided AA missiles, the Ranger can launch heavy rockets at coastal targets and other ships. While better than the Skeeter against aircraft and other ships, the Ranger is just as defenseless against sub attacks and needs a sonar-equipped escort.

"Conqueror" Cruiser

Cost: 1719 metal, 8608 energy

The Conqueror is the best ARM ship for land bombardments. Though it cannot take as much damage as a Millenium Battleship, it can enter shallower waters, and its plasma cannon has greater range. In addition, its sonar and depth charges can protect it and your other capital ships from enemy subs.

"Millenium" Battleship

Cost: 4404 metal, 20731 energy

The Millenium Battleship is ARM's most effective weapon against enemy surface vessels. While it is clad in very heavy armor, the Millenium is defense-less against subs and should always be accompanied by other, sonar-equipped ships.

"Colossus" Light Carrier

Cost: 1372 metal, 11257 energy

The Colossus can repair any aircraft on its decks, and the on-board fission reactor produces energy. It also has radar sensors to facilitate air strikes and naval bombardments. Escort your carriers at all times as they have no weapons of their own.

LEVEL 1 AIRCRAFT

"Peeper" Scout

Cost: 40 metal, 1475 energy

The Peeper is a good unit for aerial reconnaissance. Inexpensive and fast, this scout ship can often outrun guided missiles. Its high speed also enables it to patrol large distances very quickly.

"Freedom Fighter" Fighter

Cost: 99 metal, 3234 energy

The most inexpensive fighter available to the ARM forces, the Freedom Fighter is best suited for intercepting enemy bombers. You can also employ this versatile fighter to support your Kbots and vehicles against CORE's level 1 ground units.

"Thunder" Bomber

Cost: 130 metal, 5496 energy

The Thunder is a slow and lightly armored bomber. It can't survive strong AA fire; limiting it to one pass over a target is a good policy. The Thunder's lack of air-to-air weaponry makes it very vulnerable to enemy Level 2 fighters.

"Atlas" Transport

Cost: 107 metal, 2479 energy

The Atlas is useful in delivering units to inaccessible regions of the map - islands and high hilltops for example. Relatively slow and unarmed, this transport plane is very vulnerable, so provide an escort of a pair of fighters. If shot down, the Atlas and its cargo are destroyed.

LEVEL 2 AIRCRAFT

"Brawler" Gunship

Cost: 314 metal, 6249 energy

Able to hover over its target, the Brawler can be used to attack air, ground, as well as naval units. Its dual EMGs - though not very powerful - have a very high rate of fire. In addition, The Brawler is clad in heavy armor that protects it well against enemy AA weapons.

"Hawk" Stealth Fighter

Cost: 254 metal, 6893 energy

The Hawk's stealth technology makes it invisible to enemy radar. Equipped with dual guided missile launchers, it is a great bomber killer. The Hawk can hold its own against CORE Level 2 fighters, too.

"Phoenix" Strategic Bomber

Cost: 209 metal, 7624 energy

> The Phoenix is ARM's most powerful bomber. Armed with heavy armor and defensive lasers, it is able to defend itself against enemy fighters and survive tough AA defenses. It's a good idea to repair these expensive bombers after every sortie.
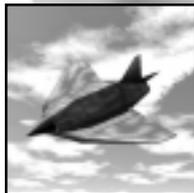
"Lancet" Torpedo Bomber

Cost: 378 metal, 6438 energy

> The Lancet's torpedoes are good against naval targets. It doesn't have sonar, but with another unit spotting for it, the Lancet can even destroy submarines.

CORE UNITS

LEVEL 1 KBOTS

"A.K." Infantry Kbot

Cost: 56 metal, 696 energy

> CORE's primary infantry Kbot, the A.K. is a more powerful unit than its ARM counterpart, the Peewee. It is only equipped with light armor, but because of its quickness and low price tag, the A.K. remains useful even after Level 2 Kbots appear.

"Crasher" AA Kbot

Cost: 129 metal, 1224 energy

> The Crasher is armed with light guided missiles. While good against enemy aircraft, its missiles inflict only minor damage to ground units. Five or six patrolling Crashers can protect an entire base from Level 1 aircraft.
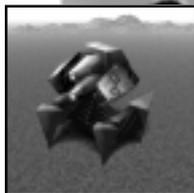
"Storm" Rocket Launcher Kbot

Cost: 118 metal, 985 energy

The Storm's armor can take twice the damage of any other CORE Level 1 Kbot. While its rockets are only moderately effective, its durability makes it a good offensive unit. Lead attacks with Storms to draw fire away from your artillery.

"Thud" Artillery Kbot

Cost: 147 metal, 1161 energy

The Thud's long range plasma cannon is the most powerful weapon among CORE's Level 1 Kbots. Try to keep them away from enemy fire, however - their armor is very weak.

LEVEL 2 KBOTS

"Pyro" Flame Thrower Kbot

Cost: 260 metal, 2200 energy

The Pyro's flamethrower, while lethal, is only effective at close range. Use Pyros to ambush slower tanks and Construction Kbots.

"Roach" Crawling Bomb

Cost: 65 metal, 5471 energy

The Roach is a walking anti-matter bomb capable of blowing up many enemy targets at once. Great at softening up base defenses, Roaches should be kept clear of your other units!
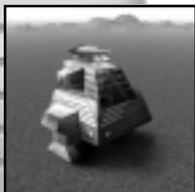
"The Can" Heavy Kbot

Cost: 420 metal, 3500 energy

Although quite slow, the Can is the most heavily armored Kbot available to CORE. It is also well armed with a heavy laser. Use the Can to provide your other, speedier units with support.

"Spectre" Radar Jammer

Cost: 70 metal, 1453 energy

> The Spectre is CORE's counter-measures Kbot - its jamming radius roughly approximates a Radar Tower's. Speedy but unarmed, this fairly inexpensive unit should be guarded by other units.

LEVEL 1 VEHICLES

"Weasel" Scout vehicle

Cost: 38 metal, 575 energy

> The Weasel is the quickest and most inexpensive CORE vehicle; useful for exploring early in the game. Weakly armed or armored, the Weasel doesn't fare very well in combat.

"Instigator" Light Recon Tank

Cost: 110 metal, 887 energy

> The small Instigator is very quick and maneuverable. Its quick-firing laser is good against both units and structures, particularly at leveling undefended metal extractors and solar collectors. Keep in mind that its light armor makes the Instigator unsuitable for intense combat.

"Slasher" Mobile Missile Launcher

Cost: 116 metal, 947 energy

> The Slasher provides more AA firepower than a Crasher Kbot. One or two Slashers are capable of defending a large base from aerial assaults. Slashers are also good at defending your moving units from enemy gunships.

"Raider" Medium Assault Tank

Cost: 169 metal, 1241 energy

The Raider is the only Level 1 Tank suitable for close combat. Its medium armor and plasma cannon are sufficient when attacking Level 1 and 2 base defenses. The Raider is inexpensive and reliable, making it useful even when more sophisticated tanks become available.

LEVEL 2 VEHICLES

Mobile Artillery

Cost: 251 metal, 1535 energy

The Mobile Artillery lobs high explosive shells at distant enemy targets. It isn't very accurate, and the blast affects a large area. Use mobile radar, preferably mounted on aircraft, to spot for Mobile Artillery; if you use land units, chances are they'll be destroyed.

"Reaper" Heavy Assault Tank

Cost: 473 metal, 3048 energy

The Reaper is a very valuable unit. This versatile tank is well armored, heavily armed and isn't as slow as the Goliath. Reapers make short work of structures but require AA protection from enemy aircraft.

"Crock" Amphibious Tank

Cost: 295 metal, 2310 energy

The Crock tank is fully submersible, and able to cross large bodies of water. Their moderate armor makes them incapable of withstanding much punishment but unlike other tanks, Crocks can submerge to escape enemy fire.

"Diplomat" Mobile Heavy Rocket Launcher

Cost: 427 metal, 2470 energy

The Diplomat is the ultimate building killer. It can fire its powerful unguided rockets from long range, and can quickly eliminate any stationary target. Slow and weakly armored, these units should be kept behind a protective screen of tanks and Kbots.

"Informer" Mobile Radar

Cost: 86 metal, 1209 energy

The Level 2 Informer's radar range is smaller than a Radar Tower's. It's a small and fast unit, great at reconnaissance and at spotting for your long range guns.

"Deleter" Radar Jammer

Cost: 100 metal, 1757 energy

The jamming radius of the Deleter is relatively small; one won't protect your entire base. Send Deleters out to conceal important installations. If you attach a Deleter to an assault team, the enemy will have no warning of your approach.

"Goliath" Super Heavy Tank

Cost: 697 metal, 3906 energy

No tank on the battlefield is as strong as a Goliath. In teams, the Goliath is capable of overrunning top secret, sophisticated defensive structures - its armor can withstand a lot of pounding. The most expensive tank in the game, the Goliath is still a bargain when compared to some Level 2 ships and aircraft.
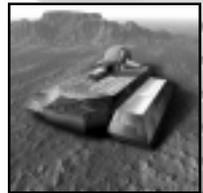
LEVEL 1 SHIPS

"Searcher" Scout Ship

Cost: 95 metal, 917 energy

While quick and maneuverable, the Searcher is inadequate for fighting sea battles because of its light armor. The Searcher has better spotting range than other ships, making it an ideal scout. You can also use it to protect your more expensive ships - it is the only Level 1 ship with AA missiles.

"Enforcer" Destroyer

Cost: 887 metal, 4505 energy

The Enforcer is the only Level 1 surface ship with anti-submarine weaponry. Its medium plasma cannon and armor are strong by Level 1 standards. With the appearance of Level 2 Cruisers, your Enforcers should be re-assigned to escort your more expensive capital ships.

"Snake" Submarine

Cost: 1199 metal, 3902 energy

The Snake is CORE's ship-killing submarine. Armed with heavy unguided torpedoes, a Snake can sink even a battleship in seconds. Remember that Snakes have very thin armor - it will buckle quickly under depth charge attacks.

"Envoy" Transport Ship

Cost: 887 metal, 4786 energy

The slow, lumbering Envoy can transport six ground units inside. Use them when islands need to be exploited for their resources or strategic location. Guard this unarmed transport; if it goes down, the units on board are also lost.

LEVEL 2 SHIPS

"Shark" Sub Killer

Cost: 1356 metal, 5245 energy

The Shark is specially designed to hunt other submarines - its smaller torpedo home in on their target with the help of the Shark's enhanced sonar. Use Sharks to intercept ARM Lurkers before they can get near your expensive capital ships.

Missile Frigate

Cost: 2283 metal, 7628 energy

The Missile Frigate's powerful guided missiles are the best naval defense against enemy aircraft. Two or three Hydras are a good investment, as they can quickly eliminate fragile Torpedo Bombers. You'll need to protect the Missile Frigate with ASW ships, as they have no anti-sub weapons of their own.

"Executioner" Cruiser

Cost: 1724 metal, 8551 energy

The Executioner is CORE's prime fighting ship. Designed for heavy combat, this cruiser has heavy armor and a long range plasma cannon that can hit sea and ground targets. Additionally armed with depth charges, the Executioner can also tackle enemy submarines.

"Warlord" Battleship

Cost: 4181 metal, 19741 energy

With the most powerful naval plasma cannon and the heaviest armor in the game, the Warlord specializes in destroying surface ships and coastal structures. The Warlord, however, lacks anti-aircraft or anti-sub weaponry.
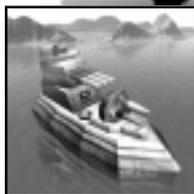
"Hive" Light Carrier

Cost: 1379 metal, 11715 energy

The unarmed Hive provides transport and repair bays for two aircraft. The Hive is unique to CORE's fleet in that it has a fission reactor, which produces useable energy. It is also equipped with radar, letting you coordinate air strikes and coastal bombardments.

LEVEL 1 AIRCRAFT

"Fink" Scout

Cost: 36 metal, 1369 energy

The small Fink has longer spotting range than other CORE aircraft, making it ideal for exploring the map in the early stages of a game. Assigned to patrol duty, the Fink can alert you to enemy activity even if the enemy fields radar jammers.

"Avenger" Fighter

Cost: 101 metal, 3181 energy

The Avenger is a basic fighter, designed to intercept ARM aircraft. Weakly armed and armored, the Avenger is most useful when escorting Level 1 bombers to their targets.

"Shadow" Bomber

Cost: 131 metal, 5691 energy

The Shadow bomber is best used very early in the game when AA defenses are nonexistent or weak. Too slow to dodge AA fire, the Shadow also has no air-to-air weaponry, making it very vulnerable to enemy fighters.

"Valkyrie" Air Transport

Cost: 115 metal, 2695 energy

The Valkyrie can transport one ground unit anywhere regardless of terrain. Remember that it is slow and un-armed; when transporting units it is always a good idea to provide Valkyries with an escort. If shot down, both the plane and its cargo are de-stroyed.

LEVEL 2 AIRCRAFT

"Rapier" Gunship

Cost: 294 metal, 5778 energy

Overall, the Rapier is the most versa-tile of all CORE aircraft. Sporting heavy armor and guided rockets, the Rapier is effective against both air and ground targets.

"Vamp" Stealth Fighter

Cost: 257 metal, 6973 energy

Though scantily armored, the Vamp Stealth Fighter is armed with twin air-to-air missile launchers and is invisible to enemy radar. Effective as they are against enemy aircraft, Vamps are very vulnerable to AA fire.

"Hurricane" Strategic Bomber

Cost: 220 metal, 8050 energy

The Hurricane is a powerful bomber that can level buildings and wipe out units with equal ease. It is armed with a secondary light laser that helps fight off enemy fighters. Remember to re-pair your Hurricanes between sorties, as they are a big investment.

"Titan" Torpedo Bomber

Cost: 364 metal, 6588 energy

Designed for sub hunting, the Titan is armed with powerful unguided torpedoes. To hit enemy subs, a naval unit with sonar must spot for the Titan. It's prudent to keep these fragile bombers away from the enemy's anti-aircraft weaponry.

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