War Wind Demo Document
7/29/96

Minimum System Requirements:
Pentium 60HMZ, 16 MB, 1MB video card, CD-ROM drive, Windows 95

If you do not have Direct X, then Direct X is installed from the Demo CD.

Some sound and/or video cards are not supported by Win 95 and Direct X.   If you do not have
the following Sound or Video cards, the game may not work.

Direct X Supported Sound Cards: Aztech, Creative Labs, Ess, MediaVision, Microsoft

Direct X Supported Video Cards: 2D: ATI, Chips @ Technologies, Cirrus Logic, Matrox, S3,
Tseng Labs, Western Digital, 3DLabs, ATI, Creative Labs, Rendition

This demo was tested on the following cards:

    Sound Cards: Soundblaster Pro (old version), Soundblaster Pro 16, Soundblaster 16
                  AWE-32

    Video Cards: Diamond Stealth 3D Blaster, Diamond Stealth, (all cards S3 compatible)

Known Features and Bugs:
There may be a slow down when enemy units are plotting their moves; this makes all units on
screen move and attack at a reduced speed.

Note: While this is a sneak-peak at the game, there are many features not included: for example,
spells, transferring units from scenario to scenario, hot keys, 8-player network play, a scenario
editor, and 24 more scenarios.

To Run the Demo

This demo is a sneak peak at War Wind.   It contains four beginning, single-player scenarios, one
for each of the alien races in the game.   It does not contain network playable maps.   We
recommend a P75 or greater to run this version of the demo.

To run the demo from a hard drive, copy the entire WARWIN directory from the CD to the hard
drive and run the WW.EXE file from that directory.

The full version of War Wind features 28 Campaign Scenarios, network playable maps, side
quests, and a scenario builder.

The World of the Demo:

Somewhere out in the turbulent voids of space, there hangs a brilliant jewel in the firmament: the distant planet Yavaun. It is a mysterious and foreign world, a realm of strange, alien beauty, and mystical enchantment.   A place where each struggle for freedom ends in swift and deadly combat.   Here the final battle for domination has just begun.   Populated by four separate and diverse races, Yavaun lies entangled in revolution, in a war where each race must fight for its own survival.

The serpent-like Tha' Roon, towering figures of a once invincible race.   Feared for their cruelty and deadly battle skills, they struggle to reunite the crumbling remains of their Empire.

The stolid Obblinox, imposing and mighty-thewed beneath their tough, elephantine hides, once served as the muscle of the Tha' Roon military.   Now they shall use their knowledge of battle in open rebellion against their Tha' Roon overlords.

Sentenced by fate to suffer enslavement under the Tha' Roon, the plant-like Eaggra fight to end centuries of bondage.   Gathering in vast numbers, using their intimate knowledge of the land and their tremendous endurance, the Eaggra hope to win freedom by holding out against the superior warriors of the other races.

Relying on ancient, mystical wisdom and a knowledge of the martial arts, the Shama' Li strive to defend themselves from the madness sweeping their world.   Their ultimate goal is not only to protect the weak but to bring the four races together in a just and unified brotherhood.

Each of the four races boasts its own strengths and strategies, battling through its own series of campaigns to overcome the collapse of Tha' Roon rule.   Each attempts to acquire treasure, recruit the legendary Heroes of Yavaun to fight on its side, and train its units, advancing them in the skills of their professions.   They build vehicles for land and water transportation, lay mines to trap their enemies, and fight the dangerous beasts of Yavaun in quests for treasure.   They research "Bio-upgrades" and use their powers to enhance combat abilities.   In the end, the acts of one heroic clan shall decide the fate of Yavaun.

The world of War Wind combines the intricacy of a combat strategy game with a compelling story, backed by a solid strategy system. Success hinges upon learning, then perfecting the art of protecting a clan leader while trying meet various goals and eliminate the threat of your opponents.   The game provides a number of balanced strategies which can be utilized in any combination, thus giving you the chance to develop a personal and unique style of warfare.

Using the Mouse

In this text, the term "click" means move the cursor to the desired area on the game screen and press either the left or right mouse buttons.   "Left-click" means move the cursor to the desired area and press the left mouse button.   "Right-click" means move the cursor to the desired area and press the right mouse button.   "Double-click" means move the cursor to the desired area and press the right mouse button two times in quick succession.

STARTING A SINGLE PLAYER GAME

Using the Menu System to start a Single Player Game

Upon exiting the "Flash" demo by pressing the F1 key, the Main Menu appears This screen, a stone tablet etched with five geometric symbols (four at the corners and one in the center), represents the five choices for playing the game, either as one of the four races, or playing a Network session.

The Network session is not available in the demo.

Left-click on the race of your choice to go to the Race Menu.

Before starting a campaign, you may wish to click on VIEW IDEOLOGY to learn more about the race you have chosen to play.

Left-click on BEGIN NEW (RACE NAME) CAMPAIGN to begin the campaign scenarios for that race.

All campaigns begin centered on your Clan Leader.   Left-click to select the Clan Leader. Once selected, a right-click brings up the options currently available to the Clan Leader.   The last icon to the right for the Clan Leader is always an options screen (represented by the computer icon). Choices available on the options screen include:

SAVE CURRENT GAME
LOAD SAVED GAME
CHANGE SOUND LEVELS (Includes the ability to select the music you wish to play during the game.)
CHANGE GAME SPEEDS (Includes the ability to select opponent difficulty and cinematic subtitles.)
RESTART SCENARIO
REVIEW SCENARIO GOAL
RETURN TO GAME
QUIT GAME

From the Game Screen, right-click on the Clan Leader's portrait in the upper right-hand corner to center the map over the Clan Leader.

GETTING STARTED QUICKLY

Walk Through/Quick Start

Your first objective in familiarizing yourself with the game is to understand what must be done to gain the strength and resources needed to complete each of your chosen mission scenarios.

Each scenario begins with a certain amount of troop or unit strength.   During game play you must add to these in order to assure your clan survives the encounters they may face. In order to

accomplish this, resources must be gathered from the abundant rock formations and forests in the surrounding territory.

Use your work force to collect these resources and to construct buildings to store, train and attract others to the base. Workers not involved in mining can be utilized to build such structures as a Courthouse (necessary to store resources), an Inn (a gathering place where new units can be recruited), Homes, and centers for learning, such as an Arcanery (to gather magical knowledge), a War College (to learn battle skills), and a Technical Facility (to acquire skills in the sciences of construction and bio-mechanics).

Each race has its own name for the six types of buildings.

During this time, your clan may encounter enemy troop units or monsters. Often they must defeat these to complete their goals. To acquire greater combat units, you can train regular units into advanced units by training them inside War Colleges, Technical Facilities, and Arcaneries. Units may also perform research in order to make spells, some advanced units, and some vehicles available to the clan.

What can you do during a scenario?

Listed below are some of the actions available during the game. Be aware, however, that certain actions have certain results, and that your opponent is working against you. By building and upgrading too much, your clan might not be at the ready when it is suddenly set upon by an enemy attack. Too wide a range of exploration and scouting may leave your home territory unguarded or inadequately defended.

Actions

Move units singly or in groups.
Attack enemy/creature units.
Gather resources.
Build buildings/walls/bridges/roads.
Build vehicles.
Cast spells.
Destroy enemy buildings.
Recruit and Train units.
Repair Structures/Vehicles.

Leader Units are the only units which can give you access to the GAME OPTIONS, menu, or you can press the ESC key.

THE MENU SYSTEM

The Main Menu

This screen, a stone tablet etched with five geometric symbols (four at the corners and one in the center), represents the five choices for playing the game, either as one of the four races, or playing a Network session.

Left-clicking on the race symbol of your choice, either the Tha' Roon, Eaggra, Obblinox, or Shama' Li, leads to the Race Menu screen for that race.

The Race Menu

 For the single player, the Race Menu screen offers the following choices:

BEGIN NEW (RACE NAME) CAMPAIGN   Left-click on the this choice to bring up the Campaign Menu and begin a single player scenario.
LOAD SAVED GAME allows the player to resume a previously saved game.
LOAD BUILT IN SCENARIO loads one of the non-campaign scenarios available for single-player play.
LOAD A CUSTOM SCENARIO loads a non-campaign scenario map customized by the War Wind Scenario Builder. The Scenario Builder is a separate tool included with the game. With it you can customize scenarios and maps for both single player and multi-player/network play. The Scenario Builder is not accessible from within the game.   (Not Available in Demo)
VIEW IDEOLOGY shows the ideology and historical perspective for the chosen race.
VIEW EARNED CINEMATIC allows player to review cinematics for previously won scenarios.
VIEW NEXT RACE switches to the Race Menu for the next race.
RETURN TO MAIN SCREEN returns to the Main Menu.

The Campaign Menu

Left-clicking on BEGIN NEW (RACE NAME) CAMPAIGN brings up the Campaign Menu. The choices on this screen include:

CHANGE YOUR LEADER'S NAME brings up a text box allowing the player to enter a name for their Clan Leader.
CHANGE YOUR CLAN'S NAME brings up a text box allowing the player to enter a name for their Clan.
MUSIC SELECTION allows the player to select music for the game and adjust volume for music and sound effects.
CHANGE GAME SPEED allows the player to adjust game speed (the speed at which Building, Training, Research, and units appearing in the Inn occur), screen scrolling speed, opponent difficulty, and cinematic subtitles.
START THE SCENARIO Begins the first scenario in the campaign for the race chosen.
PREVIOUS SCREEN returns the player to the previous screen.

Selecting START THE SCENARIO brings up the Hall of Heroes screen. This screen appears at the beginning of each scenario. In the first campaign, options available here include buttons to start the scenario, save and load the game, and return to the previous screen. In the remaining

campaigns, the Hall of Heroes provides the opportunity to take trained and advanced units from one scenario to the next.

A left-click on the check mark enters the scenario.

A cinematic appears in which the ancient and wise NagaRom counsels you regarding the current situation. Afterward, the Game Screen appears, with the Mission Objectives displayed at center. Left-click to remove the Mission Objectives and play the scenario.

The Hall of Heroes

This screen appears at the beginning of each scenario. The Hall of Heroes is a roster of those units that have been trained and upgraded or have survived to be carried over into the next scenario. They can be chosen by clicking on the ADD SELECTED UNIT button on the Game Screen.

The Hall of Heroes screen includes:

This is where you can select a few units to carry from one scenario to the next.

The Game Screen

From the Hall of Heroes screen, a left-click on the check mark opens the Game Screen and begins the first scenario.   For subsequent scenarios in the campaign, you must select which units you want to carry over into the new scenario before starting the scenario.

When the Game Screen first opens, a text message appears stating the Mission Objective for the Scenario.   This message briefly states the mission and its goal. It is your job to accomplish this mission in order to advance to the next scenario in the campaign.   The Mission Objective can be reviewed at any time by selecting your Clan Leader and selecting the "Options" icon, or pressing the ESC key.

All campaigns begin centered on your Clan Leader.   Left-click to select the Clan Leader. Once selected, a right-click brings up the options currently available to the Clan Leader.   The last icon to the right for the Clan Leader is always an options screen (represented by the computer icon).

Directly to the right of the Game Screen is the War Wind control interface.   It is comprised of the following parts:

Leader's Name Slot

Displays the name of the current Clan Leader.

Influence Flag/Meter

Displays the current standing of the Clan Leader's Influence.   The higher the flag, the greater the Influence.

Clan Leader's Portrait
Displays a portrait of the Clan Leader.
Clan Leader's Health Bar
Displays the health rating of the Clan Leader.

Resource Number
Displays the amount of resources currently accumulated by the Clan.   This number increases when resources are gathered and decreases when resources are expended (on building, training, research, etc.)

Universal Window

Displays the World Map and expands to display the Project Roster and Units at the Inn.

World Map

This is the main option of the Universal Window.   It shows where the Clan Leader is currently positioned on the map. Right-clicking anywhere on the World Map moves the view on the Game Screen to that position.

Project Roster

One of two buttons below the Universal Window. This displays the current status of units in training and buildings under construction.

Units at the Inn

One of two buttons below the Universal Window.   Displays the current number of units available for hiring at the Inn.

Unit Identity Slot

Displays the identity of a selected unit or group of units.

Inventory Slot One

Displays what, if anything, a selected unit is carrying in one of two available inventory slots.

Inventory Slot Two

Displays what, if anything, a selected unit is carrying in one of two available inventory slots.

Unit Portrait

Displays the portrait of a selected unit or group of units.

Unit's Health Meter

Displays the Health Level of a selected unit.

Unit's Magic Meter

Displays the spell points available for a selected unit.

Bio-Upgrade Mannequin

Displays any Bio-Upgrades acquired by a selected unit-

Text/Message Bar

Displays help text when the cursor is over interface or other icon controls.   Alerts the player when insufficient resources exist to complete actions, etc..

Options Screen

Pressing the ESCape key on the keyboard brings up the Options Screen, as does selecting the "Options" icon from the Clan Leader's list of available actions.   Available options are:

SAVE CURRENT GAME (Not Available in Demo)
LOAD SAVED GAME (Not Available in Demo)
CHANGE SOUND LEVELS (Includes the ability to select the music you wish to play during the game.)
CHANGE CONSTRUCTION SPEEDS
RESTART SCENARIO
REVIEW SCENARIO GOAL
RETURN TO GAME
QUIT GAME

DETAILS OF PLAY

Selecting Units and Giving Commands

Select units to command by left-clicking over the unit.   Once a unit has been selected, **right-clicking** brings up an icon menu of available commands.   The meaning of the icon is displayed in the text bar at the bottom of the screen. Sub-menus of available commands appear where necessary.

Units perform simple, intuitive tasks without being given specific orders. For example, a worker sent toward trees or crystal deposits automatically begins recovering resources. Any unit sent against enemy units or creatures automatically attacks once within range.

Moving Units

Select units to be moved by left-clicking over the unit (selecting a single unit), or shift+left-clicking to select multiple units. Multiple units may also be selected by left-clicking and dragging (clicking with the left mouse button and then **"dragging"** across the screen while holding down the mouse button.) This draws a large box around the various units to be selected. Release the mouse button to select the units.

Single units may also be moved by selecting the "Move" command icon from their list of command icons.

Units may be stopped from completing a given command by selecting the unit and choosing the stop command icon (the only command icon that will appear while a unit is engaged in a previously assigned activity).

Single Unit Portraits

The identity of selected units, both their portraits and their identity (name, rank, health, inventory items), are displayed in the bottom half of the Interface along the right side of the Game Screen.

Unselecting a Unit

Units can be **unselected** by right-clicking on the unit, clicking on an `empty' area of the map, or by selecting another unit.

Group and Formation Movement

There two different ways of grouping units and issuing commands to these groups, a general group move and moving units in formation.

Group Movement:

Clicking and dragging the cursor across the map enables you to draw a quadrangle around the units you wish to select. This group can then be ordered to a certain destination by clicking on the specific area of the map that you want them to go. Once a group is selected, clicking on an opponent's unit or group of units commands the group to attack that unit or units.

Formation Movement:

Advanced Scouts and Advanced Warriors in each race have the ability to move set formations of units across the map.

First, set up the formation you wish the units to take.   For each Advanced Scout or Advanced Warrior in the formation, three other units may join.   For example, if a formation includes two Advanced Scouts, then a total of eight units can make up the formation (including the two Advanced Scouts).   No formation can include more than sixteen units.

After you have set up your formation, left-click and drag over the formation.   The units in the formation are now selected.   Shift-right click on any unit to:

Choose that unit as the anchor of the formation.
Bring up the Formation Movement icon.

Select the Formation Movement icon, then move the targeting cursor to the area on the map where you want the anchor unit of the formation to go.   Faster and slower units will keep their own speeds, but will attempt to renew their original formation at the destination point.

After selecting the group, you can also CRTL left-click to do a quicker Formation move in which the computer chooses the unit closest to the destination as the anchor unit of the formation.

Vehicle Movement

Vehicles are selected and moved in the same way as units.   Vehicles, however, do not move unless occupied by units.

Select a unit and left-click over a vehicle to command the unit to enter the vehicle.

Right-click over a selected vehicle to bring up the vehicle's command icons. To unload units from a vehicle, select the unload command icon from the vehicles available command icons.

Each type of vehicle holds up to a maximum of four units.

Vehicles are not race specific. Any race may occupy a vehicle, regardless of which race built the vehicle; however, units of only one race may occupy a single vehicle at a time.

Acquiring Resources

Before resources can be accumulated, a Courthouse must exist.   Depending upon the scenario, a pre-existing Courthouse may be in place.   If one does not exist, one must be built before resources can be successfully acquired.

You can start a Worker mining resources by **selecting** it and left-clicking on nearby trees or crystals.   The unit enters a cycle of mining, filling the two available inventory slots, and returning the resources to the clan's Courthouse. Mining is also one of the options available from among the worker's command icons.

Worker units may mine the forests of Yavaun, which yield a consistent amount of resources, or break land crystals to yield up a variable amount of resources. Where forest mining is predictable, crystal mining may yield higher resources, if luck is with you.

Resources can be used for construction, training, hiring, repairs, or advancements in knowledge of training, building, and acquiring Bio-Upgrades.

Bio-Slag

Units having acquired bio-upgrades leave **"Bio-Slag"** behind when they are destroyed. Bio-Slag can be picked up by other units. It adds to a Clan's total resources, as does working the land for trees and crystals.

Treasure

As your clan explores the wilds of Yavaun, it may happen upon treasure, or capture treasure from various opponents and creatures. Treasure acquired by units is added to the clan's total resources. Treasure adds more to the Clan's resources than do trees, crystals, or Bio-Slag.

Stealing Resources

You may attempt to gain resources by capturing your opponent's resources,. This can be done by using a stealth protected unit to enter an opponent's Courthouse and remove the opponent's resources for your own.

Walls, Bridges, Roads, and Ruins

Walls -   These are hard to breach constructs of synthetic origin consisting of either Offensive Walls or Defensive Walls.:

Solid Walls

These structures are made from anything the four races can mine/refine from the planet's surface (earth, wood, stone, or iron).   They are used as barriers to keep things in or out, to surround towns, villages, and supply centers, or as obstacles for approaching enemies.   They are tough to demolish and immovable once placed.

Offensive Walls

These walls are constructed for an improved defense against invasion by hostile forces.   They are constructed with extra features that take shape as harmful energy fields.   These walls cannot be destroyed by conventional means, usually requiring the aid of magic or psionics in order to render them useless.   They can be passed through, though this inflicts significant damage upon those foolish enough to breach an offensive wall.

Roads

Each road feature allows traveling units using them to move at a modified rate that is faster than its normal speed.   These structures are classified as follows:

Rock Roads -   A cheap, easily constructed road that allows units to travel fairly rapidly.

Paved Roads -   A more advanced type of road, smoother and easier to traverse.   It allows faster movement than can be accomplished via either rough terrain or a rock road.

Bridges

Structures which allow individual unit or troop movement over terrain features such as chasms or rivers.   They are defensible and capable of being destroyed.   Structures of this type are also 'held,' or controlled, by the strongest force in the area, becoming objects of dispute in skirmishes over territory.

Ruins

Ruins are caused by damage done to buildings and structures to the point where they are no longer usable, defensible, or safe to inhabit.   Though they do not cause any hindrance to movement per se, they require a fair amount of zig-zagging in or around them in order to navigate through the area in which they are found.   These often appear as dilapidated, roofless buildings.

Land Mines

Land mines are explosive devices that can be created and used by units who engage in combat.

Acquiring and Hiring Units

Additional units, or wanderers, are acquired by building an Inn.   Units appear at the Inn from time to time and can be Hired or Sent Away based on the resources available to you.   The base chance for attracting a wanderer is somewhat low.   However, if a wanderer comes the odds are 60% that it is a Worker, 30% that it is a Mercenary, and 10% that it is a Hero. Thus, multiple units and unit types may appear at the Inn until the Inn is full.   If selected, then the options to "hire"(Thumbs Up) or "send away"(Thumbs Down) are shown as their command icons..

.Heroes

Heroes are unique individual units which can be hired. Only the Tha'Roon Hero is available in the demo.

Tha' Roon Heroes

Ptasha Selver

This adroit female assassin joins any Tha Roon group for the right price.   She leaves any non-Tha Roon group if she becomes severely injured.   Her skills are fair, though her presence can aid in the morale of the group.   In order for her to join, you must have amassed a large amount of treasure.

CONDUCTING RESEARCH

Research:

Units perform research so that the clan may acquire the ability to advance units into certain rankings, acquire bio-upgrades, and learn spells.   Research is done in Universities, Academies, and Laboratories.   Any unit which received its training in a particular type of building can perform research in that type of building.   The results of research are up to chance.   A unit does not research for a particular spell or ability, but performs "research" in general.   The results of the research are then made available to the clan.

.c3. Tech Research

Arcanery: Workers and Advanced Workers

.c3. War Research

War College: Warrior, Advance Warrior, Scout, Advanced Scout.

.c3. Arcane Research

Arcanery: Mages and Advanced Mages

Bio Upgrades and the Technological Advancement of the Four Races

Bio-Upgrades:

Bio-upgrades are various weapon enhancements which can be acquired by doing research in a Technical Facility.   If research for a bio-upgrade is successful, an icon appears in the unit's menu of Icon(s) to select and acquire the bio-upgrade researched.

Bio-upgrades purchased at a Technical Facility are effective for any of the units except Heroes, mercenaries, and creatures.   They have requirements that must be meet in order to be used.   Bio-upgrades fall to the ground when a unit dies, becoming Bio-Slag, a valuable resource.

Repair and Mend

During the course of the game, your troops will incur heavy casualties and damage.   In order to keep your units and structures intact, it is necessary at times to mend and repair them.

Repair Structure

Most buildings and structures can be repaired by selecting a worker and ordering them to repair the damaged structure by clicking on the units Repair icon and then clicking on the area you need to have repaired.

Mend Unit (at Technical Facility)

Healing:

Units can be healed in a Laboratory.   To do so, place the unit in the Laboratory and select the "Heal" icon.   (Rovers are the exception to this rule --because they are Mercenaries, they cannot be healed.)

Influence

What Influence is and How it Works

Influence is a gauge that ranges from 0 to 5000 points, measuring the prestige and renown of a Clan Leader.   This gauge, which is represented by the flag on the Leaders portrait, can never dip below 0, nor can it rise above 5000.   Your Leader's exact Influence can be seen by placing the cursor on the flag and reading the count in the Text Bar.

If your Leader's Influence drops to zero, then any Research you wish to do, or the special abilities such as the Battle Cry, will not be available to you.   If you attempt to do Research, or activate the Battle Cry and your Influence registers as insufficient, then that action will cost you the Influence that you have remaining , without granting the benefits of the designated function.

How Influence Increases

Influence is always on the rise, at a slow but steady rate.   Your Influence rises each time your Clan kills an entity that is not of their Clan.

Certain Heroes also raise Clan Influence.   This is a one time bonus, received when the Hero joins your Clan, and that is not necessarily subtracted when the Hero leaves the Clan, or dies.

If opposing Heroes or Leaders are killed by your Clan, then your Clan receives Influence in the amount of 1000 points for enemy Leaders and 750 points for enemy Heroes.   How Influence Decreases

Any Research done by your Clan reduces your Influence by the amount of 2000 points.

The use of a Clan's Battle Cry lowers Influence by a full 5000 points.   Therefore, in order to make use of the Battle Cry, Influence must be at its maximum.

The Influence flag falls if any of your Clan's units have been killed. The Influence of your Clan will drop the number of that units maximum life points.

Round of Drinks

If a Clan Leader buys a **round of drinks** (selecting that option requires you to left click on the tankard icon on the Game Screen), this immediately raises his **Influence** by 1000 points, however this will also cost that Clan 1000 points of resources.

WAR WIND SPELLS -

Spells are researched by Mages and Advanced Mages in a Arcanery. If research for a spell is successful, an icon appears in the unit's menu of Icon(s) to select and acquire the spell researched.

On the Learning and Using of Spells: The Yavaunian Schools of Magic

Spells have to be researched in order to be cast. Spells specific to one Race, cannot be learned by a mage of another race.