Strategic Simulations, Inc.
The Moon Project Demo
Version 1.0
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1.   DEMO SYSTEM REQUIREMENTS

•Windows 95B or higher (Windows 98 recommended; Windows ME compatible)
•DirectX 7.0a or higher required
•Pentium II 300Mhz or better
•32 MB of RAM (64MB of RAM recommended)
•90MB of hard disk space for install, 175MB free hard disk space for swap file
•3D Hardware Accelerated video card with 4MB RAM (Voodoo 2 or equivalent)
•DirectX compatible sound card
•Windows compatible mouse

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2.   INSTALLATION

Run The Moon Project.exe program to install The Moon Project Demo to your hard disk.

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3.   ABOUT THIS DEMO

This demo of The Moon Project includes a tutorial for the Lunar Corporation (LC). The demo also includes one LC mission and one skirmish\multiplayer map.

The full product includes tutorials for all three sides (ED, LC, and UCS), plus three full campaigns for a total of over 30 missions. In addition, the full product offers both skirmish and multiplayer games on over twenty maps.

Finally, the full product also includes a map editor that allows you to create your own maps.

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4.   HOT KEYS

SAVE/LOAD GAME HOT KEYS
Save Current Game	Left ALT+ F2
Load Game	Left ALT+ F3
Quick Save Current Game	Left ALT+ F1

PANEL HOTKEYS
Open Unit Construction Panel	F1
Open Research Panel	F2
Open Building Upgrade Center	F3
Open Alliance Panel	F5
Open 'Give Money To Allies" Panel	F6
Show Power Grid	F9
Show Command Selection on/off	F10
Show Command Markers on/off	F11
Show Tunnel selection on/off	F12

SPEED HOTKEYS
Pause	Num Lock
Increase game speed	Num +
Decrease game speed	Num -
Default game speed	Num *

RECORD HOTKEYS
Record command	R
Quick record	Caps Lock
Repeat command	Z
Execute command list	X

GROUPING/SELECTING HOTKEYS
Create Group	Left CTRL+ #
Select Group	#
Select all visible ground units	, (comma)
Select all visible air units	/ (slash)
Select all visible military units	; (semi-colon)

MILITARY UNIT ORDERS
Attack	A
Escort	E
Hold Position	H
Stop	S
Supply Request	Y
Create platoon	P

BUILDER ORDERS

Trench	D
Narrow bridge	B
Wide bridge	Left Shift+ B
Narrow tunnel	U
Wide tunnel	Left Shift+ U
Wall	W

MISCELLANEOUS HOTKEYS

Show last event place	Space
Follow object on/off	F
Rotate building	num Enter
Toggle map	Left ALT+M
Toggle panel	Left ALT+P
Toggle tunnels	Tab
View mode	Left ALT+V
Toggle Between Base/Mission	Q
Upgrade Power Plant (UCS)	B
Build Solar Cells (LC)	B

GENERAL TIPS

Double-click a unit to select all units of same type on screen.
Right click a selected unit's panel picture to center the screen on unit.
Right click a selected unit's panel picture to view unit statistics.
Right click a panel to toggle between tabs.
Right click a research to cancel that research.
Right click a unit picture to cancel unit production.
The Auto-upgrade button of the Headquarters will place and upgrade weapons on all of your buildings.
In the Construction Center (F1 Key) you can click on the unit portrait instead of the Add to List button.
You can assign all vehicles produced in the weapons production center or vehicle production center to a group # by placing your cursor over that vehicle portrait in the production center and pressing Left Ctrl+ #.

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5.   GAMEPLAY TIPS

Maximum Zoom Level
You can zoom the camera out by adjusting the Maximum Zoom Level in the Options menu. However, a high zoom level will impact performance. We suggest you lower the zoom level in multiplayer games unless all players are using high-performance computers.

Camera Controls
The camera can be controlled entirely with the mouse. Moving the mouse to the edges of the screen will scroll the playing field in that direction, i.e., moving the mouse to the left edge of the screen will scroll the playing field to the left.

To rotate the camera, hold down the right mouse button and move the mouse left or right. To change the angle of the camera, hold down the right mouse button and move the mouse up or down. To zoom in or out, hold down both mouse buttons and move the mouse up or down. If you have a wheelmouse, the wheel will also perform this function.

To center the screen on the currently selected unit, press the "0" key on the numberpad or right-click the unit's thumbnail. To follow the currently selected unit, press the "F" key. To move the screen to the last event, press the Spacebar.

Main Base
In the single player campaigns, each side has a main base area. From here, you can move units and resources to the mission area via the transport as long as there is a Landing Zone in the mission area.

You choose a new mission by clicking on the world icon. Keep in mind that buildings, units, and resources in the main base area are carried over from mission to mission. Therefore, it's a good idea to transport all units and resources to the main base after finishing a mission.

Research Tree
Press "F2" to bring up the Research Screen. The entire research tree for a faction can be viewed by clicking the "Research Tree" button the top right corner of the Research screen. You can also toggle between the "Research Tree" and the Research screen by pressing "F2" again.

The Research Tree allows you to view all the technologies available to you within a mission. You can also queue multiple technologies and upgrades by left-clicking an item. Right-clicking will cancel research on a technology.

LC and Solar Power
Unlike the other two sides, the LC does not have to place their buildings near a solar power plant. However, solar power plants cannot generate power by themselves; they need to be equipped with solar cells. You can build solar cells by selecting a solar power plant, clicking the "Solar cell" button, and then placing the solar cell near the plant. Remember, solar cells must be placed near a solar power plant; each plant can support a maximum of 10 solar cells.

Also, solar power plants will run out of energy at nighttime or during cloudy periods. To maintain power, you must build solar batteries. Solar batteries store surplus energy during the day and deliver it at night or during cloudy periods. You must have one functional solar power plant to allow the solar batteries to discharge their energy.

Queuing Building Construction
You can queue structure construction by holding down the Caps Lock key, and then select and place multiple buildings.

Canceling Building Construction
If you change your mind, you can cancel the construction of a building. If you're playing either the ED or UCS, just select the partially constructed building and click the "Autodestruction" button. This will explode the building before it's finished. Any unused resources will be returned. If you're playing the LC, click the "Build" tab in the Selection Panel and right-click the building you just placed. You only have a short window of time to do this; if the building has already started its way down, you won't be able to cancel its
 construction.

Edge of the Map
Because of the way the camera system is designed, units and structures cannot be placed within 16 hexes or squares of the map edges.

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6.   MULTIPLAYER ISSUES

Playing Games over TCP/IP
You should connect to your ISP, using your normal dialup procedure, before attempting to play a multiplayer game of The Moon Project. You will need the IP address of the host computer before you can join a game.

To host a multiplayer game over TCP/IP, select "Internet TCP/IP Connection for DirectPlay" and click the "Initialize" button. Type a name in the "New session name" box and click the "Create new session" button.

To join a multiplayer game over TCP/IP, you must know the IP address of the host computer. Select "Internet TCP/IP Connection for DirectPlay" and double-click the "IP address" box. Next, type in the IP address of the host computer and click the "Initialize" button. In the next screen, you should see the name of the multiplayer game in the "Available sessions" box. Select the game and click the "Join" button.

Hosting Multiplayer Games
In general, the fastest computer should host a multiplayer game. To improve performance, we suggest setting the Unit Limit to restrict the amount of units in a game. Removing AI players or lowering the video resolution on the host computer can also improve game performance.

Adjusting Network Performance

The Network tab in the Options menu allows the game host to adjust the frequency of how often commands are sent between players. By default, the slider is set to the farthest right. This setting is best for an 8 player game where everyone has an average to slow connection to the Internet.

If you're playing over a LAN or have a high-speed connection to the Internet, you can experiment with moving the slider to the left for smoother performance. If you encounter "Waiting for player" messages, then you should move the slider back to the right.

Chatting During Multiplayer
To chat with other players in a multiplayer game, press the "Enter" key, type a message, and press "Enter" again to send the message. You can send messages to a specific player, your allies, or all players by pressing "Enter" and then pressing the "Up" or "Down" cursor.

Types of Multiplayer Games

The retail version of The Moon Project will have eight different types of multiplayer games. The Moon Project Demo features the "Destroy Structures" type of multiplayer game.

Destroy Structures
Destroy Structures is a multiplayer game where the objective becomes the destruction of enemy structures. The game host can determine what type of structures must be destroyed: from all structures to power plants or production centers only. The host can also determine whether credits are automatically received, as in Uncle Sam, or if resources must be harvested. Finally, the host can determine the pace of research and can also limit the use of bombs and/or weapons of mass destruction.

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7.   TROUBLESHOOTING

Setup
After installing the Moon Project demo, click the Start Menu and select "Setup" from SSI\The Moon Project. This Setup program allows you to test various video resolutions. The Setup program will inform you if your video card can run the demo at the desired resolution. It also lets you select which graphics renderer to use.

Direct3D Renderer
Generally, the Direct3D renderer should run well on almost any Direct3D-compatible 3D accelerator card that supports Z-Buffering, Bilinear Filtering, and Alpha-Blending. Video cards using Z-Sorting instead of Z-Buffering are not supported due to advanced Z-buffer based tricks used in the 3D engine.

OpenGL Renderer
To use the OpenGL renderer, you must make sure that you have the latest OpenGL drivers installed for your particular video card.

OpenGL drivers enumerate TrueColor modes only if your Windows desktop is also in TrueColor mode.

The Environmental Fog effect may not be available on some video cards if the OpenGL renderer is selected.

Glide Renderer
The Glide renderer is only for use with video cards based on 3dfx chipsets, i.e., Voodoo 2, Voodoo 3, and Voodoo 5. If you're using a 3dfx-based video card, Glide is the recommended graphics renderer for your computer.

Some older cards, e.g., Voodoo Rush and Voodoo 1 cards, do not support vertex fog which causes the game to switch fog mode from "environmental" to "black." In some situations, you may have to switch fog mode manually. Go to "Options" and click the "Graphics" tab, then check "Black" under Fog.

If you had a 3dfx card in your system at any time and you did not uninstall it properly, the demo may crash. To avoid this problem, go to the "Windows\System" directory and delete (or rename) "Glide3x.dll".

Video Troubleshooting
Most video display problems can be corrected by installing the latest reference drivers for your particular video card. Please consult your video card documentation for details on how to get the latest drivers for your card.

If you are using a custom cursor, especially with shadow, it may cause video corruption. We strongly recommend disabling custom cursors while playing The Moon Project.

If your system has two or more video cards, The Moon Project may appear on the wrong monitor. Whenever you change your video card or reinstall drivers, run Setup to readjust your video settings.

We strongly recommend using standard resolutions with a 4:3 aspect ratio (e.g., 640x480, 800x600, 1024x768, or 1280x1024) in HighColor or TrueColor mode. Remember: the higher the resolution, the slower the game will be, especially if your card has only 4MB or 8MB of video ram.

Memory needed to run the game in a given resolution:

Resolution		Video Memory
640 x 480 x 16	|	4 MB
800 x 600 x 16	|	6 MB
1024 x 760 x 16	|	8 MB
1280 x 1024 x 16	|	12 MB
640 x 480 x 32	|	8 MB
800 x 600 x 32	|	10 MB
1024 x 760 x 32	|	12 MB
1280 x 1024 x 32	|	18 MB

Exceptions:
Voodoo 2   only 640 x 480 x 16, 800 x 600 x 16 modes

Alt-Tab and Task Switching
Task switching via Alt-Tab or Alt-Esc is not recommended when playing The Moon Project. Task switching can cause The Moon Project to lock up and require you to restart your computer.

Sound & Audio Problems
Most sound card problems can be corrected by installing the latest drivers for your particular card. Please consult your sound card documentation for details on how to get the latest drivers for your card.

If your system does not play audio tracks or plays them incorrectly (e.g., too fast or too slow) you can try reinstalling or updating Microsoft's Windows Media Player, which is responsible for audio track decompression.

Windows Media Player 6.4
Windows Media Player 6.4 or higher is required for playback of the cinematics in the full product.

Performance
If you're playing the game on a minimum spec machine, you may experience some slowdown if the Maximum Zoom Level is too high. To improve performance, we suggest that you reduce the Maximum Zoom Level in the Graphic Options.

After starting a game, click "Menu" from the menubar, select "Options", and click the "Graphics" tab. Then move the "Visible Range" slider to the left. You can also turn off graphical effects such as snow, rain, and atmospheric fog. Finally, turning off the music soundtrack will also improve performance.

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8.   LEGAL INFORMATION

In the interest of product improvement, information and specifications represented here are subject to change without notice.