

Force 21

The year is 2015 and World War III is about to begin. Recent advances in star wars technology have removed the threat of global nuclear conflict and reopened the option of conventional war between great powers. While the fragments of the Soviet Union continue their slide into economic and social chaos, free-market China has become the preeminent power in the Far East. Desperate for natural resources to sustain its economic boom, Beijing invades the central Asian republic of Kazakhstan, drawing both Russian and the United States into a bitter struggle that ultimately will determine who will rule the world in the 21st Century.

Force 21 is a Real-time 3D Tactical Wargame designed for both single-player and multiplayer gaming. As the player you command either an American or Chinese armored force caught in the middle of an epic struggle for world domination. Control up to sixteen platoons of tanks, helicopters, artillery, combat engineers, and electronic warfare units. Conduct reconnaissance, launch air strikes, ford rivers, lay minefields, and blow up buildings. Determine the rules of engagement, the formations and the leaders of your forces. Unique interface allows you to switch back and forth between strategic and tactical play while the battle rages. Plan your attack on the strategic map and then jump into the role of platoon commander for quick action.

To Install:

To play Force 21, you will need DirectX 6.0 or higher. Everything else you will need is included in the Force 21 Demo installation.

Force 21 Features:

- 21st Century battlefield technology loaded on 40+ highly realistic combat vehicles
- Unique mix of strategic and tactical game play
- 30 single player missions and 15 multiplayer missions across 10 multi-player maps
- Tense story line told from both the American and Chinese perspectives
- Realistic 3-D terrain based on actual locations in China, Russia and Kazakhstan
- Team and death match multi-player play for up to four players
- Easy-to-use map and mission editor including the ability to create new single player and multiplayer missions (including cooperative games against the computer). Mission specific AI is scripted in the mission editor, putting all the necessary tools in your hands.

Force 21 Platform:

Minimum Configuration *without* Hardware Acceleration :

- Pentium 233 MHz MMX or equivalent
- 2D Video Card 16-Bit SVGA 2MB Video Ram or greater

Minimum Configuration *with* Hardware Acceleration :

- Pentium 200 MHz MMX or equivalent
- Accelerated Direct 3D Compatible Video Card w/ 4 MB Video Ram or greater (chipsets supported include Nvidia TNT, Voodoo 1 - 3, Matrox G200. For a full list of supported cards visit our website)
- Windows 95/98 Operating System with DirectX 6.1 or better installed
- 32 MB System Ram
- 150 MB Hard Drive Space Free
- 4x or better CD-ROM Drive
- DirectX 6 Compatible Sound Card
- Network Play requires a properly configured TCP/IP connection at 28.8 kps or better

Action Interface

The Action Interface is where the game is actually played. It consists of a central battlefield display surrounded by a collection of control panels. The battlefield display presents a 3-D view of the battlefield. A zoom control allows the player to toggle between a strategic view that shows the entire battlefield and a tactical view that is focused upon a single platoon.

Battlefield Display Strategic View

A 3-D map of the battlefield is shown. It can be rotated and tilted with the arrow keys or by edge-bumping the mouse.

The following information is displayed on the map:

- Fog-of-war - Light and dark area show the boundaries of the player's fog-of-war.
- Friendly Platoons - Each of the player's platoons is shown by a small graphic on the map. The graphic is highlighted if the platoon is selected in the company control panel.
- Friendly Platoon Movement Path - The movement path for the selected friendly platoon is shown as a colored line on the map.
- Friendly Platoon Rally Point - If the selected platoon has a rally point its position is shown on the map.
- Enemy Platoons - Each enemy platoon that has been detected by the player is shown by a small graphic on the map. The graphic is highlighted if the platoon is selected. If the platoon is designated as a lost contact, its last known position will remain, but faded. When the platoon becomes undetected or is known to be destroyed, it is removed from the map.
- Known Minefields - Are shown by graphics on the map.
- Ford - The locations of all fords are shown on the map by a graphic.

Left-clicking on the map has the following effects:

- On a Friendly Platoon - On mouse down the platoon is highlighted on the map and in the company control panel, and information about the platoon is shown in the platoon control panel. On mouse up the platoon is selected. If the player moves the mouse off the platoon before releasing the button no selection occurs and the platoon control panel reverts to its previous contents.
- On an Enemy Platoon - On mouse down the platoon is highlighted and information about it is shown in the platoon control panel.

Right-clicking anywhere on the map is a shortcut that issues a movement order to the selected friendly platoon. Holding down shift allows multiple waypoints to be placed.

Certain orders issued through the company control panel also require clicks on the strategic battlefield tile to complete. These orders are spelled out in greater detail in the orders section.

Battlefield Display Tactical View

The tactical view consists of a close-up 3-D view of the battlefield terrain centered on the lead vehicle of the platoon currently under the player's command. The view can be rotated and tilted with the arrow keys or by edge-bumping the mouse.

Certain orders issued through the company control panel also require clicks on the strategic battlefield tile to complete. These orders are spelled out in greater detail in the orders section.

Mouse Controls

Left-clicking on the view has the following effects:

- On a Friendly Vehicle - On mouse down that vehicle's platoon is highlighted in the tactical view and in the company control panel, and information about the platoon is shown in the platoon control panel. On mouse up the vehicle's platoon is unhighlighted, selected and the camera view immediately changes. If the player moves the mouse off the vehicle before releasing the button no selection occurs and the platoon control panel reverts to its previous contents.
- On an Enemy Vehicle - On mouse down all vehicles in the platoon are highlighted and information about the platoon is shown in the platoon control panel. On mouse up the platoon is unhighlighted and the company control panel reverts to the information of the selected friendly platoon, and the hostile vehicle clicked on is targetted. If the player moves the mouse off the vehicle before releasing the button, no targetting occurs. You cannot target friendly vehicles or buildings with direct fire.

Right-clicking on the view has the following effects:

- On a valid location on the map - Issues a movement order for the platoon the player is currently commanding. Holding down shift allows multiple waypoints to be placed.

Targeting

The cursor will change to a target when it is positioned over an enemy vehicle, building, bridge or wreckage to show that it is available to be targeted.

Note that the computer will determine targets for your platoons while those are exclusively under AI control, but that you will need to determine targets for your platoons while you are directly controlling them.

Objects that are targeted for attack by the platoon currently under the player's command are marked with a special reticule. This reticule is in one of two states:

- Target Unassigned - Indicates that although the target has been designated, no vehicle within the platoon has been assigned to fire on it.
- Target Assigned - Indicates that one or more vehicles within the platoon have been assigned to fire on it.

Although the player sets the targets for the platoon, vehicles will distribute their fire across the target list evenly. If the platoon is under AI control, rather than being directly controlled by the player, the AI will set a prioritized target list for the platoon.

Zoom Mode

The tactical view can be toggled by keyboard control back and forth between normal mode and zoom mode. In zoom mode the camera is positioned directly over the lead vehicle of the platoon and the field of view is much narrowed.

The zoom view can be rotated or tilted using the same controls and the apparent angular speed of the zoom camera is adjusted to match the speed of the normal camera. The rest of the tactical interface functions exactly the same while the view is in zoom mode.

Battlefield Display Compass

The battlefield compass is a control superimposed over the lower right hand corner of both the strategic and tactical views. It consists of two elements: the dial and the pointer. The dial reflects the current facing of the camera in both the strategic and tactical views. The pointer reflects the desired facing of current platoon at the conclusion of its current movement order.

If the mouse button is held down during the issuing of a movement order, the battlefield compass will highlight and the mouse will be coupled to the pointer. Skating the mouse left and right will spin the pointer counterclockwise and clockwise to specify the platoon's facing. Clicking on the battlefield compass will also highlight it to allow the player to change the current platoon's facing without issuing an explicit movement order.

Platoon Control Panel

The platoon control panel reflects the state of currently selected friendly or enemy platoon. When an enemy platoon is displayed, undetected vehicles will not be shown.

The platoon control panel has the following controls:

- *Vehicle Slots* - Each of the five slots represents one vehicle in the platoon. Each slot displays an icon that shows the vehicle type and its damage state. The order of the icons determines each vehicle's position in formation.
- *Platoon Commander Portrait* - Shows a portrait of the platoon commander if the platoon is friendly. For an enemy platoon a graphic of the Chinese or American flag is shown.

Vehicle icons can be dragged to rearrange the vehicles within a platoon. If a vehicle is dragged to an occupied slot the vehicles will swap positions. Icons can also be dragged into a different platoon in the company control panel to transfer vehicles between platoons. This drag will only succeed if there is an empty slot in the platoon and the platoons are within some minimum distance of each other to allow the transfer to happen instantly. The vehicle will be assigned to the open slot closest to the lead of the new platoon.

Note that helicopters and ground vehicles may not be mixed within a platoon. Attempting to do so by drag and drop will fail. The icons of vehicles that are hit in combat will flash to report the event. The icons display the following damage states:

- Undamaged
- Damaged
- Destroyed

When vehicles are destroyed their destroyed icons remain in the platoon display until another unit is dragged and dropped over them, or when the player left clicks on the destroyed vehicle's icon. If a platoon has a commander and all vehicles are moved out of the platoon or destroyed the commander is changed to "no commander" for the duration of the mission. If the commander is killed the commander picture is modified for the duration of the mission to reflect this.

Company Control Panel:

- *Strategic/Tactical Button* - Toggles the battlefield display between the strategic and tactical display.
- *Mini Map* - The map display provides a small top-down view of the entire battlefield. Enemy and friendly platoons are shown as colored dots with the platoon under the player's command specially marked. Left-clicking on the map will select platoons as in the strategic or tactical window. Right-clicking will move the current platoon to that location.
- *Platoon Buttons* - There are eight primary and eight secondary platoon buttons with an arrow to toggle between the two sets. Clicking on a button selects that platoon. If the player is in the tactical interface, the camera will immediately switch to view the selected platoon. When a platoon is selected its vehicles are shown in the platoon control panel. If a platoon is under attack its button flashes to alert the player. Platoon buttons also act as drag-and-drop destinations for vehicles from the platoon control panel.
- *Rules of Engagement Menu* - This menu sets the rules of engagement for the currently selected platoon.

- *Formation Menu* - This menu sets the formation for the currently selected platoon.
- *Order Buttons* - These buttons allow the player to issue orders to the selected platoon.

Platoon Orders

Any orders that require mouse clicks in the battlefield display to complete will change the cursor to indicate this fact. A subsequent left-click anywhere but in the battlefield display (or a right-click anywhere) will abort the order. The orders are, from top to bottom, left to right:

- *Move* - Left-clicking in the battlefield display issues a move order to the selected platoon. Holding down the click highlights the battlefield compass to allow the final facing of the platoon to be set as well. Holding down shift allows multiple waypoints to be placed. While this order is being issued the cursor will be changed to reflect it. Right clicking anywhere or left-clicking outside the battlefield display will cancel the order.
- *Patrol* - A series of left-clicks in the battlefield display sets a patrol path for the selected platoon. Direction may not be set. Right-clicking anywhere or left-clicking outside the battlefield display ends the patrol path setting. While this order is being issued the cursor will be changed to reflect it.
- *Rally* - A left-click on the battlefield sets a point for the selected platoon to retreat to. Holding down the click highlights the battlefield compass to allow the final facing of the platoon to be set as well. Holding down shift allows multiple waypoints to be placed. While this order is being issued the cursor will be changed to reflect it. Right clicking anywhere or left-clicking outside the battlefield display will cancel the order and any previous rally order.
- *Hold* - Cancels the selected platoon's current orders.
- *Deploy Camouflage* - Only undimmed if there are LWVs in the selected platoon. All LWVs are covered with camouflage netting.
- *Fortify Position* - Only undimmed if there are tanks or MFVs in the selected platoon. All tanks and MFVs are surrounded by defensive earthworks.
- *Artillery Attack* - Only undimmed if there are artillery vehicles under your command. A left click on the battlefield or on a targetted unit designates the aim point for an artillery barrage. While this order is being issued the cursor will be changed to reflect it. Artillery has a minimum range, and is more accurate if there is a spotter in the target area. The target may not be selected on the minimap.
- *Set Helicopter Height* - Only undimmed if this is a helicopter platoon. This control is a toggle. If the helicopters are in high-altitude mode it will show as a set low-altitude button. If the helicopters are in low-altitude mode it will show as a set high-altitude button. Clicking on the button toggles its state and sends the appropriate order to the platoon.
- *Switch EW Mode* - Only undimmed if there are EW vehicles in the selected platoon. This control is a toggle. If the EW vehicles are in radar mode it will show as a set jamming mode button. If the EW vehicles are in jamming mode it will show as a set radar mode button. Clicking on the button toggles its state and sends the appropriate order to the platoon. The highlighted form of the button indicates that jamming is on.
- *Deploy/Recover Bridge* - Only undimmed if there is bridge-layer in the selected platoon. Bridge layers are not included in the Force 21 demo.
- *Deploy/Clear Minefield* - Only undimmed if there is an engineering vehicle in the selected platoon. A left-click on the battlefield will designate where the minefield is to be deployed/cleared. Whether or not a minefield currently exists in the location will determine which order is carried out. While this order is being issued the cursor will be changed to reflect it.
- *Launch Air Strike* - Only undimmed if the player has one or more air strikes available for this mission. A left click on the battlefield designates the aim point for an air strike. This control carries a numeric indication of the number of air strikes left to the player in this mission. While this order is being issued the cursor will be changed to reflect it. The target may not be selected on the minimap.

Keyboard

General Keys

Quit - ESCAPE

Screen Shot - PRINTSCREEN

Next Unit - TAB

Show Action Dialog - F10

Show Objectives Dialog - O

Previous Unit - SHIFT-TAB

Move Order - M

Patrol Order - P

Rally Order - R

Fortify Order - F

Camo Order - C

Bridge Order - B

Mine Order - N

Height Order - H

EW Order - E

Arty Order - A

CAS Order - X

Clear Order - BACKSPACE

Toggle Map View - SPACE

Team-only chat in Multiplayer - RETURN

All player chat in Multiplayer - ~

Tactical Keys

Camera Rotate Left - LEFT Arrow

Camera Rotate Right - RIGHT Arrow

Camera Pitch Up - UP Arrow

Camera Pitch Down - DOWN Arrow

Toggle Zoom - CTRL

Strategic Keys

Map View Pitch Up - UP Arrow

Map View Pitch Down - DOWN Arrow

Map View Orbit Clockwise - LEFT Arrow

Map View Orbit Counter-Clockwise - RIGHT Arrow

Multiplayer Play

Force 21 can be played against human opponents over a Local Area Network (LAN) or over the Internet. This chapter will explain how to hook up to another player and some of the options available to you once you do establish a connection.

Please note, the Force 21 demo cannot play in multiplayer games with the retail version of the game.

To set up a multiplayer connection, follow these steps:

1. Go to the Game Options Menu and type in a name for yourself in the Player Name field.
2. Next, exit the Game Options Menu and return to the Force 21 Game Menu screen.
3. From the Force 21 Game Menu screen, click on the Multiplayer button.
4. Now select whether you will be creating or joining a game directly, or will be using one of the supported game services, the MSN Zone or MPlayer.

Finding a Game

Force 21 automatically looks for games that are running on your local LAN. These games will show up in the game listing in the top right of the Multiplayer Menu screen. In addition, you have an address book of up to 32 servers, which Force 21 can check for you.

Whether you are using the list of local games or your address book, selecting a server on the list will “ping” the server, and provide game information if a game is running. This information, including the number of players, the server and mission name and the “ping time” (or time to the server and back) . To join the selected server, simply press the Join button to connect to that server.

If the server you wish to connect to uses a nonstandard connection port, you can specify that by appending the port number to the address book entry, separated by a colon (i.e. “test.redstorm.com:2222”). You will not be able to ping or get information on servers which use a nonstandard information port, but you will still be able to join those servers.

Joining a LAN Game

To join a game on your Local Area Network, simply select the game from the Local Network Games list on the right of the screen, and click the Join button. You cannot join a Force 21 game while a mission is in progress. If a game is in progress, you will see “game in progress” in the lower right of the multiplayer screen.

To join a game on the Internet, first select the Address Book Button. This will hide the games on the LAN, and bring up a 32 entry list of server addresses. You can either select a server you’ve stored in the book, or add a new entry with the server you wish to join. This sentence should explain what entry means - for example, should user enter IP number, or a particular server name? The Refresh List button will check all of the server entries in the list, and turn the entries for games which are available green. As with the LAN games, simply select a game, and press the Join button to join a server.

Creating a Game

As the server, you choose the mission and rules settings for each game. You can allow or disable planning, put time limits on the planning and game action, give benefits to the various forces, and assign players to forces. Individual players are only able to select an unused force for themselves, or to relinquish control of the force that is assigned to them.

If a force has the option “AI” selected in the Player Assignment menu, it may be played by the computer. Any force with the option “Unassigned “ must be controlled by a player for the game to start. Some forces may be available only to the computer. Those forces will be labeled AI, and cannot be assigned.

The connected players are all displayed in the Chat control at the bottom of your screen. If the light next to the player name is green, that player has the same version of the selected mission as the Server. If it is yellow, the player has a different version, and if it is red, the player does not have that mission. Force 21 will not allow you to start the

game if a player has a status of yellow or red.

If you choose to allow planning for the mission, you will also be able to adjust the points available to the individual forces. Please note that AI opponents always use the default units, so adjusting the point totals available to them will have no effect on the game play. Some forces (those that are either exclusively computer controlled or for which force selection has been disabled in the mission) will be unable to purchase units in planning mode. These forces will not have a point total associated with them, and will only be able to review objectives and select the platoon commanders during planning mode.

Once you have completed this phase, press the Continue button located in the right hand corner of the game screen to either start the game or go to the planning phase.

Planning

Multiplayer planning in Force 21 has three components, Game Information, Force Setup, and Force Placement.

Players can choose between these three component screens by selecting the appropriate name (Game Information, Force Setup, and Force Placement) in the lower right corner.

The mission objectives and map are displayed in the Game Information display. Read the objectives carefully, as they will tell you what is required for your side to win.

The Force Setup display allows you to assign platoon commanders to your forces. In addition, if your force has the option of selecting its own units, you may discard the default configuration, and purchase your vehicles from a pool of points determined in the scenario. Please Note: Before any changes can be made, you must remove the X beside the Use Default Units box.

The Force Placement display shows the map of the mission, along with the positions of all allied units. If you are selecting your own vehicles, you must place your platoons onto the map, by selecting first the platoon, and then clicking on the map in one of the regions shaded in the color of your force.

During planning, the lights in the player list indicate the player's status as follows. A green light indicates the player is ready to begin. A yellow light indicates that the player could start the game, but has not yet indicated readiness. A red light indicates that the player has not selected legal forces, or that all of the player's forces have not yet been placed on the map. If the "planning timer" expires before the player has properly placed the selected forces, the default units will be used instead.

When you are ready to begin, select the Continue button in the lower right of the screen. When all players are ready to continue, or when the planning timer expires, the game will start.