



# ELEMENTS OF WAR



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## GENERAL INFORMATION

Welcome to ELEMENTS OF WAR, a unique RTS (real-time strategy) game designed to appeal to a broad range of players. The game features powerful visuals and engaging gameplay set in a deadly near future. ELEMENTS OF WAR offers players a mix of conventional weaponry along with futuristic systems that allow weather itself to be controlled, creating exciting, action-packed strategy experience.

### The World

The game begins in 2022. A staggering global environmental disaster brings the planet to its knees, dramatically changing its face forever. Mountainous Tsunamis, city-sized tornadoes, and mantle-cracking earthquakes have ravaged the planet, killing millions of people and destroying civilization worldwide. When the dust finally did settle, the climate remained highly unstable as weather patterns struggled to acclimate themselves to the new reality. Not everywhere was Mother Nature successful, especially across the ruins of the northern United States; there, a colossal “super tornado” stretches from the Rocky Mountains in the west to the Great Lakes in the east, churning and grinding everything it touches into pulp. This storm is slowly destroying the atmosphere of the planet, making our future prospects bleak.

### Global Issues

It became painfully obvious shortly after the cataclysm that humanity is ill-equipped to understand, let alone reverse, the environmental nightmares it has unleashed. Without an obvious course of action, science and technology – ironically the very forces that fueled the causes of the cataclysm – became the beacon of hope for a ravaged population and decimated planet. Only time would truly tell if these

new breakthroughs would make a difference...or make Earth worse than Hell itself.

## MAIN MENU



### START CAMPAIGN

- Start a new campaign.

### CONTINUE CAMPAIGN

- Continue a previously-played campaign.

### LOAD GAME

- Load a saved game.

### SETTINGS.

- Change your game's difficulty level, as well as its audio and video settings.

### PROFILES

- Create a new player profile, or select an existing profile.



## CREDITS

- View the list of the hard-working people that made this game a reality.

## EXIT TO SYSTEM

- Quit the game.

# GAME INTERFACE

## Game Camera Control

Your in-game view is controlled intuitively by 'standard' RTS controls, as follows:

To rotate the camera, hold the middle mouse button while moving the mouse.

Use the 'A', 'S', 'W', and 'D' keys, or the arrow keys, to move the camera forward or backward.

Your unit's range of vision is marked by white lines on the mini-map.

## Unit Control

Units are controlled by traditional "point and click" play style; simply select a unit and then issue it movement or attack orders.

There are three ways to select a unit:-

**Framing/Lasso** – press and hold the left-mouse button and move your cursor diagonally to create a "frame" that surrounds the units you want to control. Let go of the mouse button when you've selected all the units you need.

Left-click on a unit or its icon to select it individually.

To select a unit type, use the Battle Group Panel in the game interface

(see below for more info).

To issue a Move order to a unit or units:

Select your unit(s) first, then right-click on the main map where you want your units to move.

To attack an enemy:

Select your unit(s), hover your mouse cursor over an enemy unit (or its icon) that you wish to attack, then right-click on it.

## Interface

The game interface is displayed after a mission is loaded. The main interface elements are shown by numbers on the image below. Around your screen are various panels used to control in-game features, including your Control Panel, Battle Group Panel, Reinforcement Panel, Mini-Map Panel, and other important information.



## I. CONTROL PANEL



The Control Panel (in the lower right portion of your screen) allows you to manage your currently selected units. Each unique type of unit will display different buttons here when it is highlighted, since unit types differ in their abilities. For example, the image above shows the Control Panel for an infantry unit – specifically, a Captain.



**Special Ability 1** - This button allows you to activate the first Special Ability of the unit. The Special Ability for Captain units is “Call for Assault Aviation.” More on this, and other Special Abilities, will be covered a bit later.



**Special Ability 2** - This button allows you to activate the second Special Ability for your selected unit. For our Captain unit, this icon is “Call for Aviation with Poisonous Agents”.



**Move** - Move the unit where you indicate.



Defensive – Attacking Mode - Click to order the unit into one of these two 'modes.'



Fire at This Point - The unit fires at the location you indicate on the game map.



Lie Down/Get Up/Turn - Use this to order a unit to lie down (go prone), get up (for Infantry units), or to turn in a specified direction for vehicles..



Enable/Disable Firing - Order your unit to fire freely on the enemy, or order it to hold its fire.



As You Were - Halt the unit's current action.



"Follow" - Follow a selected unit.



Leave/Capture Equipment/Building" - Your Infantry unit will exit the currently-occupied vehicle or building, or will find and occupy the nearest vacant building.



## 2. BATTLE GROUP PANEL



The Battle Group Panel (in the upper right portion of your screen) displays all of the player's units. Click on a unit in this Panel to select a unit located anywhere on the game map. The Panel is divided into three tabs, according to its unit type:



Infantry



Vehicle



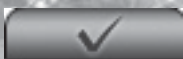
Next Generation Vehicle

### 3. REINFORCEMENT PANEL



The Reinforcement Panel (in the upper left portion of your screen) is used to call in reinforcements during a battle. The list of available reinforcements is located in the upper part of the panel. Each unit will cost you a certain number of Tactical Points, so choose wisely.

To order reinforcements, click and drag the unit icon you want from the top portion down to an empty square below it. All reinforcements you add to the area below will form a Reinforcement Group.



Once you've made all your choices, click the Confirm Reinforcement button to request the Reinforcement Group. Note that reinforcements will not arrive immediately - it requires time for the rear-echelon troops to get everything together and get it transported out to you. All reinforcements will arrive within their indicated Landing Point, as designated below.



Click the Set Landing Point button to position the camera in the landing zone, this will allow you to select the exact point where the reinforcement will arrive.

## 4. MINI MAP PANEL



The Mini Map Panel (in the lower left portion of your screen) displays the overall battlefield. Your troops are marked in green on the mini map and allied troops are marked in blue. Enemy units that are spotted by their or their allies' troops are marked in red. Neutral troops are marked in yellow. Missions and key events, such as the usage of elemental weapons, arrival of reinforcements, etc., are marked different colors on the Mini Map.

Besides Mini Map itself, there are several other buttons on the panel:



**Visibility Distance Mode** - This button activates visibility distance for firing and distance for special abilities.



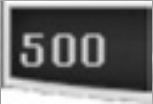


**Night Vision Mode** - This button enables a night vision mode for your camera.



**Task Menu** - This button opens the Task Menu.

## 5. TACTICAL POINTS COUNTER, WEATHER INDICATOR, AND GAME TIMER

These three items are displayed at the top center of your screen.

Tactical Points Counter	Weather Indicator	Game Timer
		
<p>Displays the current number of Tactical Points in the mission. The player can obtain tactical points for completed missions. These points can be spent for calling reinforcements.</p>	<p>Displays current weather conditions. Assault aviation and reinforcement delivery are impossible during inclement weather. Unit visibility can also be severely limited.</p>	<p>Displays the time left until a key event of the mission. For example, if a mission has a task that must be completed by a certain time, then this window will display the time left until the end of the task.</p>



## GAME MECHANICS

### Units and Their Special Abilities

Practically every unit in the game has special abilities that can be activated only by a direct order from you, the player. Some special abilities require a specific target or point on the ground; others just need activation and the unit will use this ability as soon as it is possible.

#### Infantry



##### Officer

Call for Assault Aviation - An F-35 JSF strike fighter will soon arrive to the point you specify and attack enemy units that it spots with devastating ground-attack ordinance..



Call for Aviation with Poisonous Agents - An F-35 JSF strike fighter soon arrive to the point you specify and attack enemy units that it spots with deadly chemical weapons.



##### Infantry Squad

Tubular Launcher - If the enemy clusters together - especially enemy Infantry - it makes for a tempting target. The Tubular Launcher attack will order your Infantry unit to fire on the enemy with their grenade launchers, highly effective against soft targets over a significant area.



Acceleration - If you need your Infantry to 'move



it or lose it,' clicking this will order them to double-time it when moving.



### Shotgun Squad

**Armor-Piercing Bullets** - This is a powerful attack that can ruin anyone's day. The Shotgun Squad will lock-and-load with ammo reinforced with steel thermo-strengthened cores that will slow enemy Infantry or damage armored units or even aircraft.



### Medical Personnel

**Search for Wounded** - Orders your medics to do what they do best - search for wounded soldiers. They will automatically seek out units that have suffered more to provide them with immediate medical care.



**Acceleration** - Like Infantry, this will order your medics to 'get the lead out' and move faster.



### RPG Squad

**Splinter Shell** - Normally an RPG Squad is more effective against vehicles than Infantry; this will have them load up with anti-personnel shells to make their attacks more devastating to Infantry.





## Sharpshooter



**Scouting Mode** - Sharpshooters are dangerous, but highly vulnerable. This ability will order them to move stealthily, so much so that enemy units will not spot them. However, a Sharpshooter unit cannot fire on enemy units while this is active.



**Acceleration** - If you have to move them out of harm's way fast or get them to an effective firing point on the double, this will order them to move a bit faster..

## Equipment



### Armored Vehicle



**Obscuring Smoke** - Orders the vehicle to launch smoke grenades/lay down smoke, which will limit enemy visibility.



**Tear Gas** – Orders the vehicle to launch tear gas grenades/lay down tear gas, which will limit enemy visibility.



### APC



Shrapnel Shells – This kind of ammo is very effective against soft targets, especially infantry.



AT APC



Splinter Shell – This kind of ammo is very effective against soft targets, especially infantry.



Tank



Rocket Shot – The tank will fire off a homing missile, which will unerringly target whatever you indicate.



Recon Engine



Radar Reconnaissance – This will significantly increase the vehicle's spotting range.



Boost – Allows the vehicle to get around a lot faster than normal.



RM





Blizzard – Launches a barrage of missiles at its target. This attack will cover a wide area, but is not very accurate.



Perfect Shot – Launches a single missile at its target. This attack covers a very small area, but is highly accurate.



Recovery Vehicle



Recovery Task Automation – The mechanical version of your field medics, this will order your unit to seek out and repair damaged vehicles.



AA Missile Armored Vehicle



Rapid-Fire Gun – Not all of this vehicle's targets will be aircraft. This will allow them to fire on enemy infantry and vehicles.



Assault Helicopter



Free-Flight Missile - A fragmentation missile that will really hurt enemy infantry and other soft targets, but will be ineffective against hardened targets.



Carrier Helicopter



**Breaker** - If your enemy likes using homing missiles, this will jam their guidance systems, making them ineffective.

## NEXT GENERATION EQUIPMENT



**Exoskeleton «Locust»**



**Tubular Launcher** - Just like Infantry, if the enemy clusters together - especially enemy Infantry - it makes for a tempting target. The Tubular Launcher attack will order your Infantry unit to fire on the enemy with their grenade launchers, highly effective against soft targets over a significant area.



**Portable Helicopter** - The unit will deploy portable man-sized helicopter packs that will allow them to move via flight over a short distance.



**Hard Exoskeleton «T-Rex MG»**



**Turret** - An aircraft's worst nightmare. This will cause the turret to transform itself into an anti-aircraft platform. Additionally, it will harden its defenses significantly, making it harder to damage.

## SPECIAL UNITS - ELEMENTALS



A1-NL "Aurora"



"Polar Lights" - A particularly nasty ability, Polar Lights will cause nearby vehicles to cease to operate, including helicopters (which will crash).



A1-TR "Aurora"



"Tornado" - A weather-themed attack; this will cause the unit to create a convective column that will heat the air, creating a localized tornado.



T1-EQ "Tartarus".



"Earthquake" - Creates a local earthquake within the area you specify. If a unit is touching the ground and within its area of effect, it will shake itself into large amounts of damage.



T1-TLP "Tartarus"



Telluric Plasmoid - Creates a condensed telluric emission and an electromagnetic pulse.



F1-BL "Fireball"



“Fireballs” - Creates flaming balls of energy that can be directed against infantry, but have no effect against aircraft.



F1-THS “Fireball”



“Thundercloud” - Creates an epic thundercloud over a specified area. It will attack all types of ground-based units within the area of its effect, but Infantry hunkered down in buildings won't be affected that much by it.

## Hot Keys and Command Modifiers

Hot Keys provide a quick shortcut to commonly used commands and quick access to menus within the game. Command modifiers are useful when you need to issue two or more actions with one command.

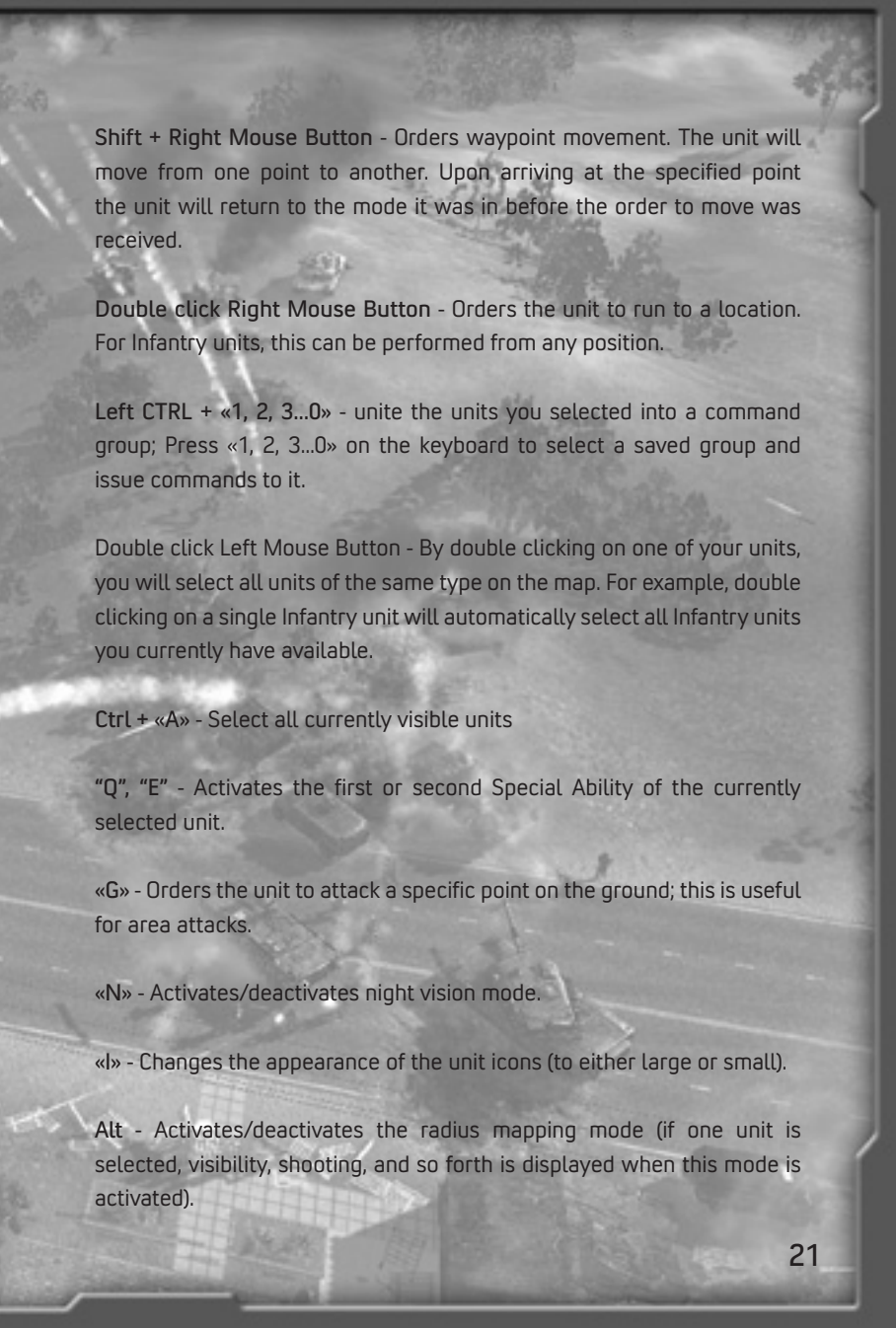
«Esc» - Brings up the Game Menu, allowing you to change options, load saved games, save your current game, and so forth.

Ctrl + «W», «S», «A», «D» - Moves the camera at a slower than normal speed

Shift + «W», «S», «A», «D» - Moves the camera at a faster than normal speed.

Ctrl + Right Mouse Button - Issues a “move and attack” order. During its movement, the selected unit will actively attack all enemies it comes across. Upon arriving at the specified point, the unit will return to the mode it was in before the order to move was received.





Shift + Right Mouse Button - Orders waypoint movement. The unit will move from one point to another. Upon arriving at the specified point the unit will return to the mode it was in before the order to move was received.

Double click Right Mouse Button - Orders the unit to run to a location. For Infantry units, this can be performed from any position.

Left CTRL + «1, 2, 3...0» - unite the units you selected into a command group; Press «1, 2, 3...0» on the keyboard to select a saved group and issue commands to it.

Double click Left Mouse Button - By double clicking on one of your units, you will select all units of the same type on the map. For example, double clicking on a single Infantry unit will automatically select all Infantry units you currently have available.

Ctrl + «A» - Select all currently visible units

“Q”, “E” - Activates the first or second Special Ability of the currently selected unit.

«G» - Orders the unit to attack a specific point on the ground; this is useful for area attacks.

«N» - Activates/deactivates night vision mode.

«I» - Changes the appearance of the unit icons (to either large or small).

Alt - Activates/deactivates the radius mapping mode (if one unit is selected, visibility, shooting, and so forth is displayed when this mode is activated).

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## However, before you contact our support team:

- Please make sure that your PC fulfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

## How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run“. Please enter "dxdiag" (without quotation marks) and click on „OK“.

Windows Vista: Please click on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter“-Button.

## Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don't lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.







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