

Contents of Warpath Help

Warpath is a real-time, multi-player space conquest game for up to four players. Select New Game from the Main Menu to get started. Select Tutorial Hints from the Tutorial Menu to enable hints during play.

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What is Warpath?



Warpath places you in the distant future of a galaxy not unlike our own. In this galaxy, seven empires have evolved, spread out and discovered they were not alone. After the usual adolescent conflict stage, the empires settled down to a long period of quasi-peace. Four empires have ascended to pre-eminence and have divided the galaxy between them into four quadrants, each ruled by a different house. The peace between houses is maintained by an artificial energy barrier which separates the quadrants. This barrier was designed to destroy any ship which attempted to leave its home quadrant.

Progress is sometimes the enemy of peace. The Simpson's Chaos theory of AD 4923 led to the development of the chaos-deflecting shield layer. For the first time, it was possible to add shield layers together for a cumulative effect. As a result, it is now possible to cross the energy barriers separating the quadrants, although it is still very damaging to a fully equipped ship, and there is no guarantee you will survive.

Into this universe, you were born. Your youth on the home planet of your quadrant was uneventful. However, recently a major change has come to the galaxy.. the Path. Although knowledge of the Path was suppressed for millenium by the philosophers of the galaxy, a popular television show has released its details to the masses. It is now known that all philosophical and economic pursuits can be divided into two Paths: The Path of Peace (symbolized by the green flag) and the Path of War (symbolized by the red flag).

As news of the Paths spread throughout the galaxy, each of the four galactic houses were quick to adopt one Path or the other. The other planets, always slow to adopt to new trends, have remained uncommitted (as symbolized by the yellow aura of indecision).

Your job is to embrace the Path of your empire, and to influence the uncommitted planets into following your Path. Of course, you may have a fundamental disagreement with the Path of your empire and may choose to create a Path of your own.

How To Play Warpath

Warpath is a game of galactic conquest and development. Two philosophies (red and green flags) vie for the heart of the galaxy. Your opponent is either a computer synthetic, or a friend connected to your computer via a modem or Novell IPX Local Area NETWORK (LAN).



At the beginning of the game, the universe is populated by 7 empires. Your goal is to colonize uninhabited planets for your empire, while convincing the planets of other empires to follow your Path. Meanwhile, your opponent does the same. Each planet you bring to your Path is one less to succor your

enemy.



When you encounter a planet which follows the opposing Path, it will launch robotic warships to attack you. Your only choice is to avoid the planet, or to blast it back to an uninhabited status. Such an act of war, however, will further damage your relationship with that planet's home empire.



You earn the heart of planets and empires by the simple expediency of buying their love. Your Investments enhance the development level of the planet. This, in turn, will allow that planet to stock its stores with the weapons and ship extensions you need. You won't be able to invest, so long as you have any loans outstanding at the bank.



To ensure an adequate supply of credit for investment, you must carry out an active mining program to collect dwindling resources from the remaining uninhabited planets and then journey to inhabited planets to sell them. The universe's resources are non-renewable and dwindling.



Your mission is to capture the hearts of all the planets in the galaxy, or at least not run out of ships in the pursuit of that goal. We know you can do it, or you would not have been issued this training program.

Beginning a Game



To begin a new game, select "New Game" from the Main Menu. You will be given the choice of starting a SOLO game (you against the computer), a MODEM game (you against other humans via modem), or a NETWORK game (you versus other humans via an IPX Network).

Beginning a SOLO Game

If you select the SOLO game, you will be asked to register your player, specifying a home empire, ship design, name, and Path (red or green) and then the game will begin. A new Universe is created for every game. The strange planet names will be different each time, so enjoy them while you have them.

Beginning a MODEM Game of 2-4 players

If you select the MODEM game, you will need to establish a modem connection to the other player(s), so you will be taken to the modem chat lobby in order to do that. While in the lobby, you can command your modem to dial up your friend, or a multi-player network like The Game Connection. Once connected, you can stay in the lobby and chat until one of you decides to host a new game.

Beginning a NETWORK Game of 2-4 Players

If you select the NETWORK game, you will need to establish a LAN connection to the other player(s), so you will be taken to the modem chat lobby in order to do that. Before starting a NETWORK game, make sure that all your friends have selected the same SOCKET on the Game Setup Screen. Up to four players may use the same socket. Additional Warpath games may take place on the network, but each must have its own socket. While in the lobby, you can chat until one of you decides to host a new game.

Game Overview

After that, all the players must register their players and then a new universe will be created and all users will begin playing in the same universe.



At the beginning of the game, you and your opponents will each command a small empire of only one planet. You will each be in your own quadrant, separated one from the other by the energy barrier. Each quadrant starts with the same amount of planets and resources. Roughly half the planets in the universe will be uninhabited. The remaining planets will be distributed amongst the other empires. These empires begin the game with no allegiance to you or your enemy.

You command the game with your mouse. You may click within one of the many icon controls to navigate, select weapons, mine planets, and other activities. Clicking within the Sector Screen will either launch a weapon to explode at that point, or will steer your ship in that direction. Clicking within the Galaxy Map charts a course to that region.

If you are playing in single player mode, you still have opponents. Only now they are played by the computer and they sort of cheat. That is to say, since YOU have all the adaptability and intelligence of a human being, THEY are given a complete knowledge of all planets at the start of the game. They know where the best prices are, the most resources, etc.

So get in there and go to work! He is the Turtle, you are the Hare. Do not take a nap.

Piloting Your Ship



The left mouse button is your navigation button. Clicking with the left button anywhere in the sector or galaxy maps will start your ship on a journey in that direction. It will not automatically stop when it gets there unless you have specifically clicked on a planet. The right mouse button is your weapons button. It fires your currently selected weapon at the spot click in the sector screen. (note that you can use the Game Setup screen to reverse the mouse buttons, if you like)



This icon, displayed in the sector map, represents your ship. At the beginning of the game, your ship is in orbit around your home planet. Certain activities (mining, shopping, colonizing) can only take place while you are orbiting a planet.

When you leave orbit, you will move in a straight line at your current speed until you select a new direction or speed.

Ship Command Buttons:



This icon commands your ship to speed up one notch. Remember that going faster than a certain speed will begin to consume energy. (And what is that speed, you ask? Well... it changes with the number of extra Energy Pods you've bought.. They each have their own energy conversion unit, see, so it all makes sense. They each convert stellar light into enough energy to go one more tick for free.) Your speedometer will indicate your current maximum "energy free" speed.



This icon commands your ship to slow down one notch. it will do this automatically if you start to run low on energy. The meters section has a meter which indicates your current speed setting.



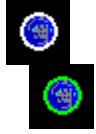
This icon commands your ship to stop on the proverbial intergalactic credit unit. That is, your speed goes to zero. And you stop moving. Your inertia-less drive makes this possible without knocking all your expensive Gryllian crystalware onto the floor. While stopped, your energy pods will slowly recharge as they convert stellar light into a packed electron format.



This icon commands your ship to instantly reverse direction. The safety of your crockery is not ensured. There is a certain probability that the stress this places on your hull could cause it to rupture. Then again, we may just be saying that here in the help file and it may not hurt to do it as much as you like. Are we lying? Hmmmm... well... even WE don't know!

Remember to train your LEFT mouse finger to do all your navigating. Otherwise you will eventually shoot a planet when you meant to orbit it. That will cause you to lose esteem with that planet, kill off any potential colonists it may have had, set its industrial base back to the stone age, and destroy the goods in its trading post. It's just not a good idea.

Empires and Planetary Aurae



Each planet you encounter is either inhabited or uninhabited. If it is inhabited, it will belong to an empire. That empire will have some level of allegiance to the Path chosen by you or your enemy.

A planet's attitude towards you is indicated by its aura. The aura can be seen as a thin atmospheric envelope around the planet on the Sector Screen. It is also displayed as the planet's color on the Galaxy Map. Until you have once orbited a planet, its aura is unknown.

A Measure of Love

A planet's aura is really a combination of both its own feelings about you (based upon specific things you have done to it or for it) and the feelings its empire has for you. If you invest heavily in a planet, not only will it love you, but its empire will begin to love you. So much so that it will require a much smaller investment in other planets of that empire to make them love you.

In the final analysis, however, a planet's aura towards you is a private thing and you had better treat each planet as an independent entity. Remember that each time you improve the aura of a planet, you correspondingly weaken its aura towards your opponent.

Uninhabited Planets



A white aura denotes a planet which is uninhabited, bereft of life, unpopulated, dead, and fair game. These are the only planets which you can mine for resources. This is what your home planet will look like after your opponent has killed off all life upon it. If you colonize one of these planets, it will instantly take on the aura of your Path and become a member of your empire. But it will probably have too low a level of development to be of much use as a refueling center unless you invest heavily in its port facilities.

Unaligned Planets



A yellow aura denotes a planet which is still uncommitted. You can shop here and sell your ore here, but no refueling is available. It is a prime candidate for investment and other forms of influence. Your goal is to turn it green before your opponent turns it red. (of course, if you are playing the red Path, your goal is the opposite!)

Planets following The Path



A green aura denotes a planet which follows the green path. If you also follow that path, this planet thinks you are special. It will provide you with free refueling to the best of its spaceport's abilities. Likewise, it will create green drone attack ships to battle your opponent whenever he is in the vicinity. And of course it will buy your ores, and offer you special rates in the shopping malls.



A red aura denotes a planet which follows the red path. Assuming that you do not, this planet hates you. This could be because you were mean to it or just that your opponent was nicer than you were. Perhaps

your opponent just bought them off with cold hard cash. Now they will refuse to trade with you and will launch red drones to attack you whenever you are nearby. Now it's probably too late, but you might be able to win them back by investing in other planets of the same empire. Your only other choice is to attack. Which will pretty much upset all the planets in their empire, so think twice. Maybe it's a small empire. Check the Planetary Guide.

The Paths are in Opposition

In case it wasn't clear: Planets whose aura is the same color as your Path (red or green) love you. Planets whose aura is the opposite color, hate you. The meters area shows how many planets are so far aligned into each Path. It's sort of like your score. Kind of. Really, the end of the game happens when there are no more resources left to distribute. Kind of depressing really. Every game ends with the heat death of the universe. (Important warpath secret: If you invest in MINING, a planet can get resources on its own, from deep within its crust, and can then live FOREVER!!!!)

Managing Your Energy



Energy is the life blood of your ship. Energy is required for high speed travel. You lose energy when damaged by enemy weapons. If your energy level ever reaches zero, your ship will be destroyed. If you have any ships remaining, you will be teleported back to your home planet. Otherwise, the game will be over.

Energy Pods Extend Your Life



This meter shows your current energy level and capacity. Your ship has a primary energy reservoir whose contents are shown in the meter. When it is depleted, one of your reserve energy pods is cracked open to refill it.



You may purchase additional energy pods at most trading posts at reasonable prices. Additional energy pods also increase the speed at which your ship may travel without consuming energy. You may go one tick faster for each additional energy pod. This is because each pod comes with its own stellar conversion unit which slowly recharges it from ambient star light.

Refueling Your Ship

To recharge your ship's energy, you should dock on a planet with a green (or red, if you are on the red Path) aura. This will charge you up to a level commensurate with the planet's development. This is a good reason to invest heavily in the spaceports of planets which are located in strategic areas where a powerful refueling center would be desirable.

You may also recharge slowly by stopping and waiting while your ship converts dim starlight to energy. But listen carefully for the incoming threat alarm or you may find yourself to be a sitting duck!

Establishing Colonies



As planets develop, some of their citizens become dissatisfied and yearn to begin new lives elsewhere in the galaxy. These citizens become potential colonists which you can take on board when orbiting a friendly inhabited planet. These colonists are transferred on board automatically as you enter orbit. You can see how many are currently on board by the number printed on the colonize icon.

Building a Colony



As you travel the galaxy, visiting planets, you will discover uninhabited planets which are crying out to be colonized. By orbiting such a planet and then pressing this button, you deposit some portion of your current load of colonists (200 minimum) upon the planet.

This has the secondary effect of claiming the planet for your empire. You may then add additional colonists later. It is in your interest to add as many colonists as you can, as that will increase the.. ahem.. population rate, as well as the tax base. It will also make the planet more immune to devastation through attacks by your opponents.

Investing in Colonies



However, it would be unconscionable to leave a few colonists on a planet and thereafter ignore them. To help ensure the longevity and success of your new planet, you must invest in it. This will increase its level of development which will increase the efficiency of its use of resources, and the level to which it can refuel you when you visit it.

Planets in Distress

If a planet comes under attack, or runs dangerously low on resources, it will post a distress signal which you will see as a blinking planet on your Galaxy Map. You must then go to it and comfort it, or it may change its allegiance. It is losing faith in you continuously from the moment it issues the distress call until the moment you are in orbit, so get yourself in gear and visit your friends in need!

Plagued Planets

Remember, however, that being living entities, colonists are prime carriers of the plague, and you may unintentionally contaminate, or be contaminated by contact with them each time you orbit a planet.

The Warpath Universe

I guess what really belongs in this section is a few words on strategy. As I write this, I have played over 200 hours of Warpath. I guess that makes me the world's expert. It definitely proves that I have no life. Take pity on me, send me money. Let me escape from this dark prison!

Uh... How To Win Warpath

First you must choose your Path. I play the "Path of Peace". Dangerdav plays the "Path of War". Dave's strategy is basically to buy weapons as soon as possible (he recommends the Hot Plasma Missile as your best weapons bargain) and then to seek out and blow away my planets as soon as I make them (while they are still weak). He likes to hunt in a pack, ganging up on me with a couple of his buddies. Sharing secret radio messages which *I* don't get to read!

But even so, he is no match for the Path of Peace. I almost never buy weapons. I'm into TAXES! Yes, I become the bureaucratic leader of a large number of highly populated planets. CASH FLOW is the ticket! Once you are rich you can buy the really EXPENSIVE weapons (did I say Path of Peace? I meant Path of APPEARING peaceful until it is TOO LATE) HA HA HA! Take that, Dave! And That! ALL your planets are plagued now!!! HA HA HA!

Earn Money

How do you obtain such wealth you ask? Well, you must begin humbly, with your puny ship. First I mine a planet, then I go home and sell my cargo. Then I buy as many cargo pods as I can, so that each mining trip is as profitable as possible. Next I buy all my energy pods so I can go faster. Then the charge pods and the shields.

Now, of course, I tend to eat all my peas before I eat my meat, too. You might find it better to mix up your purchases. However, everyone agrees that getting the cargo pods first is a great idea.

Of course, your home planet starts to fill up with ore and not pay so well, so you need to find a fresh market. HINT: If you mine a planet dry and then colonize it, you have created a marketplace which will pay top dollar for ore. As much as a weeny little colony can afford, of course. Maybe if you invest in it, it will be able to afford more. It takes money to make money, they say!

Explore and Invest

After my ship is equipped, I do a little exploring of my own quadrant, mining each uninhabited planet I find and selling in each profitable market. As soon as I can, I start investing heavily in yellow planets. I want them on my side because they start off with large populations. And that means big taxes! I invest in Food, so they will make more taxpayers! I invest in Defense and Manufacturing so that Dave can't blow them away easily. I invest in Space Port so I can get a refill there. Later on I invest in Education and Mining so they can make the bigger and more complicated items. ALSO, the more development, the more tax money! Do I sound greedy?

Cross The Barrier

Once I have won over all the planets in my own quadrant, I purchase Stealth and go poking around in other quadrants. HINT: Don't try to cross the energy barrier when you have Stealth on! Remember: your shields are down! Anyway, the Path of Peace requires rapid colonization and investment to consolidate your position before Dave has bought enough weapons. Once you have a solid tax base, you can purchase warp drive and then the galaxy is your oyster.

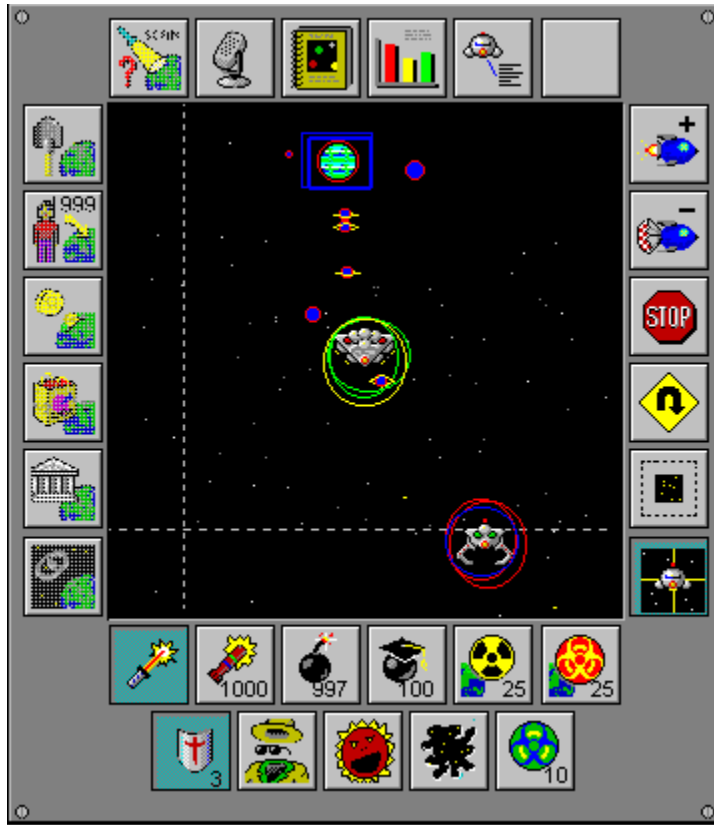
If you're playing a limited duration game, remember you get bonus points for each planet you colonize. So just dump a couple hundred patsies on each uninhabited planet you find during the final moments of the game.

Cheat

That's about all there is to say about that. You'll pick up a few more tricks during your first couple hundred hours of play. Who knows, maybe someday you'll wrest the world championship from ME! I'll

be out there somewhere, making friends!

The Main Sector Screen



The primary screen display is an enlarged view of the sector of space which contains your ship. When you enter a sector for the first time, all the planets in that sector appear on your Galaxy Map.

However, you do not know the status of a planet until after you visit it. After orbiting a planet, it will thereafter display an aura which will be white for an uninhabited planet, yellow for an uncommitted planet, green for a planet which is following the green Path, and red for a planet which is following the red Path.

Firing Weapons

All weapons activity must be targeted on this screen. Along the bottom of the screen are your right-button weapons selections and along the right side are your ship navigation controls.

To fire a weapon, select the weapon type first, then press the right mouse button anywhere in the sector screen to fire that weapon. The weapon will explode when it reaches the spot you clicked on. Remember to fire in lead of moving ships and factor in the time it will take the weapon to arrive.

Navigating Your Ship

To navigate your ship, just press the left mouse button while pointing at the place you would like to go. You will immediately assume a new heading and will travel to the selected spot. You will stop when you get there only if you clicked on a planet. Otherwise you will continue on your new trajectory.

You may recharge your energy only on planets with an aura matching your Path. Planets following the opposing Path will launch robotic fighters to destroy you whenever you enter their sector. A yellow planet may be turned to your Path by significant investment. It can be turned away from your Path either by your enemy investing in it, or by your attacking it.

Screen Display Options



Pressing this control (along the right side of the sector screen) toggles the display between ship-centric (where your ship is displayed in the center of the screen and sector boundaries are indicated by dashed lines) or sector-centric (where the current sector completely fills the sector screen and your ship moves across it).



Pressing this control (along the right side of the sector screen) toggles the display between two sizes. The larger size is only available if your windows screen resolution is 800x600 or larger.

Energy Barriers and Protective Shields

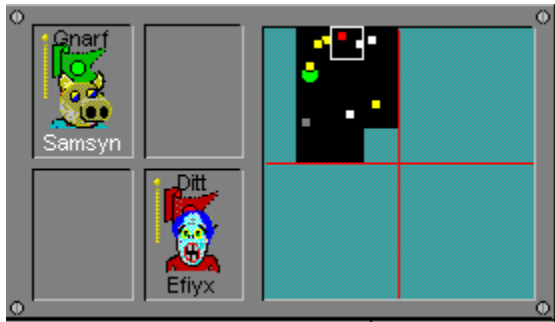
If the current sector is on the edge of a quadrant, you will see a shimmering energy barrier. Crossing this energy barrier can be very painful, so make sure you are properly prepared before doing so.

Inhabited planets will build protective shields, after you have invested in their factories and planetary defenses. This makes them much more resistant to attack.

Plague Infected Planets

A planet which has been infected by the plague will be displayed with a sprinkling of green dots. If you orbit such a planet, you will pick up a bit of plague, which you will then pass on to other planets you orbit.

The Galaxy Map



The Galaxy Map maintains a record of that portion of the galaxy which you have visited. When your ship first enters a sector, the galaxy map immediately shows the locations of any planets within that sector. However, you must orbit each planet in turn before its aura (the Path it has chosen) is known. Once visited, however, planets report their status to you via deep space radio, so any changes in aura are instantly reflected in the Galaxy Map.

Visiting a Sector for the First Time

When a sector is cool blue on the galaxy map, it means you have never entered it. After entering it, it will change to black and the planets it contains will be shown as solid colored circles indicating their aura, if known. The current sector (where your ship is) is highlighted by a white outline.

When a planet is gray on the galaxy map, it means you have never orbited it. After orbiting it, the display will take on the color of the planet's aura (white, yellow, green, or red). If a planet is enlarged on the galaxy map, it means they are in distress. You should go to them immediately. Failure to respond will result in the planet's empire losing faith in you.

Locating other Players

The locations of other players following your Path are indicated by a box of the color of your Path. You may also see the locations of enemy players (indicated by a box the color of their Path), but only if they are in sectors containing planets which follow your Path. I.e. only if you have spies in that sector. The white box always shows the location of the current "point of view."

Changing Your Point of View

In SOLO mode, you can click on the face of one of your opponents (shown to the left of the galaxy map), and the sector screen and galaxy map will show the universe from HIS point of view. This is akin to watching ants. Even though you are watching his ship, you are still flying yours. Any commands you issue will be followed by your own ship.

To return to your own point of view, click on your own face. The point of view will be automatically returned to your own ship, should it be damaged in any way.

Navigating via the Galaxy Map

Clicking somewhere in the galaxy map with the left mouse button will change your ship's heading as required to reach that point. If your goal is to orbit a specific planet, you should use the Planetary Guide, or click on the planet once it appears in the sector screen.

If you currently own warp drive, and it is engaged, then clicking in the Galaxy map will cause you to warp to the designated sector. This consumes a fair amount of charge.

Using Your Weapons



It is possible to play Warpath without ever firing a shot. But in this violent world in which we grew up, you will no doubt be unable to keep your finger off the trigger. All those perfectly good resources tied up on an unfriendly planet. If only something were to "happen" to that planet. Something which rendered it say... uninhabited. Then you could mine those resources and sell them at a profit. The temptation is great. But your will is strong. But perhaps your greed is even stronger. On the other hand, there *are* bad guys out there. They may lack your refined sense of duty and purpose. They might shoot first. You can only turn the other cheek so many times. The day may come when you feel the need to fight back. For this reason, Warpath comes complete with a growing panoply of weapons of destruction of varying strengths.

You select your current weapon by clicking on it in the weapons toolbar. Thereafter, the right mouse button becomes a trigger for that weapon. To fire a weapon, point to the target in the Sector Screen and press the right mouse button. The weapon will travel to the selected point and then explode, wreaking damage upon anything near that point, including you. Your challenge is to aim at the point where you think the enemy *will* be by the time your weapon gets there.

Beam Weapons:



This control selects your lasers. Lasers emit a beam of coherent light which radiates from your ship until it reaches the targeted location. At that time a small crack is rendered in the ether, and a large explosion ensues. You have unlimited laser shots, but they consume charge as they are being projected. You will be unable to support laser fire when your ship's charge drops below a certain level.

Missiles and Mines:



This control selects your torpedos. Once triggered, torpedos travel to their selected target location and then explode. Anyone within the radius of their explosion will be damaged. You have a finite number of torpedos (indicated on the control), but may buy more at any trading post. Torpedos are approximately twice as powerful as fully charged lasers. A small amount of charge is required to launch the torpedo.



This control selects your proximity mines. These devices proceed to a designated target and then arm themselves. Thereafter they can be triggered by any passing vessel, including your own. They will also expire after a timeout period. You may replenish your stocks at any trading post. Mines explode with a force roughly double that of torpedos. A small amount of charge is required to launch the mine.



This control selects your hot plasma missiles. These missiles are much more effective at controlling those nasty enemy outbreaks. However they are also more expensive. They require charge to be launched.



This control selects your neutron bombs. This is your most powerful destructive weapon. It actually attacks the cohesive effects of the atomic nuclei in its vicinity (this is why the universe shakes whenever one is used). Be careful not to target too close to your own position. It is intended as a planetary weapon, but has general usefulness. It requires charge to be launched.

Plague



This control selects your plague bombs. These are only effective when used against planets. Each plague bomb carries a certain amount of infection to the planet. An infected planet is toxic to itself and all who orbit it. If you orbit an infected planet, you will carry the contagion to all other planets you orbit. Because of your sealed cockpit, you will never feel the plague yourself, but you may inadvertently spread it around your alliance. The anti-plague sterilization beam is the only cure for plague. A small amount of charge is required to launch the weapon.

Weapon Accessories and Shields



You can buy extension charge pods at most planetary malls. They boost the total charge capacity of your ship. This lets you run your lasers for a longer period before they have to recharge. Charge is also used to power the weapons launch accelerator. Without acceleration, your weapons would never be able to cross the vast distances separating you from your enemy.



Shields are also available at most stores. They are fairly expensive, but a wise investment. You may carry several layers of shields simultaneously. Each layer cuts the damage of an incoming attack by a factor of two. Hence with 5 shield layers, you can tolerate a blow 32 times stronger than with no shields. However, shields wear out with use and must be replaced by new ones. Shields consume some energy which causes your energy pods to deplete when traveling at higher speeds.



The stealth invisibility shield is an optional piece of ship equipment which you can purchase at most developed planets. It uses a conventional photon warp field to curve space in your vicinity so as to render you undetectable. It consumes a fairly high rate of charge while in use. Your defensive shields and weapons become inoperable while stealth is in effect. There is also an uncomfortable change-over period during which you are unshielded, unarmed, AND un-invisible.



This control activates your sonic scream shield disrupter. This effects all shield generators in your sector (including your own). It cuts the effective number of shields in half. Since each shield provides a factor of 2 in protection, this control can make quite a difference in weakening an opposing ship or planet. The shield disrupter consumes charge while active.

Plague Cure



This control activates your anti-plague sterilization field. All infected planets in your sector will be cured by application of this field. The degree of infection controls how many applications of this field may be necessary for complete cure. Your own ship is cured by a single application. You must purchase additional antibody seed crystals to use this device.

Mining Planets for Resources



In order to pay for your exploits around the universe, you will need a solid line of credit at the galactic bank. One way to achieve this is to help planets meet their resource needs. You can mine uninhabited planets and sell the resources to inhabited ones.

How to Mine a Planet



While orbiting an uninhabited planet, this button causes your ship to emit a teleportation mining ray which scours the planet looking for rare resources. These are then beamed directly into the cargo pods of your ship. While your mining beams are active you are incapable of flight (and your shields are down), so be sure no enemy ships are in the neighborhood before you turn them on.



This meter shows how full your current cargo pod is. Each use of the mining beam can pick up about this amount of ore, assuming the planet has that much to give. Once a pod is filled, its indicator is lit and the meter switches to showing how full the next pod is.

Carrying More Ore



You can buy these cargo pods at most trading posts. It's a good idea to have as many as possible to increase your earning potential for each trip between the mine and the market. They are self-contained units which include both a mining beam and a channeled-ion phased matter compactor which can store a large amount of mass in a small space in the form of a packed electron array. This makes them very similar to charge pods, except charge pods are optimized for high speed discharge while cargo pods really retain more of the teleportation information density. That is to say, the resource beamed into the cargo pods is not fully decoded and is really still in a teleportation protocol format. It requires matching equipment at the receiving end to be removed from the pod.

Selling Your Cargo

Selling mined resources to inhabited planets can be very lucrative, depending on how starved for resources the planet is. Planets consume their resources to maintain their populations. However, the more developed a planet becomes, the more efficiently it uses its remaining resources.

Whenever you enter orbit around an inhabited planet, you are given the opportunity to sell your cargo. The price the planet will pay is a function of supply and demand. If they are low on resources, they will offer more. They will purchase as much of your cargo as they can afford. You may wish to refuse to sell, waiting for a higher price later, or from another planet. The Planetary Guide will list the current resource level of planets you have visited and can be a useful tool for determining where you might get the best price.

Planetary Development and Population



Planets evolve over time. Given an adequate supply of resources (either native, or sold to them by you), they will experience increasing population and technical development.

Likewise, should a planet run low on resources, it will experience dwindling population and will have to dismantle some of its developed infrastructure to make ends meet.

How Planets Earn Money

Empires obtain the credit required to purchase your resources via taxation of their population. So it is to your advantage to keep the populations high. It is also to your advantage to keep a planet's resource level at a bare minimum, since that keeps the price of resources as high as possible. But you are, no doubt, too altruistic to factor that into your planning.

Should a planet run completely out of resources, it will post a distress signal. This is your cue to come running, preferably with a full cargo hold.

You can only mine uninhabited planets (white auras). You can only colonize uninhabited planets. You can, however, render any planet uninhabited via the application of enough weapons.

Investing in Planets



Investing in planets is a good way to earn their respect. It puts cash in their pockets and directly elevates their level of development. It also influences their home empire. The money you invest is leveraged in many ways and pays back more than the price of the investment. For only pennies a day, you can see to it that a helpless young planet has enough to eat.



To invest in a planet, you must first be orbiting it and then press this control. You will then be shown several different categories of investment. Click on the icon representing the category of your choice and the amount of credit shown will be transferred from your account to the planet. As you get richer, you may choose to increase the amount of your 'standard investment'.



While not the only way to earn the respect of a planet, investing is certainly the most direct way. This counter indicates just how much credit you currently have with the intergalactic banking system.

You can earn more credit by selling resources you have mined from uninhabited planets. If you have any outstanding loans from the bank, you will be denied the right to make additional investments until those loans are repaid.

Investment Categories:



Investing in a planet's mining facilities enables it to develop resources deep beneath the surface of the planet. (Resources out of range of your mining beams.) This is a good way to make a planet self-sufficient. However, it will also tend to lower the price that planet will pay for your resources.



A planet with a green aura will attempt to recharge your ship's energy whenever you orbit it. By investing in a planet's space port facilities, you enhance its abilities to fully recharge your ship. A 100% investment in spaceport will allow your ship to become 100% recharged, no matter how many pods you have.



Investing in a planet's manufacturing facilities increases the rate at which that planet can refill the shelves of its trading post. Factories are also used to manufacture the planetary shields.



Investing in the agricultural infrastructure of a planet affects the maximum population which can

comfortably live on that planet.



Investing in the planetary defenses enables a planet to defend itself using weapons and shields manufactured locally.



Investing in the educational system of a planet increases its overall development level, as well as enabling it to manufacture more complex technical items.

Important Information about the Simulation Engine

The actual simulation engine used to coordinate the effects of investing and the development of planets is an incredibly complicated model, derived from years of analysis of real world economic systems. In fact, many users have found that this game can be used to accurately predict the New York stock market. Those users have been glad to send in their checks and have been well rewarded. While other users who have not sent in their registration checks have found their portfolios mysteriously collapsing in asset value. No one has been able to discover the link between these facts, but knowledgeable people agree that to be on the safe side, you should definitely register. Did I mention Ben's braces? His mother insisted, although he seems kind of young to me. What do you think? Perhaps you could include your opinions on the subject along with your check.

Game Setup

COM Port:

This option selects which of the serial communications ports of your PC is to be used in Multi-Player mode. This is assumed to be connected to a modem or directly to another PC via a null-modem cable.

COM Speed:

This option selects the baud rate of the COM port being used for multi-player mode. You must select a speed compatible with your modem. Baud rates in excess of 9600 probably do not increase the play value, since Windows is generally unreliable in handling characters at higher rates. Your opponent should play at the same rate as you.

Socket:

If your copy of Warpath supports NETWORK play, you will be able to battle against your friends using an IPX compatible network. This socket number will define a 'game room' within that network where up to four people may play. All players must be set to the same socket number to see each other across the network. However, by selecting several socket numbers, you could have a tournament of multiple simultaneous Warpath games taking place in separate 'rooms'. Your boss will be very pleased.

For the IPX-literati out there, this is not the actual IPX socket number used. This number is ANDed with 0x3F, then ADDED to 0x40 and then duplicated in the high and low bytes of the socket number. Hence what is shown on this screen as socket #0 will actually be IPX socket 0x4040.

Tutorial Hints:

This option enables the tutorial hint feature. Once enabled, Warpath will periodically open a hint box explaining some feature and suggesting your next actions.

Left Button NAV:

Normally, Warpath uses the right mouse button to fire weapons and the left mouse button to steer. Unchecking this option box reverses that. The documentation, of course, still describes the default button settings.

FM Synth:

The game uses both the FM synthesis and digital WAV file formats to make sound effects. If you can tolerate a high noise level, turn them both on (and wear headphones!) If you do not have a sound board, you might as well turn both off. Without a sound board, the WAV files can only be played by the windows SPEAKER.DRV driver which will pause the game during each sound and generally disappoint you. However, you are encouraged to turn this feature on at least once so that you can listen to Ben beg for money. You *have* sent in your check, haven't you?

WAV Files:

Several major sounds are expressed both as FM synth sounds and as WAV files for maximum impact. This checkbox enables the digital WAV files. It pretty much requires a sound board (see above) and proper installation of that board into Windows. You're on your own getting that done, but you really ought to give it a try as it makes Windows much more interesting in general. All the WAV files used by the game are just sitting in the directory along with the executable. You could probably figure out which one is which and then change them to make sounds of your own choosing. We wouldn't mind, honest. Just be sure to only redistribute the game with our sounds (the one begging for money being the important one, of course). Yeah, we know you are all going to delete that one right away and what can we do about it? Nothing. But are you going to sleep better for it? Hmmm? Send us a check and we will send you a note specifically authorizing you to delete that file!

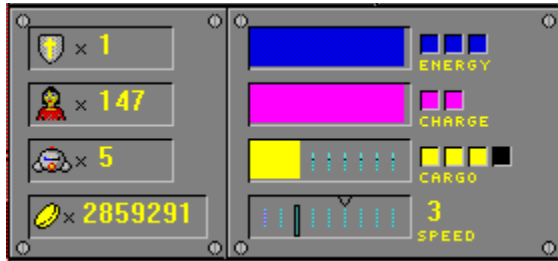
Make it HARD!:

Well, some players just can't get enough of a bad thing. If you feel insufficiently challenged by Warpath

in SOLO mode, try checking this box and see what you think. It basically stacks the deck against you at every opportunity. For example: The energy barriers will hurt YOU, but not your synthetic opponents.

Meters and Counters

Meters:



The lower left of the screen contains your meter panel. This panel contains several real time meters showing aspects of your ship. It also summarizes the players in the game, showing their empire and name. When a player runs out of ships, their face disappears from the meter panel.

Remaining Energy



This meter shows your current ship's energy level. It changes color to indicate when your energy levels are dangerously low. If your energy level reaches zero, your ship will explode. You may purchase additional energy pods to increase your useful range and battle endurance.

Available Charge



This meter shows the current charge available in your charge pods. These pods are used by your weapons and the hyper drive. They recharge quickly from the electron density of space itself.

However, your lasers will have limited range if the charge is too low. You may purchase additional charge pods to enhance your weapons.

Cargo Storage



This meter shows how full the hold of your ship is with mined resources. These can be sold to planets to replenish their own dwindling supplies. You can only mine uninhabited planets. You may purchase additional cargo pods to increase the total resource load you can carry to market.

Ship Velocity



This meter indicates your ship's current engine speed. It can range from a value of zero (empty meter, full stop) to ten. Speed ten is actually a bit faster than your torpedoes, so be careful not to accidentally shoot yourself.

A small tick mark on the meter indicates the maximum speed at which you may travel without consuming energy from your pods. This 'free speed' will increase as you purchase energy pods, but decrease so long as your shield are active. If you cannot support your current speed (insufficient remaining energy,) you will automatically be slowed down to your current free speed.

Available Credit:



This counter indicates your current credit rating at the galactic bank. You use credit to invest in planets

and to purchase items. You earn credit by selling mined resources to friendly planets.

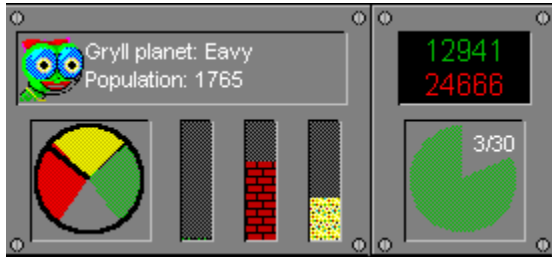
Spare Ships



This counter shows how many ships you have remaining. The game is over when you run out of ships.

Additional Meters:

This meter group contains two panels.



Planetary Information Panel

On the left is the planetary Information panel, which summarizes information about the last planet you scanned or orbited. Displayed information includes:

- Planet Name, Empire, and Population
- Current Path Alignment Meter
- % of Planet's populace infected with plague
- Total Development Level of planet
- Total Resources Remaining on Planet

Game Status Panel

The right hand panel of this group is the current Game Score and Clock panel. The Game Clock advances every ten seconds, completing one revolution each minute played. Taxes are paid 'on the minute.' The clock also shows the total minutes the current game has taken, as well as the time limit (if selected) for this game. During the last 5 minutes of a time limited game, the Game Clock will turn red.

Above the Game Clock is the current score. The score is what determines who won or lost in a time limited game. It is a measure of your total planetary development and population. Your score is always shown on top, and is depicted in the color of your path's flag.

Controls

Your controls are distributed around the screen in the form of buttons with icons on them. You activate a control by clicking on it with your mouse. Some controls (for example, the weapons selection controls) influence what happens when you subsequently click within the sector screen or galaxy map. Whenever you see mention of a 'left mouse button' or a 'right mouse button', remember that the Game Setup screen lets you reverse the buttons from what is documented here. The middle mouse button, if you have one, is not used by Warpath - but your system probably maps it to either the left or right function.

The controls are divided into several groups on sub-panels of the display. Each group is defined below. Several controls have keyboard equivalents.

Ship Controls:



Increase ship speed one notch. Higher speeds cost additional energy to maintain. You will be decelerated automatically should your energy level drop below the minimum required to maintain these speeds.



Decrease Ship Speed one notch. Speed zero is a full stop.



Bring ship to complete stop. While stopped, your energy will automatically recharge (slowly) as you absorb photonic emissions from nearby stars. You are also a sitting duck for any passing enemy ships. Stopping near a planet is not the same as orbiting it.



Reverse ship direction. This executes an abrupt U-Turn, thanks to your inertia-less drive system. This is useful when, at high speed, you have just flown past your desired target. Slow Down and make a U-Turn. In some cases, it will also return you to a planet when you have just left orbit.

Weapons Selections:



Selects laser as current weapon. You have an unlimited supply of phaser power. Actually, it is limited by your charge level.



Selects torpedo as current weapon. The number shown on the control is the number of torpedoes you have left. You must buy additional torpedoes from planetary malls.



Selects proximity bomb as current weapon. You have a limited supply of these and must visit a store to buy more.



Selects hot plasma missile as current weapon. You have a limited supply of these, which can be purchased at planetary shopping malls.



Selects neutron bomb as current weapon. This is a very powerful weapon which destroys planets or

ships.



Selects plague bomb as current weapon. This infects its target with a highly toxic plague which is then propagated via subsequent planetary orbiting. It has no direct effect on ships, but ships may propagate plague while docking.

Planet Controls:



Turns on and off your planetary scanner. The planetary scan window gives you a summary of the planet you are orbiting, and its home empire. When not in orbit, it summarizes your own empire's status.



Activates resource mining beam. This works only when you are orbiting an uninhabited planet. It transfers resources from the planet to your cargo hold. While the mining beam is active, your ship cannot be piloted and you are an easy target. It takes several mining passes to fill your cargo hold.



This control takes you to the venture capitalist investment console. This console allows you to invest in six different categories of a planet's development. You must be orbiting an inhabited planet which has a yellow or green aura. Your investment is used to build infra-structure on the planet. This creates goodwill towards you with the planet's empire. The more developed a planet is, the more efficiently it uses its remaining resources.



This control takes you to the First Galactic Bank where you may borrow money, or repay loans. You will be unable to make further investments in planets until you have repaid all outstanding loans.



Places 200 colonists from ship onto planet you are orbiting each time you press this control. You can colonize uninhabited planets (claiming them for your empire). You can also add colonists to any planet of your own empire. The number shown on the control is the number of colonists you currently have on board.



If a planet has a marketplace, this control takes you into it. There you may purchase weapons and other items.



If a planet has a bank, this control takes you into it. There you may borrow (and repay) money, using your previous investments as collateral. There is no interest penalty for the money you borrow, however you will be denied the right to invest in planets until you have repaid all outstanding debts.



If a planet has a space dock, this control takes you into it. The purpose of this dock is being kept secret until a later release.

Shield Generators:



Turns shields on or off. You may buy multiple layers of shields at most stores. Each layer of shielding halves your sensitivity to weapons fire.



Activates your Stealth Invisibility Shield. This allows you to travel in enemy territory without being sensed. It is powered by your charge capacitors and prevents your weapons or shields from being activated while it is in effect.



Activates your shield disrupter beam. This causes a temporary loss of effectiveness for all shield generators in the vicinity. Including your own and those of friendly planets in the vicinity.



Activates your anti-plague sterilization beam. It is used to counter the effects of plague bombs. It is more effective with repeated applications. It requires purchasing a fresh mono-clonal replicant cell between uses.



Enable Warp-Jump Drive. (click left mouse button in Galaxy Map to activate warp). This is an advanced ship component, available at great cost from some planetary shopping malls. Depress this control to engage the jump drive. Then click the left mouse button somewhere within the galaxy map. If you have sufficient charge on board, you will be teleported instantly to the selected sector. While your jump drive is enabled, the Planetary Guide will offer a button allowing instantaneous leap to the desired planet.

Information Displays:



Toggle inter-space radio. This activates the Radio box. In a Multi-Player game, your keystrokes are accumulated into the radio transmitter until you press [enter], at which time they are sent to your opponent. Likewise, your opponent's messages are displayed in the radio box. These messages are generally rude comments and threats and should probably be ignored. The "Pvt" control marks your message as "private" which means it can only be read by followers of your Path.



Toggle ship equipment status screen. In solo player mode, this screen shows a breakdown of the equipment status for all four ships. In multi-player mode, the equipment belonging to your opponents is not shown.



Toggle population History Graph. This screen shows how well your Path's total population is adding up against the opposing Path.



Toggle Planetary Guide. This is an electronic guidebook summarizing all the planets you have visited. It also allows you to easily lock in a course to return to any planet you have previously orbited.

Buying Items



At the start of the game (or after getting blown away and issued a new ship), your ship starts out as a wimpy little thing. You need to buy weapons and extensions for it, or you will be the laughingstock of the galaxy.

Shopping

The items you require can be found in the shopping malls and trading posts of friendly inhabited planets. Uninhabited planets have no stores (well, none that cater to the LIVING.... just kidding, no ghouls in this game). Unfriendly planets have stores, they just won't sell to YOU. So go to yellow and green planets when you want to buy. Green planets may give you a better price. (and, then again, they might not. Could be a vaporware promise). (and if you are on the RED Path, then go to RED and yellow stores)



You can only shop at the planet you are currently orbiting. Once you are orbiting a friendly planet, push the shopping button to visit its store. This will display the shopping screen. On this screen, you may rummage through the available items, check out their prices, and then buy items in lots of one or ten. The actual items which are available will be based on the industrial development level of the planet. Remember that investing in a planet raises its level of development, and thereby stocks its shelves with more interesting items.

Manufacturing Items:

Each planet busily manufactures items as fast as it can, so the quantity in stock will vary with time. Events like attack from outside can destroy goods in the store, so the shelves may be bare for awhile after an enemy attack. The number of items a planet will keep in inventory varies with the item. No merchant wants to carry excess inventory in something as expensive as a hyper-space bypass shunt valve!

The controls on the Shopping screen are probably self-evident, but here is a recap anyway. Try not to be offended.

ITEM:

Name of current item being offered for sale

DESCRIPTION:

Describes the current item.

QTY:

Describes the quantity of that item in stock, for sale

PRICE:

States the price of one such item, in credits

[Next Item]:

Displays next item available at store

[Previous Item]:

Backs up one item, in case you stepped past the one you want

[Buy One]:

Buys one of the current item

[Buy Ten]:

Buys ten of the current item

[Buy 100]:

Buys 100 of the current item

[Help]:

Displays this screen

[Done]:

Leaves the store.

Your ship has a maximum number of each item that it can carry, so don't be disappointed when you can't buy a million bazillion torpedoes. A thousand should be plenty!

If you find yourself a little short on cash in an emergency situation, don't be ashamed to visit the [First Galactic Bank](#) and get a little walking-around money.

Modem Chat Lobby

Before you can play the game with a friend, you will have to link your computers together. We will assume you will be using a modem to do this, but anything which links the serial com ports of your computers together will be fine. Try not to be confused by the fact that you use this same screen to set up a multiplayer NETWORK game (where no modem is, in fact, involved).

If you have not done so already, please go to the Game Setup screen and configure the following options:

Com Port
Baud Rate
LAN Socket

The first two options tell Warpath where it can find your modem and what speed your modem runs at. You should probably use a speed (baud rate) which your friend's modem can also use. The third option is only used for NETWORK games and specifies a 'room' within the network where your friends can play. Each room can hold up to four players, all of whom must have selected the same socket number.

To begin a multiple-player game, you need to follow these steps:

1.) Select **NEW GAME** from the Main Menu.

This will open a dialog box which asks you if you want to play a SOLO (single-player) MODEM, or NETWORK (multiple-player) game. Select MODEM if you are trying to start a game with your friend(s) via modem. This will take you to the modem chat lobby. If you are all on the same Novell IPX Network, select the multiplayer NETWORK option. You must all be on the same segment. If you are going to play a NETWORK game, skip to step 4.

This is like a miniature copy of Procomm (tm). You might want to type "AT<enter>" a couple of times and see if your modem says "OK". If not, it might indicate the wrong COM port is selected, or an inappropriate baud rate. You do HAVE a modem, don't you?

2.) Dial your modem

You can now type any command you like to your modem. One of you should dial their modem and the other should put their modem into automatic answer mode. If you know how to do this, go ahead and type what is necessary. If you have no idea what to do, just press the DIAL button and then enter in the phone number of your friend. Your friend should push the ANSWER button (before you begin dialing). These buttons will send commands compatible with most modems, just not yours.

Of course, you may already be connected to your friend. In such a case, you would obviously not bother to re-dial. In case you're not sure if you are already connected or not, type the following command: "My friend [friend's name here] is a mindless dirt-bag" Most modems will not respond to this command. Most friends will.

Just to go on and on about this... maybe you want to play against THREE friends. Well... your modems alone can't handle this. However, if ALL of you dial into an official multi-player network (like The Game Connection on the Odyssey Network [a shameless plug for Ron, who earned it!]), then you can all go to the same "game room" and play in the same Warpath Universe.

3.) Verify that your connection is OK

Assuming you just dialed your modem, just sit back and watch for awhile. Hopefully you will hear encouraging noises and see nice phrases come back from the modem. If all is well, you will eventually probably see something like "CONNECT 9600 RELIABLE" appear from your modem. If you type anything before you see this, you will probably cause the call to be disconnected, so make sure you and your friend have both seen CONNECTED before typing anything. Now would be a good time to practice your telepathy. Or buy another phone line. After you have seen CONNECT, you can have a little type-written dialog between you to get that warm fuzzy feeling that all is OK. This is how we nerds had fun in

the 70s.

If you're using a multi-player host, like Odyssey, you will probably have to log on and get into a 'game room' with your friends. It's really worth giving this a try.

Repeat the above steps, frantically, until you are able to have a chat with your friend, or until your mom says it is time to go to bed.

4.) Wait for all the players to enter the lobby.

OK, now you are really in the lobby. Everything you type will be sent to your friend(s). If you would like a local echo of what you type, you might try clicking on the ECHO checkbox. Just play with the ECHO and AUTOLF boxes until you have things the way you want them to be. In the lobby is the time to meet your friends, share some gossip, and just generally plan whom you will stab in the back today. When you are sure all of your friends are in the lobby

[Warning: You are not allowed to have more than three friends, in addition to yourself. However, statistics show that players of Warpath are unlikely to have more than three friends]

After all the idle chat has gone by, it is time for one of you to push the HOST GAME button. Now... only ONE of you should push this button. Warpath may or may not gracefully recover from simultaneous pushing of this button. Being the first to push it does NOT give you any special privileges. Well... actually it does... but not much.

As soon as someone pushes that button, then ALL the players (well, the up-to-four who are in the lobby when you push the button) are moved instantly and automatically to the Player Registration Screen. This screen prompts you to enter the number of the check you used to pay for your copy of the game... oh.. sorry... Did I mention CHECK again?

5.) Register your player

The registration screen is where you get to choose sides. You get to pick a unique name for yourself (no, it doesn't really have to be unique, so go ahead and name yourself "Butthead," that's what EVERYONE does.) You also get to pick your empire (and, cool, you get your *very own* home planet!) You also get to pick your Path (red or green). The players can be in any combination of Paths (all red, all green, mixed). Mixed is probably the most NORMAL, but who am I to lay that sort of a trip on YOU?

Right now, you have to pick a ship from a limited number of predefined designs. If enough people send in checks!, maybe we will add the ability to customize your ships. You'd like that, wouldn't you? But it's gonna' take money to implement that... a LOT of money. Just can't afford it right now. Nope. Not enough money... yet.

Anyway... after you fill in your registration form, push the REGISTER button to send a copy of it to the other players. You will see your name appear in lights on the top half of the screen. (You can change your mind and re-register if you like, Mister Indecisive.)

6.) Begin the Game

Here is where being the HOST comes in. Only the HOST will have the BEGIN GAME button enabled. It is the HOST's responsibility to psychically divine when all the players have finished re-registering. Once s/he makes that decision, s/he should push the BEGIN GAME button and the game will begin.

While you are playing, someone else may enter your game room and try to host a new game. If so, they will be told to wait in the lobby. The current host will get a radio message whenever this happens. S/he should use the radio to check with the other players. If they like, they can all choose to abort the game and let the new guy in.

Hopefully you will find this procedure easier than it sounds! But modems are one of those things about computers that we all love to hate. But imagine how much more fun you have today living in the 90s instead of back then, working with 110 baud!

Using the Planetary Guide



Planetary guides can be purchased at most trading posts. It is one of the best investments you can make, especially if you have already visited a large number of planets.

Each time you orbit a planet for the first time, its radio frequencies are entered into your ship's computers and an entry is created in your Planetary Guide. Thereafter, as conditions change on that planet, you are kept abreast via sub-ether transmissions.

Sorting Entries

When you open the Planetary Guide you see a list of planet names, along with several columns of information about each planet. By clicking on the title of a column, the list will be sorted by rank of that column. This allows you to sort the list by name, empire, remaining resources, and aura. This information can be very valuable when selecting a target for mining, selling, or investing.

Functions Available from Guide:

After Clicking on a planet's entry in the guide to select it, you may press one of the following buttons:

NAVLOCK

This button sets an immediate course to that planet at the currently selected ship's speed. This is the same as clicking on the planet itself in the Sector Screen, but is quite useful when the planet you desire to visit is not currently on screen. Be aware that you will chart a direct path which may cross the energy barrier separating the quadrants.

INFO

This button opens the planetary scanner window, which shows the development level of the planet, as well as other information, including its current resource levels, population level, degree of plague contamination, and current investment percentages. (Double clicking an entry is the same as pressing the INFO button.) The currently scanned planet will also blink on the Galaxy Map.

WARP

If your ship is currently equipped with warp drive, pressing this button will more or less instantly transport you to the selected planet. In fact, you will be warped to the correct sector, and then will travel using normal engines to the final destination. Some care must be taken when warping to sectors near an energy barrier.

Planetary Distress Calls

If a planet sends you a distress call, it is automatically added to the Guide, even if you have never visited it. This is possible since the distress call provided the necessary frequency and access codes for your computer to keep in touch. A planet in distress will be marked with an exclamation mark in the Guide.

Selling Cargo



You may sell your cargo to any friendly inhabited planet (aura is yellow, or same as your Path). The price a planet is willing to pay is inversely proportional to their current resource level. When you dock on an inhabited planet, they will make an offer to you for your cargo. Your options are to refuse the offer, sell the contents of just one cargo pod, or sell all your cargo. A poor planet may not be able to afford your entire cargo and will offer to purchase a smaller tonnage. (hint: by investing in that planet, it will have the cash it needs to buy more.)



This meter shows how much cargo you are currently carrying. A small blue rectangle is shown for each completely full cargo pod you have. The bar-graph shows how full your last pod is.

Carrying More Cargo



You may purchase additional cargo pods at most trading posts at reasonable prices. Each cargo pod holds approximately 1000 tons of ore. Each cargo pod contains an integral mass transfer mechanism which can beam ore into the pod directly from the surface of any uninhabited planet which you are orbiting. However, you can only beam ore from the surface areas of the planet. If you develop the mining capabilities of a planet, through investment, that planet will have access to resources held deeper within the planet's crust.

Planetary Distress Calls

If you see a planet 'enlarged' in the galaxy map, that means that it is sending a distress call. This is also indicated in that planet's entry in your Planetary Guide. You will also receive a message on your radio. There is also a audible alarm associated with the event.

With all these ways of telling you that it is happening, a distress call must be pretty important, huh?

Yes it is. A planet generates a distress call when it is under attack, or when it has run out of resources. Once the distress call starts, it won't go away until you orbit the planet. Or until your opponent does.

The important thing to remember, is that for the entire time that a planet is emitting a distress call, it is losing faith in you (and in your opponent, too, for that matter). A planet with a green aura, left unattended for too long, will slowly return to a yellow aura. Hence your opponent can steal planets from your alliance just by shooting them once and hoping you won't get around to visiting them before their allegiance has shifted. Once their aura is yellow, they are again fair game for both sides to woo.

So, a word to the wise, don't leave them hanging. Keep your eye open for planets in distress and take time out of your busy schedule to go visit them once in awhile.

As planets grow stronger, they stop getting distressed over every little thing.

Multi-Player Registration

As soon as one player presses the HOST GAME button from the modem lobby screen, all players are taken to the registration screen. This screen allows each player to register their player choices. As soon as all players have registered, the host player presses the BEGIN GAME button to start the game.

Before a multiple player game can begin, each of the players must register their selection of Path, empire, ship, and name. This information is then shared with the other players so that when the game begins, all players start with the same universe. Registration choices include:

Player Name

Each player choose a name for themselves. This helps the other players identify which ships to shoot. So choose a name which is unlikely to draw fire.

Player Path

Each player must choose which Path they follow: green or red. The green Path is generally known as 'the Path of Peace' which makes the red Path 'the Path of War.' There must be at least one player following each Path or the game will end quickly.

Player Empire

Each player must choose an empire for themselves. They will then be given a quadrant of space and a home planet of that empire. Technically, players of the same empire could be follow different Paths. This makes the allegiance dynamics a little odd, but...

Player Ship

Each player should select a unique ship design to facilitate recognition. Unless otherwise specified, all ships are created equal.

Registering the Players

When the registration screen appears, you should fill in your choices in the lower portion of the screen. When you have defined your registration information, push the REGISTER button. This will send your information to the other players.

As each player registers, the top portion of the screen will reflect the registration information of each player. You may re-register at any time, if you decide you want to change sides based upon the other players' registrations.

Beginning the Game

Only the player who is hosting the game will have the ability to press the BEGIN GAME button. That player should wait until all the registrations are complete and then press BEGIN GAME to actually start the game.

Before entering the Modem Lobby, the host player was able to select whether the game should be played for a limited period of time. If s/he has selected "Limit Play" and a duration in minutes, then the game will automatically end after that many minutes and the Path with the higher score will be dubbed the winner.

Game Mode Selection

Warpath can be played by a single player, or by multiple players. This screen lets you select in which mode you would like to play.

SOLO Mode

In this mode, you do not require a modem. You will be the only human player, though you may choose to compete against multiple synthetic opponents.

MODEM Mode

In this mode, there are multiple human players. Each player runs a copy of Warpath on their own computer and uses a modem to attach to the other players.

For a two player game, one player dials up the other player directly, using their modems.

For more than two players, you need the help of a multi-player game network, such as The Game Connection on Odyssey. Each player dials into the multi-player game network and logs on and enters the same 'game room.' This game room will connect all the players together as if they were all using the same modem.

NETWORK Mode

In this mode, there are multiple human players. Each player runs a copy of Warpath on their own computer and uses an IPX LAN (Local Area Network) to attach to the other players. If you select a NETWORK game, you must all (up to four players) select the same 'socket' on the Game Setup screen. Other Warpath games may be played simultaneously using different sockets.

Once you get your players connected in the lobby, one of you HOSTs the game. You use the registration screen to choose your Paths before starting the game.

LIMIT PLAY

This option allows you to specify that you wish the game to last no longer than a certain number of minutes, after which time the Path with the highest score wins.

Single Player Mode

This dialog box appears once you have selected SOLO play mode for a new game. Your opponents will all be computer-generated synthetics and will be randomly assigned empires, Paths, and ship different from your own. This screen allows you to select: You have selected SOLO (single player) mode. Your opponents will all be computer-generated synthetics. Before the game begins, this screen requests that you specify:

Your Empire

You may select your home empire. You will be assigned your very own home planet of this empire. This planet will be fully invested in all categories, so it will be a good place to get refueled.

Your Name

We all like to have a name, don't we?

Number of Enemies

This controls the overall level of difficulty of a solo game. You are advised to begin with a single opponent and advance to the higher levels after you gain experience. All the opponents will be on the Path opposing you.

Your Ship

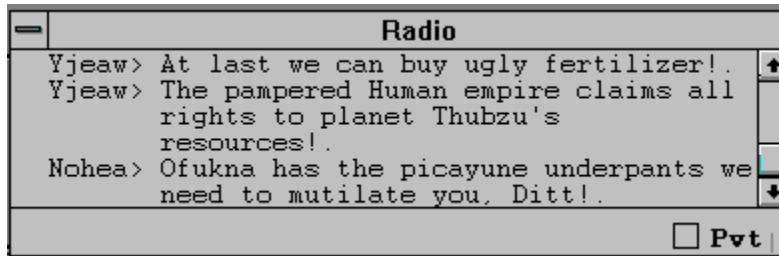
You may select one of the available ship designs for your player. The synthetic players will each be equipped with a unique ship design.

Your Path

You may select to follow the Green Path of Peace or the red Path of War. Normally, you would choose green, the color of good, as opposed to red, the color of evil. But we know some of you are a little weird, so we gave you the option to choose. Choose wisely.

In case it wasn't clear, you do NOT require a modem in order to play Warpath in SOLO mode.

Inter-Ship Radio



During a game, you may wish to chat with the other players. For your convenience, your ship comes equipped with a radio suitable for this task. You will also receive distress signals from planets via the radio.

To keep the radio from gathering dust during a solo mode game, your synthetic enemies will keep you apprised of their actions via regular taunts and threats.

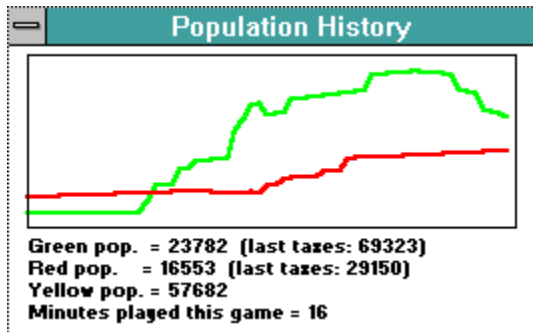


Normally, you activate the radio by depressing the radio icon control. However, the radio will open up automatically whenever a really important message is received. Any time the radio display is on screen, you may use the keyboard to compose a message to be sent to the other players.

Private Radio Messages

The "Pvt" control on your radio enables a special encryption mode which makes your messages legible only to players following your Path. Turn it off to send taunting messages to the enemy, on to make plans with your cohorts.

Population History



Although the easy way to measure your progress in Warpath is by counting the deaths of your opponent's ships, a more valid measurement of your success is the population of your alliance. The population history chart shows you the relative growth in population of the green and red alliances.



You activate the chart by depressing the chart's icon control. Pressing the control again takes the chart away. If you drag the chart to a position you like, it will be displayed in that new location the next time you open it.

Tax Revenues

The chart also shows you the most recent tax revenues collected by the two alliances. If the satisfaction of increasing happy membership in your alliance is not enough for you, think of the money you will earn from a larger tax base. Taxes are based on total population and total development. So invest widely and freely.

Ship Equipment

Equipment Report				
	F.O.D.	Zoiht	Qhigau	
FPS = 11.88				
Empire	Human	Ynik	Ditt	
Total Credits	30500	6439	40794	
Total Cargo	0/0	1/0	1/0	
Total Energy	0/999	1/1000	1/1999	
Total Charge	0/999	1/999	1/1999	
Torpedoes	0	10	30	
Proz. Mines	0	0	0	
Shield Layers	1	1	1	
Warp Engines	0	0	0	
Spare Ships	5	5	5	
Colonists	0	98	588	
Plague	0%	0%	0%	

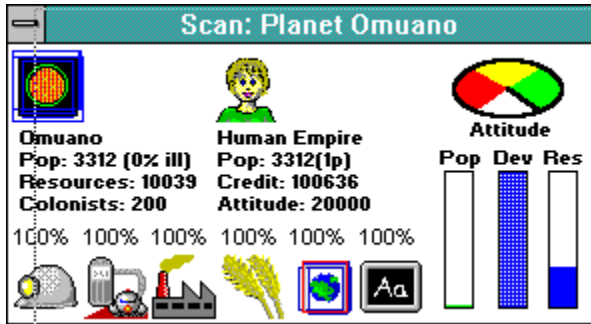
The Ship Equipment screen is an easy way to review your ship's current configuration. In solo mode, you can also view the equipment belonging to your synthetic opponents. In multi-player mode, you are reduced to viewing only your own status.

The equipment list tells the number of pods you have, and how full they are. Your wealth, and empire. The percentage of plague infection you carry.



You activate the screen by depressing its icon control. Pressing the control again takes the screen away. If you drag the screen to another location, it will subsequently be drawn in that new location.

Planetary Scanner



The Planetary Scanner screen summarizes certain key elements of the development of a planet and its empire. Along the bottom of the screen are the current levels of investment in the planet's infrastructure.

On the right side of the screen are an attitude meter, which shows the current alignment of the planet between the red and green alliances, and three bar graphs which summarize the planet's population, resource level, and development. When an uninhabited planet shows zero resources remaining, you will no longer be able to mine it. Investing in a planet will raise its development level.

The text region names the planet and its empire, as well as showing its credit on account at the galactic bank, and its population. Next to the population is an indication of what percentage of the population of the planet is currently contaminated with plague.

Activating the Scanner

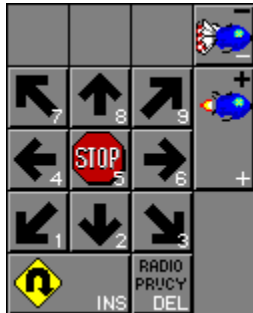


You activate the screen by depressing its icon control while you are orbiting a planet. This control is crossed out when you are not in orbit. Once you purchase the Planetary Guide, you can open the scanner screen for any planet you have ever orbited, whether you are currently in orbit or not.

Keyboard Controls

By popular demand, Warpath has had some of its commands duplicated by keys on the keyboard. Many of the basic functions (mining, colonizing, etc.) use regular Windows keyboard accelerator keys (control-something)

Most normal printing letters and numbers are reserved for use with the intership radio. However, the keys on the numeric keypad have been assigned the following functions:



Only the numbers on the numeric keypad are used for direction control (the numlock function need not be engaged). Of course, the F1 key can be used to open the online help file, and the PAUSE key can be used to pause a game.

Plague



Plague is the doomsday weapon of Warpath. Use it responsibly, if that is possible. Plague is only effective against planets, so don't bother firing it at enemy ships. It's expensive, too, so be sure to fire right at the center of the planet for maximum effect (hey, it's not like the planet is a moving target, so you have no excuse for sloppy aim!)

Each plague bomb which scores a direct hit on a planet, infects approximately 10 per cent of the planet's population. Infecting a planet above 100% is of no great effect. Once a portion of the planet's population is infected, the infection will spread to other citizens of that planet, until it reaches 100% on its own. It takes a while for an infected citizen to.. uh.. I hate to put it bluntly, but.. die.

When you scan a planet, you will see its current plague level on the Plague-O-Meter. As you fly by a planet, you see a sparkling green pattern, which increases in intensity as the plague takes over. If you see such a planet, you should NOT orbit it.

Plague Propagation

Plague is spread through contact between people. Each time you orbit a friendly planet, some number of people on your ship beam down and visit. This is all it takes to convey plague from the planet to your ship, or vice-versa. Since most of the travelers on your ship are in deep-sleep, the plague virus has no obvious effect on your ship itself (you, the captain, never get to leave the bridge!)

But the next planet you orbit will NOT be glad to see you (well, they won't even notice when it happens, but later on they will be unhappy about it, to be sure).

Of course, the trick is to plague only the ENEMY planets, and hopefully to trick an unobservant enemy into spreading the plague around between his own planets. (Note: You can only plague an enemy planet by using a plague bomb. When you orbit an enemy planet, NOBODY beams down or up)

Curing the Plague



"So, what can I DO about this anyway? I'm a ship's captain, dammit, not a surgeon!" Well, the store has what you need! You need to buy some retrovirus crystals! This technology is really complicated, so I might not explain it all correctly, so bear with me a moment. Basically, you need to beam a special antidote virus down into the bodies of the citizens who are infected. This isn't like beaming a simple ore element. This is a complex living multi-molecular structure, and you have to get it right! Sure, it might be OK if it mutates something like alcohol, but what if it mutated into arsenic? Hmmm? Want that on your conscience? Well, send us a check and maybe we will develop a new weapon for you!

Anyway, you need to buy the retrovirus crystal which is sort of like a seed crystal when seeding clouds for rain. It forms the matrix pattern for the teleporter beam to recreate the antidote properly. When you launch the antibio beam, you teleport plague antidote to everyone in the current sector. Even into the body of healthy people, and there ARE some side effects, so they don't like to be cured if they aren't sick.

It takes about 8 seconds of antibio application to cure a 100% infected planet. In addition to being the 'right thing to do', there is a side benefit to curing a planet. It makes them LIKE you! In fact, you might be able to win over an enemy planet by infecting it, letting it get REAL sick, and then curing it. (They have a short memory as to who plagued them).

Secret Code Words

Oh, right... Like I'd tell YOU! How am I gonna keep my title of Warpath champion if I let you in on my little secrets? Still, you get extra credit for finding this topic. Try typing "gunshot" on a line by itself (in the radio box). Then click around the screen in areas you usually don't click on.

First Galactic Bank



Each friendly planet has a branch of the First Galactic Bank which you may visit whenever you are in orbit. This bank will gladly loan you money on the off-chance that you need some cash to re-fit your ship after, say, you accidentally tried to cross the energy barrier with your shields down.

The bank will loan you money using your current investments as collateral. The more you have invested in planets around the galaxy, the more you will be able to borrow.

You always borrow (and repay) money in increments of 100,000 credits (the bank doesn't like to deal in small change).

You might ask what sort of interest rate the bank charges? Surprisingly enough, the answer is: "none". What? How can that be? What's to stop me from borrowing continuously?

Well.. there IS the issue of your total investment collateral, but aside from that, there is a clause in your promissory note which denies you the right to make additional planetary investments until you have repaid all outstanding loans.

So, it IS in your own best interests to repay the loans as soon as possible.

Amalgamated Space Docks, Inc.



Each friendly planet has a outlet of Amalgamated Space Docks, Incorporated. This chain of discount spacecraft repair, equip, and lubrication facilities is one of the more profitable enterprises in the galaxy. Mainly because they are able to get all their spare parts for free from the salvage of destroyed ships, like yours.

Unfortunately, the Interstellar Brotherhood of Space Teamsters has been on strike for the last 17 years, so these facilities are unavailable to you at this time.

Relative Weapons Strength

You may be asking yourself: "Self, just how powerful ARE these weapons, anyway?" And maybe you were hoping this help file might shed some light on the subject. Well... as of this moment, maybe you are right. Here is an attempt to cover that subject.

Energy Dispersal

Weapons are generally based on energy in one sense or another. How much of YOUR energy that they rob you of, on their way to reducing you to ZERO energy (every weapon's goal). When a weapon explodes, it releases a certain amount of energy at the exact location it explodes. If you are unlucky enough to be at that spot, you will receive ALL that energy.

But if you are just NEAR that spot, then you will receive only a portion of the weapon's actual energy released. Being a mathematically accurate game, Warpath derates the energy with an inverse square equation, so it is MUCH worse to take a direct hit than it is to take a glancing blow. The weapons are actually much more powerful than you think! (Well, unless you're a crack shot, like Dave!)

Defensive Shields



"But what about shields?" I hear you say. And you are right. Just because a thousand kilo-Joules of energy were released right where you were standing doesn't mean that your ship will take 1000 kJ of damage! Not if you have your shields UP, that is. Each shield you have up cuts the damage in HALF. So, for those of us who have trouble dividing by two, that means:

# of Shields	Damage from 1000kJ
0	1000
1	500
2	250
3	125
4	62.5
5	31.25

So it is MUCH better to have your shields UP when you get hit. And the more shields the merrier, so buy them as often as necessary. Remember that all 1000kJ is absorbed by your outermost shield, which heats it up. If it gets hot enough, it pops. Then you're down a shield. So buy another right away!

Shield Disrupter



"But what's THIS thing all about?" Well, you're looking at the Sonic Scream Shield Disrupter, of course! This is an invention of Ben's, and a darn good one, to boot! When you turn this baby on, all the shield generators in the current sector (within the current box of dashed lines) are cut in half. That means, if you had 4 shields up BEFORE the Sonic Scream was started, you only have 2 shields up WHILE it is operating. Look at the table above to see what a difference that would make (a factor of FOUR, in fact). If TWO players have their screamers turned on in the SAME sector, then the number of shields is cut by FOUR (so your four shields are now down to 1!) There are no partial shields, either, so 5 shields divided by 2 is 2, not 2.5

And remember: The Sonic Scream affects ALL shields, including those of the guy who fired the screamer! Also remember that planets can have a LOT of shields, so taking out an advanced planet almost REQUIRES the screamer, which means also that that super-advanced planet (the one with a huge stockpile of neutron bombs) is firing at you with half YOUR shields down.

Stealth Invisibility Shield



While we're talking about things which affect the overall danger presented by weapons, let's not forget to mention your Stealth Invisibility Shield. (It uses a different principle than defensive shields, by the way, so it isn't affected by the Sonic Scream Shield Disrupter). In fact, it is SO DIFFERENT, that it cannot be operated even in the vicinity of a defensive shield (or Very Bad Things happen). As a result, for the duration of your invisibility, you also have NO defensive shields. And to make absolutely sure that you don't have both kinds of shield generators running at the same time, there is a second or two when BOTH are turned off, whenever you turn stealth on or off. At these moments, you are very vulnerable, so be careful.

Also: Don't forget to turn stealth off and your shields back on before trying to cross the energy barrier which separates the four quadrants. You'd be pretty embarrassed to lose a ship that way!

Weapons Strength

OK, finally we get to the promised goodies: Just how strong are these weapons anyway? Now that we have set the stage with the background information, I think we can just list the Kilo-Joules of damage inflicted by each weapon, on an unshielded ship, at the target point.



500



1000



2000



4000



32000



Plague is in a category by itself. A separate category. One so separate, that to read about it, you will have to click on this secret word: [Irresponsible](#)

Network Play

The Network Play option allows you to play Warpath across a Local Area Network. Of course, this might imply that you are at work, where one really should not play games. So don't get me in trouble! By the way, this network play option is not available in the Shareware version.

Before you get TOO excited, let's make sure you have the right kind of network. The fact that you are running this program at all means you very likely are using an IBM compatible PC, running Windows (tm). That means you are PROBABLY on the right kind of network, if you are on a network at all.

Network Compatibility

What you need is a network using Novell Netware, built on an IPX-based transport layer. If you see the words IPX in your system boot file, or VIPX.386 in your windows system.ini file, you are probably on the right kind of network. You also need to make sure that IPX is loaded when you are running Windows. It probably is, but I can't really help you here if it isn't.

While we're specifying what WON'T work, let's also talk about segments. To oversimplify things, ethernet travels on a big black wire from your computer to the next to the next. Everybody who is on the same big black wire is on the same segment. Your company may have several segments which are separated by a file server, or a router, or some other device. You will only be able to play Warpath with friends whose computers are on the same segment as your computer. There are actually some good reasons for this, but one of them is that since Warpath uses IPX broadcast packets, you would become unpopular in a hurry if those broadcasts were allowed to cross segment boundaries.

Socket Numbers

In order to find other players, Warpath uses an IPX Socket Number to separate one 'game room' from another. Up to four people may play in a single Warpath game (all these players would configure their copies of Warpath to use the same socket number). Another set of four players might be playing a separate game of Warpath using a different socket number.

So, before you can start playing, you need to pick a socket number. There is the possibility that your network administrator would like to know which socket numbers you are using to minimize conflict with other network applications (like DOOM <g>). First, I should mention (sorry to beat around the bush) you set your socket number on the Game Setup screen. You may select a number between 0 and 63. If you select 0, your IPX Socket Number (in case someone needs to know) will be 0x4040. If you select 1, it will be 0x4141. Up to finally, if you select 63, the socket number will be 0x7F7F. This will probably make sense to your network administrator.

Playing on the Network

Assuming you have all selected the same socket number, starting a network game is the same as starting a MODEM game, only you don't have to dial. Just select NEW GAME from the main menu, select NETWORK as the style of game, and you will be taken to the CHAT LOBBY. If anyone else on the same LAN segment, using the same socket number, has also started a NETWORK game with their copy of Warpath, then you will be able to chat with one another, just as if you were connected via modem.

When you have enough people to play with, push the HOST GAME button to start the game (only one player does this).

Performance

Not to draw TOO many comparisons to DOOM, a program which broadcasts something on the order of 35 packets per SECOND per PLAYER, Warpath is much more Network-Friendly. Warpath basically sends a small packet in response to each command you issue (each time you click the mouse, for example) and not much in between.

As a result, a large number of Warpath games could be played on the same network before the load would be significant (i.e. before you would get CAUGHT!)

Did I mention that you should only play Warpath during non-working hours? And only with the permission of your boss and network administrator, and within the confines of Permissible Corporate Activity? Used properly, Warpath is a force for GOOD in the workplace, fostering a stronger sense of community and enhancing public values.

And, by the way, Synthetic Reality is not to be held liable for any corporate bankruptcies which may result out of the inattentive performance of addicted Warpath players. Unlike Bradshaw, you must all take personal responsibility for your behaviour!

Warpath Academy Application

To: Synthetic Reality, Co.
1248 Van Dyck Drive
Sunnyvale, CA. 94087
USA, Earth

Please accept my application as cadet in the Warpath Academy. My commitment to galactic peace is as follows:

- I enclose \$19.95 (plus \$3 interplanetary freight) in return for which I would like to receive the latest Network Simulator

- I enclose \$29.95 (plus \$3 interplanetary freight) in return for which I would like to receive TWO copies of the latest Network Simulator

- In addition to one of the above, I enclose additional funds to indicate my support of the current galactic government and its efforts to keep me entertained.
This is a voluntary contribution, simply to indicate that I am currently in possession of more money than I know what to do with.

I understand that the galactic mail service has become unreliable and that delivery of my Network Simulator may be delayed, but that I am happy to have contributed to the defense of the galaxy in the meantime.

Name: _____

Addr: _____

(include planet)

Please feel free to fill up the rest of this page with wonderful ideas to be included in the new enhanced super incredible version.

Shareware Registration



The development of Warpath represents many evenings and weekends spent in compulsive fixation. While you might think that this should be its own reward, my son Ben disagrees. If you enjoy Warpath, we would appreciate a small donation to encourage us.

Please send your name, address, comments and, yes, your check, to:

Dan Samuel
Synthetic Reality, Co.
1248 Van Dyck Dr.
Sunnyvale, CA 94087
CompuServe: 70110,434
Internet: 70110.434@compuserve.com

A Few Words About Pricing

When you register your copy of Warpath, you will receive a floppy disk containing a full version of the game, including support for IPX NETWORK play.

The registration fee is only \$19.95 (plus \$3 Shipping and Handling) Since this is a multi-player game, you may be interested in getting together with a friend and buying TWO copies for the bargain price of only \$29.95 (still only \$3 S/H)

If you want even MORE copies (like your Warpath Club is pooling its order, for example), the official Multiple Copy Discount Schedule (for 3 or more copies) is:

\$14.95 per copy
\$3 s/h per USA mailing destination

So, your best deal is to order a bunch of copies for delivery simultaneously to a single destination. (that's about 33% off for 10 copies). Your second best deal is to mail to separate locations (still about 20% off). International shipping and handling is \$4 for the Americas and \$5 for everywhere else.

Please feel free to include a note letting us know what you would like to see in future games. If we're able to use some of your really great ideas, maybe we'll send you a free copy of something. Or not.

Shareware Registration via CompuServe

For your convenience, you may register your shareware version (and order a copy of the registered version of Warpath) via the CompuServe Shareware Registration Forum. (GO SWREG)

Warpath has a registration ID of 3860.

At this time it is not possible to provide the two-copy discount via CompuServe. You will be billed for individual copies. That's just the way they have it set up. Don't blame me, *I* didn't do it [t.m. Matt Groening]

Limitations of Shareware Version

The shareware version imposes the following limitations on your play:

- Does not support multiplayer on Local Area Network
- During multiplayer MODEM games, limits your ship to:
 - 3 defensive shields
 - 3 pods each (of energy, charge, cargo)

5 neutron and plague bombs

1 antibio plague cure crystal.

NO warp drive

- During SOLO play, you have no such limits

To get the cool complete version of Warpath, please mail us your check along with this [order form](#), or the equivalent information.

Thanks again.

Dan Samuel
Synthetic Reality, Co.

Acknowledgements and Thanks

This is the part of the file where we take a moment to say thank you to all the people who have contributed so much to the success of this game. One of the most gratifying side-effects of the development of Warpath is all of the wonderful (though possibly insane) people we have met. Of course, we are going to fail to mention all of you here.

However, there are several people who we already know will figure prominently on the list, and we might as well list them right now so they can see their names during the beta test period. We can always delete them later if we decide they didn't do enough to help. Let that be a warning!

Today's Deserving People:

Kathy Samuel!
David "Dangerdav" Wolverton!
Ron "Marvin" Strumpf!
Trace Beaulieu!
Darrin Bogue!
Steve Diamond!
Warren Habib!
Ken Rogoway!
Joe Vierra!
Ken Winograd!
The Compuserve (and Odyssey) Beta Testers!

Christopher S. Buck!

And, of course, co-author and major consultant: Benjamin Michael Samuel, age 9 (so you see, you HAVE to send money).

But, of course, our biggest thanks go to YOU the consumer (we mean the ones of you who actually send a check. The rest of you can go jump in a lake.... just kidding!) We really wrote this both to learn the Windows API and to have fun. We secretly hope that it will spawn a huge underground of Warpath maniacs and we will have to release 500 new versions to keep up with demand.

To you all, Ben and I would like to extend our sincerest and warmest thanks! Now, go write that check!



(c) 1994 Synthetic Reality
Sunnyvale, California
Dan Samuel



The best little boy on Earth!

The most understanding and long-suffering spouse on this or any other planet! The perfect companion and mother. AND the most accomplished horsewoman in these here parts! Thanks, Kathy!

The most industrious tester you could hope to have! And now a homeowner!

My Hero! (author of WinHangMan - a joy for all the family!) The only person who actually spends more time on Compuserve than I do!

Hey Great! You've decided to send us some money! Thanks a lot! Please make your check out to:
"Synthetic Reality" and mail it to:

1248 Van Dyck Dr.
Sunnyvale, CA 94087

President of Homebrew Software, publisher to the gods!

Thanks for teaching me everything I know, Joe!

I admit it, I am just sucking up here. But Trace is a really decent guy and deserves his name in as many lights as available. MST3K forever!

Steve has been part of the warpath family for a Very Long Time! Thanks, Steve!

Ron is the author of The Game Connection which is available on Major BBSes around the country. If your BBS doesn't have Game Connection yet, have them give Ron a call at Sirius Software. Ron is also a great guy who has been very encouraging to Ben and myself throughout the development of Warpath.

Warren is the author of the FIRST SHAREWARE CHECK for Warpath (and a long-time buddy). I'm not gonna cash the check, dude. It's going on the Wall!

Christopher is the author of the first REAL shareware check, the first we actually cashed! (But we'll try to make it up to you, Christopher.) Christopher showed faith in the shareware system, honor, duty, and all that. Henceforth any Warpath player using the name "Christopher" will automatically be given 1 million neutron bombs! (just kidding!). Thanks, Christopher!

That's "Reality," not "Realty."

Your computer talks to your modem through a com port. These are generally numbered 1 through 4, and most people have problems using anything but one or two. A lot of people waste a perfectly good com port by attaching a mouse to it, instead of buying a bus mouse, like they ought to. Anyway, you need to figure out which com port your computer is using to talk to your modem.

In the good old days, we always used 300 baud on our modems. It was slower than molasses, but we LIKED it that way! You young punks today, with your dad's 14.4K modem think you're hot stuff. Someone ought to give you a big slap across your chubby little faces! Except you fellers who send in a big check! You're the salt of the earth!

Anyway... Warpath will work best if you and your friend are both running at the same baud rate. One which is supported by your modems. Preferably the actual rate on the phone line (i.e. no speed conversion in the modem, if you please). 9600 is quite nice and supported by most modems purchased after this program was written. Faster may not be better.

And, while we're at it, if you know how to set it up, it is definitely a good idea to enable error correction. Warpath leaves all that to the transport layer

Even More Thanks!

Well, first off, let me just say if you wrote me a check, and your name isn't on this list, then I apologize profusely! You deserve it! Secondly, I'd like to apologize to all the people who helped with testing and suggesting (and complaining and whining) whom I have left off the list.

And, finally, I'd like to apologize to all the people who ARE on this list for burying you inside a topic instead of at the root. But I'm sure you can understand that I needed a mechanism for emphasizing the contribution of my wife, who otherwise might have a hard time understanding all the hours I spent on this program.

Randy "Rhodan" Carney
Bruce Constantino
Leonard Coyle
Doug Davison
Steve Diamond
Adam DiGleria
Scott Savarese
Jeff Singfiel
Joseph Stevens
Judy "Vanessa" Strumpf

If necessary, I apologize again if I put your name on this list and you really would have preferred anonymity.

But, aside from all the apologies, what I really feel is GRATITUDE!

THANK YOU! One and all!

Dan Samuel
Sunnyvale, CA 1994

Hey, if you're wondering about all the plugs for The Game Connection and the Odyssey Network, you can thank Dave! In fact, you can thank Dave for the existence of the four player version. I was gonna do it anyway, but not right away. But Dave had this way of.. well.. not INSISTING exactly... just lobbying strongly! Game Connection is perfect for this sort of thing. Quick response time and separate game rooms.

Anyway, Dave really deserves a lot more thanks than he is getting here, so everybody be sure to write him a nice thank you note! You can reach him on Odyssey under the name "dangerdav." Let's all encourage Dave to take some programming classes, because that would open a crack in the universe out of which would spill fun fun fun.

Using The Game Connection

Many of the better bulletin boards are buying and installing The Game Connection, a product of Sirius Software. This is a really fine piece of software which allows multiple callers to that BBS to take part in a single multi-player game (like Warpath).

The Game Connection supports many games, including Warpath. To play Warpath on a Game Connection BBS, you need to do the following:

- 1.) Start a NEW GAME, in MODEM mode, and enter the lobby.
- 2.) While in the lobby, command your modem to dial your local BBS.
- 3.) Log on to your BBS and select "Game Connection" from its menu. At this point you will be able to join one of several game rooms where your friends are waiting. While in a game room with your friends, you may chat and plan your teams. One of your friends will be the 'moderator' of the game room.
- 4.) When you are all ready to play, have the moderator start a Game using the proper Game Connection command ("/Start" as of this writing). Your moderator should have selected "line mode" for the game protocol to be used with Warpath.
- 5.) After the game connection has been /started, you and your friends will be connected together as if you were all on the same modem. One of you should now push the Warpath "HOST GAME" button. (Why not let the moderator do it.) After that, each of you REGISTERS your player and finally, the host presses "BEGIN GAME" and the game begins.
- 6.) When the Warpath game is over, you will find yourself back in the lobby, chatting with your friends in the Game Connection. To get back out to the game connection chatting area (where you were before the moderator typed "/start"), press three control-Zs in quick succession.

Up to four friends may play warpath simultaneously using a single room in the Game Connection. Your local BBS may have a Game Connection built into it (if not, ask them to consider adding it!) You may also access the Game Connection from various national services, including Odyssey.

