THE
MONGOLS

DREAMCATCHER

Epilepsy warning

Please read this caution before you, or your child, commence play of a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily lives. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no previous history of seizures. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise parents to supervise their children when playing videogames. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as possible.
- Play videogames on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for 10 to 15 minutes for every hour you play.

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System Requirements

Please ensure that your system meets the hardware requirements.
The minimum system requirements are as follows:
Operating System: Microsoft Windows XP (admin rights required) or Windows 2000;
Windows 95/98/ME/NT4 are no longer supported.
Great War Nations: The Mongols also runs on Vista but does not fully support all its new features

CPU: Intel Pentium®4 2.4 GHz or Athlon XP equivalent
RAM: 512 MB system Memory
GRAPHICS: GeForce 6600GT 128 MB or similar
SOUND: Direct X 9.0c compatible sound card
DVD-ROM: 4x DVD-ROM drive
HARD DRIVE: 4 GB Free Space
INPUT DEVICES: Keyboard and mouse

The recommended system requirements are as follows:
Operating System: Microsoft Windows XP (admin rights required) or Microsoft Vista; Windows 95/98/ME/NT4 are no longer supported.
CPU: Pentium Intel Pentium®4 3.0 GHz or Athlon XP/64bit Equivalent
RAM: 2048 MB system Memory
GRAPHICS: GeForce 7900GTX 256 MB; ATI Radeon X1900XT 256 MB or higher
SOUND: Direct X 9.0c compatible sound card
DVD-ROM: 4x DVD-ROM drive
HARD DRIVE: 4 GB
INPUT DEVICES: Keyboard and 3 button mouse

Game installation

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert Great War Nations: The Mongols DVD into your DVD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the DVD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:
a) At the Windows desktop, click on 'Start.'
b) Select 'Run' and type the letter of your DVD-ROM drive and Setup.exe (i.e.: D:Setup.exe)

OR

a) Double-click on 'My Computer.'
b) Right-click on the DVD-ROM drive with Great War Nations: The Mongols DVD and select 'Open' to access the contents of the DVD.
c) Double-click on the 'Setup.exe' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.
4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu as well as a Desktop icon.

Game launch

After game installation you can launch it in the following way:

· Click twice on the icon «Great War Nations: The Mongols» on the Desktop;
· Click on the button «Start», choose the item «Programs» in the opened window and then «Great War Nations: The Mongols». Click on the icon «Great War Nations: The Mongols».
· Open the window «My computer», go to the folder «Great War Nations: The Mongols» and click on the icon «awe.exe».

About the game
1 Controls

Camera

To move the camera view, you can:

1. Move the mouse cursor in the direction you want to move the camera and it will start moving in the required direction.
2. Move the camera view with the help of keyboard buttons (arrow keys: right, left, up and down).
3. Select a place on a mini-map where you need to move the camera view and left-click on it.
4. Press the mouse wheel and drag the mouse in the direction opposite to the required move of the camera view.

To rotate the camera on its axis, simultaneously press Ctrl button and the mouse wheel and move the mouse to the left (anticlockwise) or to the right (clockwise).

To zoom in the camera, scroll down the mouse wheel. To zoom out the camera, scroll up the mouse wheel.

Unit orders

You can give orders to the units in two ways: directly and via an Orders Menu. When you give a direct order, the game selects the most suitable interaction of objects. For example, you select your warrior and point the mouse cursor over the enemy warrior, the cursor will become red and, if you click the RMB, your warrior will run to attack the enemy. If you simply click on a place on a landscape, the warrior will run to the indicated point. The same thing is actual for the workers (cut down trees, work in the building, repair).

However, sometimes you may need to give a non-standard order. For example, the worker will not work in the building if it is damaged (repair will be the default order). To give a certain order, you should select a unit and first select the required order in the Orders Menu and then the target for this order. To make a group of units line up in a certain way, select the group, press RMB and move the mouse. The position of units will appear. When the required position is selected, release the RMB.

Hot Keys

Interface	
Insert	rotation of the camera anticlockwise;
Page Up	rotation of the camera clockwise;
Home	zooms in the camera;
End	zooms out the camera;
Alt	Shows health bars of units and buildings, auras of heroes and buildings, metal deposits and weapons on the ground;
0..9	hot keys for unit groups (it is possible to unite selected units into a group by pressing + digit button from 0 to 9. By pressing the selected digit button, the group will be selected automatically);
F10	objectives window;
F11	alliances window;
F12	message history window;
F1	send a signal to allies (in the Multiplayer game; press F1 and click either on the minimap or on the battlefield);
Enter	send a message to the players (in the Multiplayer game);
Esc	Main Menu of the game;
Shift	add units to a group (Shift+ digit button from 0 to 9 – addition to the existing group).

Unit Orders	
A	attack;
M	move;
P	patrol;
C	open Unit Designer;
F	switch formation;
T	switch stance;
S	stop;
E	unload all/ungroup (for complex units only).

Special orders for workers	
R	repair;
W	work;
V	construct economic buildings;
B	construct war buildings;
N	construct special buildings.

Special orders for buildings	
R	set rally point;
K	destroy the building;

2 GUI

1. Preview of selected unit.
2. Mini-map.
3. Battlefield.
4. Orders Menu.
5. A list of spells put on selected unit.
6. Name of selected unit.
7. Level of selected unit and indicator which shows current experience and amount of experience required for the next level.
8. Weapons icon of selected unit.
9. Armour icon of selected unit.
10. Available number of units and maximumpopulation.
11. Number of units produced by the player.
12. Amount of player's weapons available for the equipment.
13. Extracted metal.
14. Collected wood.
15. Wind indicator and forecast.
16. Weather forecast (snow/rain).
17. Message history.
18. Alliances window.
19. Mission objectives.
20. Main Menu.
21. Send a signal to the allies (in the Multiplayer game; press F1 button and click either on a mini-map or on the battlefield).
22. Send a message.
23. Show/hide interface.
24. Change the color of troops and buildings on the mini-map (1. According to the player's house color. 2. Allies are green, enemies are red).

25. Show/hide the landscape on the mini-map.
26. Turn on/off mini-map rotation.
27. Active pause (in the Single Player mode).
28. Set the camera to the north.
29. Maximum and current amount of health of the selected unit.
30. Idle workers (when the player clicks on the icon, the idle worker is selected and the camera switches to him).
31. Heroes available for the player to control (when the player clicks on the icon, the hero is selected and the camera switches to him).

Main Orders Menus

Orders Menu of the warrior

1. Move.
2. Attack.
3. Equip (re-equip) - Unit equipping.
4. Patrol.
5. Switch formation - Army Formation.
6. Switch stance - Unit Stance.
7. Stop (acting, moving).
8. Special abilities of the warrior (they appear with the increase of the level. Some abilities work only after the player clicks on the icon — a unit uses such ability according to the player's order).
9. Dismount (leave the vehicle, building).

Orders Menu of the worker

1. Move.
2. Equip «on the fly» (only for Mongolian workers Aduches and villagers).
3. Repair.
4. Work.
5. Collect weapons - Collection and production of weapons.
6. Stop (acting, moving).
7. Construct economic buildings - Construction of buildings.
8. Construct war buildings - Construction of buildings.
9. Construct special buildings - Construction of buildings.

3 Basics

Resource Collection

Main resources in the game are: population, metal, wood and horses.

Population is represented by villages and main buildings. The maximum amount of the population is limited by the capacity of all villages of the player and the capacity of the main building. Each village adds a certain number of units to the population. The units are accumulated gradually so that is why they are not ready for production right away. From the accumulated units it is possible to make a worker, warrior or special unit. If the unit dies, he will be accumulated again in a while.

Metal is mined in the deposit. To mine metal in the deposit, it is required to build the metal mine next to it and place workers in the mine; these workers will mine metal. Each deposit has a maximum amount of metal in it. To mine all metal in the deposit, the player will have to construct special buildings or upgrade the deposit. Initially, the metal mine can give only one third of the total metal amount. Each upgrade of the mine increases the maximum possible extraction by one third. Some time after a full extraction 500 of metal will appear in the deposit and it will be possible to use this deposit again.

Wood. Workers cut down trees to collect wood. Any tree on the map can be cut down.

Horses. Horses are produced in stables. They are accumulated like units in the villages and it is possible to take them from there. It is possible to produce 5 horses in each stable. The number of produced horses and horses left in the stable is indicated under a health bar. Produced horses are marked orange, not yet produced are green.

Construction of buildings

All buildings are divided into 2 types: buildings and special buildings. In the buildings the player trains/produces units or heroes, produces weapons and mines resources. The special buildings are fortifications, traps, walls and vehicles.

To construct a building, you should select the worker or the town (if you play for Russians). Then in the Orders Menu select construction of (economic/war) buildings, select the required building. If you do not have the required amount of resources for the construction, the corresponding message will appear in the bottom left corner of the screen. After you select the building you should select the place for the construction. To make the selection of the place easy, a preview of the building will appear instead of the cursor. If the building preview is red, it means that it is impossible to construct on that place. Sometimes it is required to rotate the building: for that, you can scroll the mouse wheel during the selection of the construction place. If you scroll down, the building will be rotating clockwise; if you scroll up, the building will be rotating anticlockwise. The construction can be cancelled while it is in progress. For that, you should select the unfinished building and click Cancel.

The building can be destroyed by any unit that can attack.

During an attack on the building, units will use a burning torch instead of their current weapon. When the attacked building has less than 35% of its full health amount, its health starts slowly decreasing in spite of the fact whether it's still being attacked or not. The building starts burning if its health decreases lower than 50%.

While burning, the fire can spread onto adjoining buildings and trees (their health will start decreasing). The ignition of neighbouring objects depends on the wind and its direction. The distance to the object that will catch fire is determined by the wind strength. The stronger the wind is, the more remote objects may catch fire.

Fortifications absorb the most part of melee, ranged and fire damage, so it is quite difficult to destroy them with the help of usual units. But it is possible to destroy them with special mechanisms that cause siege damage, which is not absorbed.

Each race is peculiar in building construction.

Crusaders construct buildings with the help of special units — workers. The buildings can be constructed at any place (except for the metal deposit). In some Crusader buildings, it is possible to put units for protection.

Mongols construct buildings with the help of workers but unlike Crusaders their buildings are mobile. Each building can be assembled in a mobile mode and transported to another place.

Russians construct buildings only near the main building — the Town. The construction is ordered in the Town as well. Only special buildings, metal mines, trench and the Town itself are exceptions: these buildings are constructed by workers.

Unit equipping

Equipping Crusaders

Crusaders have 2 types of warriors available: Capitulary and Knight. They can be trained in the Garrison and equipped with any weapon type. But keep in mind, on the one hand Knight is stronger than Capitulary but on the other - Capitulary is faster. So, it is better to equip Capitulary with ranged weapon and save melee weapons for powerful Knights. When warriors are produced, they do not have a specialization. The warrior gains specialization when he reaches 1st level and the specialization will depend on the weapon the warrior is equipped with.

Equipping Mongols

Mongols have a basic unit Aduuch (horse herd wrangler) who can be trained in the Yurts of Warriors, equipped with weapons and unarmed in the main building. Unarmed Aduuch can be equipped «on the fly»; at that he will not lose an ability to construct and work in the buildings until he gains a level. If you disarm Aduuch who has not gained any level, you can send him again to collect resources, construct buildings and so on. It is much faster to produce Aduuch in the Yurts of Warriors than equip him «on the fly». Aduuch with any weapon does not have any specialization and does not have any bonuses to the damage. Aduuch gains a specialization when he reaches the 1st level; after that he loses all functions of a worker.

The specialization depends on the first weapon Aduuch is equipped with. If his first weapon was a spear, Aduuch becomes Nuker — spearman, if the first weapon was a sword, Aduuch becomes Turgen — swordsman, if the first weapon was a bow, Aduuch becomes Nachin — archer.

Equipping Russians

Russians have one type of warriors — Druzhinnik, who can be trained in Detinets and equipped with any weapon type. Druzhinnik gains specialization when he reaches 1st level. The specialization depends on the weapon Druzhinnik is equipped with. When Druzhinnik gains 2nd level, he becomes Voevode and the specialization does not change. When Voevode reaches 4th level, he becomes Bogatyr and specialization does not change.

It is also possible to train villagers in captured village and equip them «on the fly». These units are available in any village regardless of race. In addition to the fact that you can arm villagers, you can also use them to repair buildings and to collect resources. The villagers can construct traps only.

Creating a unit in the Unit Designer (Crusader as an example)

A Unit Designer is activated with a special button in the building interface during the production of the unit or in the unit interface during equipping «on the fly».

1. Preview of the unit.
2. Weapon of the unit.
3. Shield of the unit.
4. Melee weapon filter (swords, axes, clubs).
5. Medium ranged weapon filter (spears).
6. Ranged weapon filter (bows, crossbows, throwing spears).
7. Available weapon according to one of the filters 4-6.
8. Available shields.
9. Selection of unit for the equipment (only for Crusaders and only during the production of the unit in the building).
10. Finish equipping.
11. Cancel equipping.
12. Saved equipments (next time, when you select the building and click on any of the saved equipments, you will start production of this warrior right away).

For unit production, you should select the building (Garrison here), enter the Unit Designer, select a type of the unit (for Crusaders only) and equip him with available weapons by selecting it from 7th and 8th slots.
After that you finish equipping by clicking 10. The equipment created by you will be saved and you will be able to produce many units with no need to equip each unit separately.
During equipping «on the fly» you should select the unit and also enter the Unit Designer with the help of the button in the interface (hotkey – E). In the Unit Designer you give your unit required weapons and finish equipping. If you select a few units and enter the Unit Designer, all of them will be equipped if you have enough weapons.

Collection and production of weapons

You can obtain equipment in two ways:
1. **Produce from resources.** For that, you need to construct the forge and send a worker there. Production of weapons in the forge takes resources. Each weapon requires certain amount of metal and wood for the production. If you want to produce weapons of higher quality, an experienced smith should work in the forge. The worker, who is working in the forge, gains experience during production. When the worker gains the 1st level, he becomes a smith. On the 2nd level the smith can produce any weapons and shields. On the 3rd level the smith can produce a unique item – a banner. The banner can be produced only once.

Each race has its own banner, which gives bonuses.

2. **Collect on the battlefield.** When a unit perishes his weapons remain on the ground. It is possible to collect these weapons and equip new warriors with them. Such equipment is free of charge; you should just select a worker and collect the weapons with his help. The banner, left by a killed standard-bearer, can also be collected. When the banner goes to the warrior of another race, it will have bonuses that differ from the bonuses the previous owner of the banner had.

In the manual mode, select a worker and send him to the nearest weapon. The worker will come up to the weapon, pick it up and it will be added to your inventory. The weapon becomes available for the equipping of new warriors in the Unit Designer right away.

To switch on automatic collection mode, right-click on the button which is responsible for the collection of weapons in the Orders Menu of the worker.

The weapons in the player's inventory can be smelted back to metal. For that, enter the Unit Designer and right-click on the weapon. During melting, some amount of metal will be lost; the player will receive 80% of the weapon price.

Capturing objects

It is possible to capture objects in the game, like villages and stables. To capture an object, move your hero next to the object, point the cursor over the object (the cursor will turn yellow) and click RMB. The capturing process has 2 stages.

The first stage (if the object belongs to another player) turns the object to a neutral state (when the object does not belong to any of the players). Sometimes it happens that the object initially does not belong to anyone, in this case the capturing process will start from the 2nd stage.

The second stage is a direct capturing of the object by the player. When the 2nd stage is over, the object goes under the control of the player who has captured it.

Each capturing stage is indicated by a progress bar over the object and takes a certain amount of time. If the capturing stage is interrupted, the object will gradually return to the state it had before the capture.

1st stage   2nd stage

4 Role System

Unit parameters

The units have the following parameters:

1. Health points of the unit.
2. Damage inflicted by the unit.
3. Armour of the unit.
4. Weight of the unit.
5. Sight radius.
6. Movement speed.
7. Special abilities.

These parameters determine the efficiency of the unit in a battle. Such parameters as health, armour and damage increase when the unit gains levels and it happens without the player's assistance.

Damage infliction

Damage, caused to the object, is counted in health points. There are some factors that influence the amount of this damage.

1. **Armour.** The more armour an attacked unit has, the fewer damage he will receive. A unit with a shield has more armour but the shield does not protect the entire unit.
2. **Attacking bonuses.** Some weapon types have attacking bonuses. For example, the spears have an attacking bonus against mounted units, battering-rams and throwing vehicles have bonuses against buildings. Also there are special auras that increase the efficiency of the bonus.
3. **Critical hit.** All units have a chance to perform a critical hit, which doubles inflicted damage and knocks off the enemy's helmet.

Damage can be fully absorbed. All shields give such an opportunity — to absorb damage from ranged or melee weapon.

Movement

Movement of units is characterised by speed and acceleration.
Speed characterises the movement of the unit.
Some units are not able to start moving with a maximum speed right away.
So, to gain the max speed they need some time which is characterised by acceleration.

Interaction of objects

Interaction between objects can be divided into low-level and high-level.
Low-level interaction is an equipping of units in the Unit Designer.
High-level interaction is an interaction between the units: humans, animals and vehicles.

During the interaction process complex units are formed. During an attack on a complex unit, the damage is distributed between all participants of the complex unit.

Warriors can use animals for war purposes. Mounted warriors gain additional armour, damage, health and an increase of their movement speed.

Vehicles do not work without units' assistance. At the same time units can use vehicles for special transportation. Units that interact with vehicles are divided into drivers and passengers. The passengers do not control the vehicles but just use them for transportation means; the passengers are able to attack the enemies. The drivers of the complex unit can not attack anyone directly as they are controlling the vehicle. Nevertheless, the can use a vehicle, e.g. Bamboo gun, for an attack.

If there is no one in the vehicle or on the horse, such unit is considered to be neutral. Any player can use a neutral vehicle or horse and it does not matter who has produced them. Some vehicles do not obey this rule and belong to a certain player, even if there are no units inside (Trebuchet, Cart of Subutai and so on).

The player gives orders to complex units in the same way he does for usual units. The only difference is «Unload all» order. And also the unit interface. If there are not enough drivers, the complex unit will not move. The passengers are not necessary in the complex unit, except a complex unit which consists of a unit and a horse. There is no driver but just a passenger in such a complex unit .

Units can be healed by special units. The healing is free of charge but this takes some time. Vehicles can be repaired. This is done by the workers. Repair costs resources. A few workers repair faster than one worker.

Unit upgrade

When a unit kills an enemy, he gains experience. Experience is given only to the units equipped with weapons and to special units within a certain radius from the killed unit. The unit who has performed the last hit gains additional experience. When a certain amount of experience is accumulated, the unit gains a level which increases his parameters and also gives him additional skills. The level is indicated with stars above the unit and on his icon. The upgrade process of the unit is performed automatically and the player is not able to change it. However, when the hero gains a level, the player manually upgrades his additional skills. Hero's skills are divided into:

1) Strategic (gives global bonuses).
2) Tactical (gives bonuses to the nearby units).
3) Combat (improves battle parameters of the unit).

To upgrade a skill of the hero who has gained a level, you should select him and click on the «Level Up» button which appears in the Orders Menu. Each skill of the hero can be upgraded 4 times. Maximum level of the hero is 9th. Maximum level of the warrior is 6th. Maximum level of special units of Russians and Crusaders is 2nd, Mongols (shaman) - 3rd.

5 Battle System

Army Formation

Army formation influences all selected units. In formation mode, the units move faster, wait for those who move slower — they are trying to keep the line while moving.

There are 3 types of army formations:

Column
In this formation, units line up in columns of maximum 5 foot units wide. This formation is good for moving over rugged terrain and for controlling small troops. The order of unit arrangement is the following: cavalry, foot melee warriors, foot ranged warriors, special units and vehicles.

Line
In this formation, units draw up in a line of maximum 14 foot units wide. The arrangement order of units is the same as in the column formation. The formation is good for battles using big troops. The efficiency of the formation is actual both during the protection of the territory and attack on the enemy.

Free
Units stand and move without any rules.

Unit Stance

Unit stance is the reaction of the units to the enemy within a sight area.

There are 4 types of unit stances:

Passive stance
A warrior does not attack the enemy until the enemy starts the attack.

Hold the ground
A warrior attacks enemies who enter his sight range but does not move.

Defensive stance
A warrior attacks the enemy but pursues him within a short range. The unit returns to his position afterwards.

Aggressive stance
A warrior attacks the enemy and pursues him until he kills the enemy or loses the sight of him.

Combat process

Units attack each other with speed indicated in weapon parameters. All units have a small chance to perform a critical hit. During a critical hit the unit causes greater damage than he normally does.

If a ranged unit is attacked by a melee unit, the damage of a ranged unit will be decreased for a while.

Sometimes ranged units miss moving targets. They are trying to shoot up-front but if the enemy is moving along an unpredictable trajectory, the archer will not hit him.

There are 3 attacking sectors of a unit with a shield. At the front the bonuses of the shield fully function, from one side they half function and from the back they do not function at all. If a unit carries the shield on his back, the shield bonus will be the most effective if the unit is attacked on the back and less effective if the unit is attacked on sides. At the front the unit will be fully vulnerable.

Environment

Influence of the environment on battles divides into:

1. Landscape influence
2. Height bonus
3. Weather influence
4. Physics influence
5. Fog of War influence

Landscape Influence

Units cannot move across every terrain. Maximum steep slope for the units to move is at the angle of 40 degrees from the horizon.

Height Bonus

Warriors receive a height bonus to sight and shot range. The higher the warrior is, the farther he can shoot. Warriors that shoot from higher places receive penalties to shot range. The actual shot range of the warrior remains the same as on the plain surface but due to the height difference the warrior must come closer to the target. Thus his shot range will reduce.

Weather Influence

Weather can considerably influence the gameplay. There are the following weather types in the game: rain, wind, snow and ice.

Snow and rain

When it is snowing, the units have their sight range and shooting range decreased. When it is raining, the unit movement speed decreases.

Before the snow starts falling, the player will receive a forecast as a blinking icon — a snowflake (under the wind indicator). When the snowfall begins, the icon stops blinking and remains active until the snowfall stops. The same forecast occurs for rain (an icon with a water drop).

Wind

The wind influences the shooting range of the units. When it is windy, the direction of the wind is always displayed on the compass in the interface.

Wind has 3 states:

Calm	Windy	Strong wind

In addition to this, there is a forecast arrow that shows the direction and the strength of the wind.
Possible directions of an arrow flight are divided into 4 sectors, according to the wind direction.

Big red arrow indicates the direction of the wind. Archers that shoot in the direction of sector A are considered to shoot downwind. Their shooting range increases by 10, 20 or 30%.
Archers shooting in the direction of sectors B1 and B2 are not affected by the wind (they are neutral to it). Their shooting range does not change.
Archers shooting in the direction of sector C are considered to shoot against the wind. Their shooting range decreases.

Ice

There will be breakable ice on winter locations. Units can walk over the ice and it will crack. If anybody crosses the same place for a few times or stands still for a certain period of time, the ice will break and the unit will fall through it. Water appears in the icehole.

The unit that has fallen through the ice dies immediately. The greater the weight of the units standing on the ice, the faster the ice breaks.

After a while, the ice-hole is covered with new ice. If the ice just cracks, the cracks will disappear after some time.
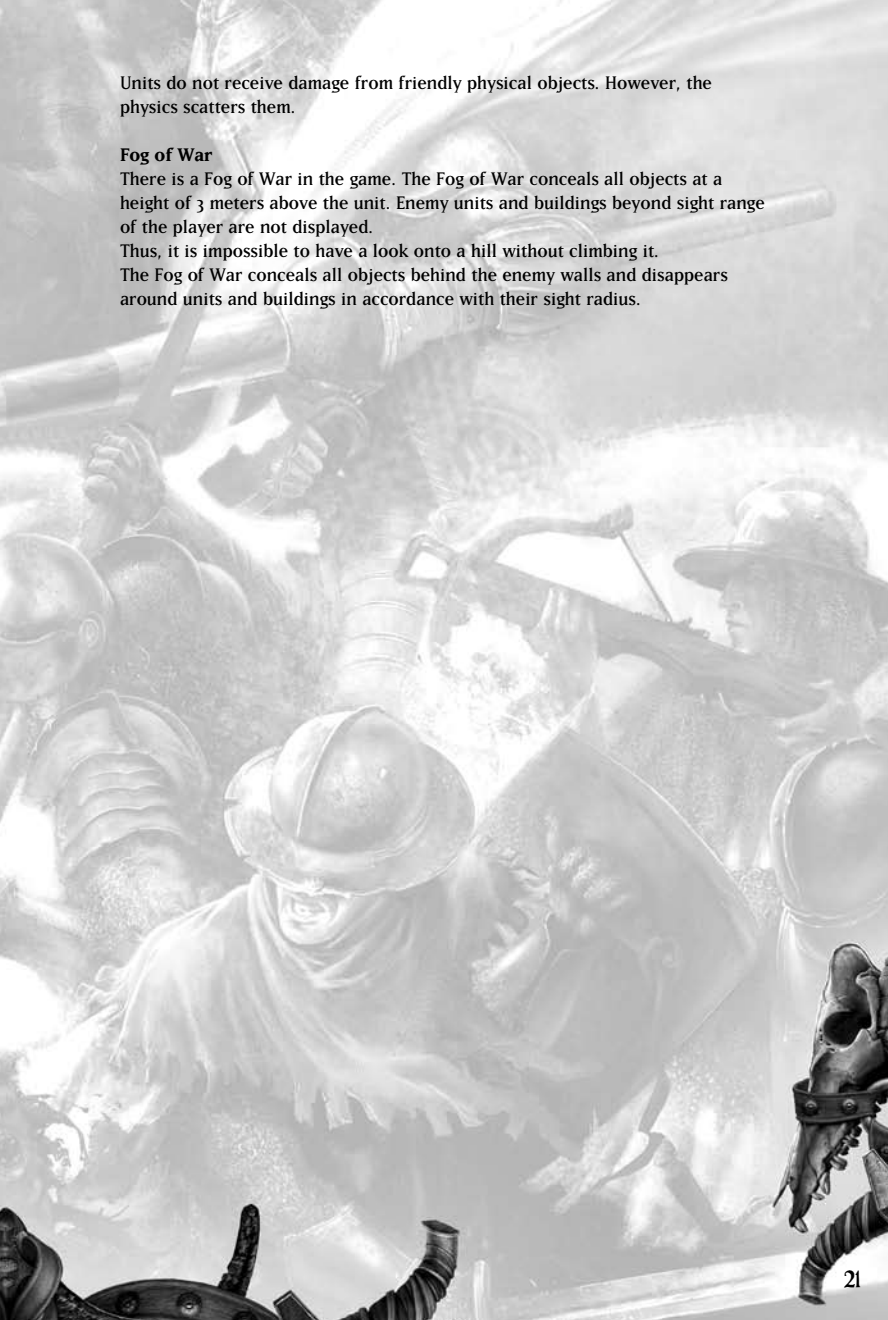
Fire and physical objects

Physical objects appear on the map in 2 cases:
  1. Parts of destroyed buildings/vehicles.
  2. Siege vehicles may shoot with physical objects - projectiles.

When a physical object is burning, a burning zone appears around it.
Any building, that gets into the burning zone, receives damage from fire and can catch fire.

The size of the burning zone depends on the size of the object.
Damage inflicted by a physical object depends on its weight. If the damage is caused by a projectile, the unit will receive only the damage which corresponds with weapon parameters.

Units do not receive damage from friendly physical objects. However, the physics scatters them.

Fog of War
There is a Fog of War in the game. The Fog of War conceals all objects at a height of 3 meters above the unit. Enemy units and buildings beyond sight range of the player are not displayed.
Thus, it is impossible to have a look onto a hill without climbing it.
The Fog of War conceals all objects behind the enemy walls and disappears around units and buildings in accordance with their sight radius.

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Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support:
http://www.dreamcatchergames.com/dci/support/index.php

You may also complete the Technical Support form located at our Website at:

Email Support:
http://www.dreamcatchergames.com/dci/forms/tech_support.php

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

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Please be sure to include the following:
- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:
DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
United States

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