

## TOTAL ANNIHILATION: KINGDOMS DEMO

Total Annihilation: Kingdoms is available now at your favorite retail outlet. You can also order direct at [www.cavedog.com](http://www.cavedog.com).

The full version of Total Annihilation: Kingdoms features:

- Four unique civilizations, each with their own combat strategies
- Vast armies of skeletal archers, zombie foot soldiers, magic-casting wizards and dragon riders
- Full 3D environments which include lush forests, marshes, rolling hills and swamps
- Castles and cities filled with wandering monsters and magical life forms
- Hardware support provides enhanced graphics and special effects
- Free play on Cavedog Entertainment's Boneyards! Join an on-line gaming community filled with mini games, competition ladders, player-to-player chat, bulletin boards and more
- Note: The Total Annihilation: Kingdoms demo is not compatible with the full version of Total Annihilation: Kingdoms. Multiplayer capabilities are not included in the demo.

### ***System Requirements***

#### ***Single player system requirements***

- P-200 (recommend 266MHz or higher)
- 32mb RAM (recommend 64mb or more)

#### ***Plus***

- Microsoft or fully compatible mouse
- 4x CD-ROM Windows 95 or 98
- 100% SoundBlaster compatible sound card
- VGA 16-bit Color video display adapter.
- DirectX 6.1 or greater

#### ***Getting Started Playing a Skirmish***

- Run the Total Annihilation: Kingdoms Demo.
- From the title screen select the left icon, Play the Machine.
- Adjust any settings you wish in the War Room.
- Click the start button in the lower-right corner.

#### ***Getting Started Playing a Mission***

- Run the Total Annihilation: Kingdoms Demo.
- From the title screen select the center icon, Play the Adventure.
- Enter a character name in the campaign user screen.
- Click the start button in the lower-right hand corner.

## GAMEPLAY

In order to conjure new units in Total Annihilation: Kingdoms, you will need mana. You collect mana by building Lodestones over Sacred Sites. A Sacred Site is a disk on the ground, surrounded by "stonehenge" standing rocks. To build a lodestone over a sacred site, select a builder with a lodestone in its menu, then click the build icon at the bottom

of the screen and then click over the sacred site. A red "X" will appear if you are not over a legal build location for the unit you are trying to create.

## DEFAULT KEY COMMANDS

A = Attack  
G = Guard  
M = Move  
P = Patrol  
S = Stop

K = Cloak on/off  
L = Load unit into transport  
U = Unload unit from transport  
O = Open/Close or Activate/Deactivate unit  
C = Clear  
H = Heal

CTRL A = Select all units  
CTRL B = Select all builder units  
CTRL D = Dismiss selected units  
CTRL E = Select melee units  
CTRL F = Select factory units  
CTRL M = Select and track monarch  
CTRL N = Select naval units  
CTRL R = Select all ballistic units  
CTRL U = Select all units on screen  
CTRL W = Select all units with weapons  
CTRL Y = Select all units that fly  
CTRL Z = Select all like units  
CTRL 1-9 = Create squad  
CTRL F5-F8 = Set bookmark location  
ALT 1-9 = Create formation  
1-9 = Select squad / Select formation  
F5 - F8 = Return to bookmarked location

N = Move to next unit off screen  
T = Track unit

F1 = Game options  
F4 = Leaderboard  
F2 = Briefing  
D = Diplomacy menu  
TAB = Full screen radar

CTRL L = Load saved game  
CTRL S = Save game

### ***PAUSE = Toggle pause***

F3 = Track last reporting unit  
F9 = Screen shot  
F12 = Clear chat

CTRL F1 = Select weapon 1

CTRL F2 = Select weapon 2  
CTRL F3 = Select weapon 3

+ = Increase Game speed  
- = Decrease Game speed

~ = Toggle damage bars