

BATTLE ISLE[®]

THE ANDOSIA WAR



TM



®

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MANUAL

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1. Welcome to *Battle Isle – The Andosia War*

It has been a good five years but the time has finally come: the story of Chromos; its people, its intrigues, conflicts and suffering.

We have done a lot of thinking in those five years about where we could go with a turn-based strategy game. *Battle Isle* has always been a series characterized by its innovation. It was clear that we needed a totally new approach.

Just over a year ago, we came up with the idea that would be the guiding force in this game. At the same time a couple of young guys from Bratislava came knocking on our door to show us their incredible 3D technology. It was one of those coincidences that turn vague ideas into concrete plans. In this case the result is *Battle Isle – The Andosia War*.

We're sure that you'll like it and look forward to seeing you online.

Your Battle Isle Team

2. Installation

The installation of *Battle Isle: The Andosia War* is mostly automated. Simply put the game CD into your CD-ROM drive. If the Windows "Autorun" function is enabled, the installation of the game will start automatically. If the "Autorun" function is disabled, double-click on the "My Computer" icon on your desktop and then on the "Compact Disc" icon in the window that appears to start the installation manually.

During the installation, you will be asked to choose the folder where you would like to have *Battle Isle: The Andosia War* installed (for example: C:\Blue Byte\Battle Isle: The Andosia War). If your computer has more than one hard drive you will also have to indicate which drive the game is to be installed on. Once you have done this, the program files will be copied to your computer.

When the installation is complete, you will find a new program group, "Blue Byte" in your Windows Start Menu. You will find "*Battle Isle: The Andosia War*" located in this folder. You can either start the game by using the link in this folder or you can also start the game from your Windows Desktop.

3. Quick Start Instructions for the Impatient

If patience is not your virtue and you wish to enter the world of *Battle Isle: The Andosia War* as quickly as possible, you can find the most important information summarized in this section. You should read the rest of the handbook later so that you do not miss out on any potentially important information and tips.

If you are not so familiar with strategy games, especially on the PC, we suggest that you read section 4. *First Steps* first.

3.1. Battle Isle: The Andosia War in a Nutshell

In this tactical strategy game your objective is to beat your opponent, whether a human player or computer player, on the battlefield. It is not enough that you act with tactical skill in battle. You also have to build up a strong economy in order to supply your troops. The battles in *Battle Isle: The Andosia War* take place in turns; the build-up of your economy takes place in real-time.

3.2. How Do I Move the Camera?

The "camera" in *Battle Isle: The Andosia War* is the virtual instrument which allows you to follow the action on the different islands in the game. You will see what the camera sees. You have the control over the camera and can adjust it to your preferences. You will find more information about doing this in section 5.2.3 *Options*.

There are two basic ways to scroll the screen in *Battle Isle: The Andosia War*: you can either hold the right mouse button depressed while moving your mouse pointer (the default setting), or you can move the mouse pointer to one of the edges of the screen. For the following explanations, it will be assumed that the default setting is activated.

So that you can better judge both the overall strategic situation as well as the tactical situation regarding individual units, there are two camera modes in *Battle Isle: The Andosia War*: the "StratCam" and the "TacCam".

In the StratCam mode (Strategic Camera) you can move the camera forwards, backwards, to the right and to the left by keeping the right mouse button depressed while moving your mouse pointer in the corresponding direction. When you move your mouse pointer to the edge of the screen, the camera will move in this direction. You can change the elevation of the camera above the ground or above the sea by using the mouse wheel if you have one or by using the "+" and "-" keys. You can also hold both mouse buttons depressed and move your mouse point forwards or backwards to accomplish the same effect. As in many other 3D games, you can also move forwards, backwards, to the right and to the left in *Battle Isle: The Andosia War* by using the keys, W, A, S, and D or the four arrow keys. By using the function keys, F1 to F4, you can toggle between the default camera perspectives. When you double click on the map, the camera will automatically center itself above the position you have selected.

Battle =
Turn-based

Economy =
Real-time

StratCam:

Right mouse button
+ Move mouse =
Camera backwards,
forwards, to the
right, to the left

Mouse on
screen edge =
Rotate camera

"+" and "-" keys
= Set elevation of
the camera above
the ground

Move = W,A,S,D

Move = Arrow keys

Camera perspective
= F1 – F4

TacCam:

Camera centered on selected unit or building

Mouse on screen edge = Rotate camera around unit or building

"Z" key = Toggle between StratCam and TacCam

Zoom with the SHIFT key

Select = Left mouse button

Context Menu = Right mouse button

Action points (AP) are used unit movements and attacks

Action points are fully replenished each turn

As soon as you select a unit or a building, you will automatically switch into the TacCam mode (Tactical Camera). If you prefer, you can deactivate the auto switch into this mode in the options menu. If you do this, you can activate the TacCam mode by pressing the "Z" key. In the TacCam mode the camera remains centered on the unit or building currently selected. If a unit has been selected, the TacCam will show the surroundings as seen by the unit. When you move your mouse pointer to the edge of the screen in this mode, the camera will rotate around the unit selected. If you have a mouse with a wheel, you can use the mouse wheel to move the camera toward or away from the selected object. As soon as you scroll the camera (with the keys, W, A, S, and D, for example) the previously selected object will no longer be selected.

When you press the SHIFT key, the camera will zoom in on objects over which your mouse pointer is currently located. The longer you press the SHIFT key, the closer the camera will zoom in.

3.3. How do I Select Units and Buildings?

Units and buildings are selected with the left mouse button. You can recognize a unit that is selected by the green circle surrounding it. You can recognize a building that has been selected by the green frame surrounding it (Only the corners of the frame are visible). In addition, the menu of the building currently selected is displayed (for example, the research menu in the case of the academy). By opening a context menu for vehicles and buildings with your right mouse button, further options and information are displayed. There you will find, for example, the hit points, action points and the energy status of the unit as well as buttons for movement, attack and loading. You will find additional information about these functions in section **4.3 Battle**.

3.4. How do I Move Units and Fight with Them?

Both sides move their units on an alternating basis. Only the player who currently has a turn can move and recharge his units or use them for an attack. Each of these actions on the battlefield costs action points. Action points can be compared with the eyes on the dice in classic board games: the more points that you have, the farther you can move your figures. The action points in *Battle Isle: The Andosia War* are not decided by chance, however. Each unit begins each new round with the same number of action points. Different units can have a different number of action points. The farther a unit moves, the more action points it uses up. Attacking your opponent also costs action points. The more often a unit attacks, the fewer action points are left for moving the unit. Please note that the different actions that units can carry out (for example, moving and recharging other units) also use up varying amounts of action points.

At the beginning of each new round the action points of all units are completely renewed.

Above every unit you will see three horizontal bars enclosed in a green set of brackets. The bar on the top is green and displays the unit's hit points (HP). Each hit that a unit sustains reduces the number of hit points. The total number of hit points for a unit indicates its ability to sustain damage. A unit's size and armor play an important role in determining the number of hit points that the unit has. The armor varies in strength from unit to unit and can also

vary in strength on the different parts of a unit. Right click on the selected unit to have detailed information displayed about the kind of armor and weaponry on the unit as well as its condition.



Caption 1: You can find detailed information about a unit's armor and weaponry in its context menu

In *Battle Isle: The Andosia War* the damage that a unit's weapon inflict on an enemy unit are measured in damage points (DP). For each damage point that an enemy unit sustains, a hit point will be subtracted from that unit's hit points. When an enemy unit has no more hit points, it is destroyed. Hit points can only be replenished by having the damaged unit repaired.

Please note that attacks from different directions can have different effects depending on how strong the armor is on the respective part of the unit that is hit.

The bar in the middle is blue and displays the number of action points remaining for that unit during the current round.

The bar on the bottom is yellow and displays how much energy is still stored in the unit's batteries. Since the batteries lose their charge with time, it is necessary to recharge them periodically.

Please note that the units in *Battle Isle: The Andosia War* produce their own ammunition. The energy that the units need to do this are taken from their batteries. For this reason it is not necessary for units to reload ammunition. More information about this is located in section **3.5 How Can Units Be Recharged and Repaired?**

The green dots below the bars show how often a unit can attack during the current turn. The upgrade level of the unit is indicated by the number of dots to the left of the bracketed bars above the unit. More information about the upgrade levels of the units and buildings is located in section **4.4.4 Research**. To the right of the bracketed bars small stars are displayed (up to a maximum of three) which indicate the experience level of the unit. The longer a unit survives and the more battles it engages in, the more experience it gains. Experienced units are particularly valuable in later campaign missions. It is therefore advisable to concentrate on losing as few units as possible from your very first missions. Units gain an experience level for every 10,000 experience points they accumulate. You can check the number of experience points a unit has in its context menu at any time.

Right click on unit: Info about armor and weaponry

- Green bracket = Your unit
- Green bar = Hit points (HP)
- Blue bar = Action points (AP)
- Yellow bar = Energy
- Dots to the left = Upgrade level
- Stars to the right = Experience level
- Every successful attack causes damage points(DP)
- Enemy units hit lose hit points (HP)
- Experienced units fight better and incur less damage

Purple conical area = Unit's range of vision

Yellow circle = Unit's firing range

Red brackets = Enemy unit

Gray brackets = Allied unit

Recharge Ant units at ERP

Klaywor = Mobile ERP

Military HQ relays energy

Military HQ destroyed = Game over

To move a unit, first select it with a left mouse click. A circular area will appear around the unit showing the action radius which it can move within. The farther the unit moves, the more action points it uses. The conical area outlined in purple in front of a unit shows its range of vision, that is, what that unit can "see". Your unit can only locate enemy units within this area. Your units can also pick up acoustical information and in contrast to the visual information that only comes from the front, acoustical information can come from all directions. Acoustical information, as you can imagine, is especially important at night when visual information is impaired.

The yellow circle shows the firing range of the unit. Click on a location within the action radius of your unit and it will then move to this position.

You can recognize enemy units by the red energy bars in the red brackets (your units are displayed in green and allied units are displayed in gray). If you move your mouse pointer over an enemy unit and this unit is within firing range and visual range of your unit, your mouse pointer will turn into a cross-hair and your unit and the enemy unit will be connected by a red line. To attack the enemy unit, left-click on it. If you keep the CTRL key depressed when you click on the enemy unit, your attacking unit will fire its entire supply of ammunition at the enemy unit. This, of course, will cause considerably more damage. This also saves time since you do not have to fire every shot manually. With each shot you will notice that the movement radius of your unit decreases. You can continue an attack only as long as there are enough action points and energy available. Please note that the firing range (and also the probability of hitting the enemy unit) are all based on approximate values that correspond to a position on level ground.

As soon as a unit has less than 25% of its original hit points, a warning symbol will be displayed above the unit. You should have such a unit repaired as soon as possible so that you do not lose it completely. Please also keep in mind that the attacking power of a unit is reduced with every hit it sustains.

You can decide what direction a unit should face after it has been moved by keeping the left mouse button depressed while moving the unit. After the unit has stopped its movement, you only have to move the mouse pointer in the direction you want the unit to face. A compass will be displayed below the unit with all the directions that the unit can face displayed in green. The directions that a unit cannot face will be displayed in red.

3.5. How Can Units Be Recharged and Repaired?

Even though your units are not dependent on ammunition transporters, they do have to have their energy supplies replenished at regular intervals. This is a job for your Ant units. Only Ants have the ability to recharge other units on the battlefield. To recharge a unit, you simply have to send it to the nearest Ant unit which, in turn, should be in the vicinity of an Energy Relay Post (ERP). Another important unit for securing your energy needs is the Klaywor which is really nothing other than a mobile ERPs. When you bring a Klaywor unit within range of the military headquarters or an ERP that has already been connected on the battle island, you can then transform it into a stationary ERP via the context menu (access with right mouse button). It is possible to transform a Klaywor into an ERP anywhere but when you do this

outside the area of the headquarters or an ERP on the battle island, you will be warned that no energy connection is currently available. By making use of your Ant, you can now have the unit's batteries recharged, have it repaired (if necessary) or even upgraded. Please keep in mind that your military headquarters on the battle island receives and relays energy that is produced on your economy island and relayed from your economic headquarters via a satellite orbiting Chromos. All of your ERPs on the battle isle get their energy by way of the military HQ. If your military headquarters is destroyed, you automatically lose the game!

Please keep in mind that a shortage of energy on your economy island also has grave consequences for the energy situation on your battle island!



Caption 2: An Ant unit recharges a heavy Samurai tank

3.6. How Do I Build Up My Economy?

Click on your Economy HQ (the building that the camera centers upon when you visit the economy island for the first time) and its construction menu will be displayed. Now, from the three areas, "Raw materials", "Production", and "Storage, Research and Misc.", you can choose buildings and place them on your economic island to be built. You can recognize a suitable place for construction because all of the squares under the building will then be green. If you see lightning bolt symbols in the squares, you can construct the building in the position that you have chosen, but you will not be able to supply the building with electricity. The reason for this is that your construction site is not near enough to the headquarters, not near enough to another building that could serve as an energy connection, or not near enough to an ERP. In order to remedy this situation, you can either construct an ERP or another building between the newly constructed building and the nearest building that has an energy connection.

Energy connections between the buildings are made automatically if this is possible. The tube connections that allow the exchange of raw materials among the buildings, however, must be done manually. With a very few exceptions, all buildings have to be connected to the tube, or they will quickly cease to operate. To make a tube connection between two buildings, click on the button, "Create Tube Connection" which you can find in the building menu of either of the two buildings to be connected. You can then draw a line with your mouse pointer from the building selected to any other building. If the line is green, the tube connection can be made. If the line is red, though, you will have to try to make the connection in a less direct fashion.

Construct buildings using the construction menu of the Economy HQ

Suitable construction site = All squares under building are green

Building squares with lightning bolts = No energy

Resource indicator in game menu at the bottom right of screen

Bridge energy gaps with new buildings / Build ERPs

Connect buildings with transport tube manually

Economy HQ destroyed = Game over

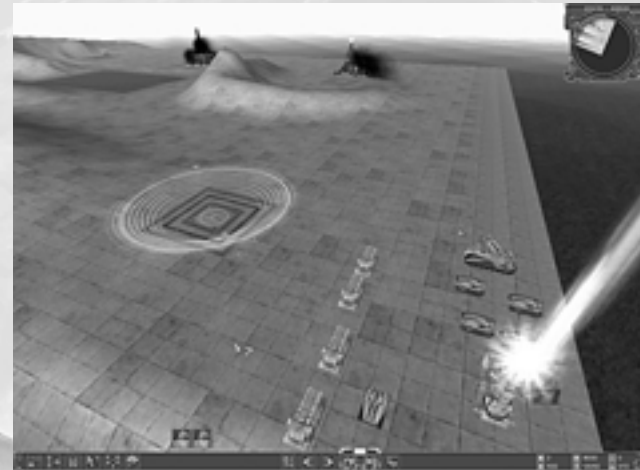
At the beginning of the game, you should build a pumping station, an aluminium mine, a power plant, an iron mine and a steel factory in this order. Then you should build an academy as soon as possible so that you can upgrade your economic buildings and do research on new technologies. Next, you should build additional power plants to be able to meet the increasing energy needs of your economy. Your mines, in particular, should be upgraded as early as possible in the game since they are notoriously wasteful at the basic level. Keep an eye on the display in the lower right-hand corner of the screen. There you can see how many raw materials you have on hand. Red numbers indicated that supplies of a certain resource are currently sinking. The cause for this may be that something is currently being built or researched. If this is not the case and resources continue to diminish, this means that you do not have enough raw materials or enough energy to keep your economy going. Here you must construct additional buildings to alleviate the areas of shortage or temporarily deactivate production at less critical buildings until you have eliminated the problem.

Please note that you automatically lose the game if your economy HQ is destroyed!

3.7. Where Can I Get Help Regarding Units and Buildings?

Left-click on the "Help" button in the game menu to activate the game's help function. You can see that the help function is activated because the mouse pointer will then have the form of a question mark. When you click on a unit or building with the help function activated, a help text for that unit or building will be displayed. Left-click on the "Help" button again to deactivate the function. Tool tips giving the name of a unit or building are always displayed when the mouse pointer hovers over the corresponding units or buildings regardless of whether the help function is activated or not. You can also recognize what unit is currently being produced from a symbol above the production building. A symbol above the academy shows you what technology or unit is currently being researched. When you let the mouse pointer hover over a production building or an Academy, percent values will indicate the current progress of items being researched or produced.

Warning symbols above the buildings inform you in the event there is no energy or tube connection. Yellow symbols indicate a temporary bottleneck (for example, because only small amounts of high-grade steel are being delivered). Red symbols, indicate that fundamental preconditions for the operation of the building are not being fulfilled (for example, no connection to energy net etc.).



Caption 3: After clicking on the "Help Function" button, the mouse pointer will be displayed with a question mark



Caption 4: When you click on a unit or building now, detailed information about it will be displayed

4. First Steps

In this section you will find all of the information that you need for your first steps in the world of *Battle Isle: The Andosia War*. After a short introduction into the game principle and its special elements, you will find out how to adjust the camera angle to your needs, how to move your units, how to build up your economy and how to succeed on the battlefield.

4.1. The Game – An Introduction

Battle Isle: The Andosia War is a strategy game that combines turn-based and real-time elements into an altogether new form of game. In the following sections you will find more information about the concepts, “turn-based” and “real-time” that should help you with getting started in the game.

4.1.1. Turn-based Games

The strength of turn-based games lies in both players having enough time to plan their next moves and to react to the moves of their opponent. Although there are a number of these kinds of games, the best known example for this genre is still the game of chess. Despite the larger number of units, moves, or differences in environment, traditional strategy games in the turn-based domain, no matter whether they are board games or computer games they share the same basic elements with chess. What they all have in common is that the players make their moves alternately and that, generally, two players are pitted against one another. The aim of most games is to beat the opponent decisively. This can be done in a variety of ways: either a central figure is captured or rendered incapable of movement, the opponent's units or pieces are destroyed or neutralized or the opponent's territory is captured. Sometimes restrictions are put into force to limit the players' thinking time, as is the case in a chess tournament. This generally also serves to accelerate the progress of the game. The long waiting periods are possibly one of the biggest disadvantages of turn-based games. Another disadvantage is often the limit on the number of players. In most cases, only two players can play against each other because, otherwise, the player whose turn comes last would be at a severe disadvantage. In some turn-based board games, steps are taken to compensate for this by making use of the element of chance. A good example for this is Risk™.

4.1.2. Real-time Games

Real-time strategy games are primarily characterized by the fact that only fast actions and reactions can lead to success. Everything in the game happens “immediately” and at the same time; all of the players can act at the same time and do not have to wait on one another. This makes a speedier game possible but tends to be more action-oriented than strategy-oriented. The danger here is that the tactical elements of the game recede into the background as soon as the first battles are under way. One of the main points of criticism from fans of turn-based games is that careful, pre-battle planning has little value in real-time games because strategy falls by the wayside as soon as the player enters the tumult of battle. It often makes no sense to take good care of the various units because the hectic battles encourage a cannon-fodder strategy.

Despite the criticism, often well taken, real-time games have many inherent advantages over turn-based games. The influences of weather can, for example, be implemented far more effectively in the game because the weather “takes place” as in the game itself at the same time. Building up an infrastructure and displaying it on the screen can be conveyed better in real time because resources cannot suddenly run out from one round to the next, but rather constantly diminish. This gives the player more time to react. These aspects are of little importance in turn-based board games, but for computer games they are far more important. Finally, the hectic atmosphere in real-time strategy games are what make the games exciting and dynamic, features which are often sorely lacking in some fairly dry turn-based games.

4.1.3. Two Birds with One Stone

Battle Isle: The Andosia War has been developed from the beginning with an aim toward combining the advantages of both kinds of games in such a way that an essentially brand new genre comes into being: the conflict simulation. The idea behind this term is quite simple: The battle component of the game is turn-based and the economic component takes place in real-time. This ensures that players have enough time on the one hand to forge and carry out their tactical plans and on the other hand have to get on quickly with building up their infrastructure to avoid production bottlenecks.

4.1.4. What is the Focus in *Battle Isle: The Andosia War*?

Neither the battle nor the building up of an infrastructure occupies the forefront of *Battle Isle: The Andosia War*. Only when a player pays attention to both aspects so that each area complements the other is there a good chance of making it to the next level. Information about the two main theaters of activity, the battle island and the economic island, will be described in the following sections.

4.1.4.1. The Battle Island – Turn-based Battles and Movement of Units

You can move your units and have them fight on the battle island by using your mouse. Since this part of the game is turn-based, only one player can move his or her units or have them attack. Depending on the nature of the mission, certain units have to be destroyed, territory has to be conquered or secret orders have to be carried out. If the victory conditions given in the mission briefing are fulfilled, the mission counts as being successfully concluded. For the campaign maps this means that you are now able to play the next mission.

Every movement and every attack that a unit makes, uses up action points. Each unit only has a limited number of action points per round. In this respect, *Battle Isle: The Andosia War* is similar to a classic dice game: the number of moves is restricted. In *Battle Isle: The Andosia War* the action points are not random according to the throw of the die, but calculated according to a variety of factors (the kind of unit, the upgrade level etc.) When all of the action points have been used, whether from attacking, moving or both, no further actions can be carried out with the unit in question. Each unit has its own action points “account” and you can “spend” action points for all units that still have them.

If all of the action points have not been used up, the unit can also defend itself in the event it is attacked. In this case your unit will fire at all enemy units that are within visual and

Battle island =
Turn-based battles

Action points =
“Dice points” for
moving, attacking
and defending

Units produce their
own ammunition

weapons range (that is, within both the purple outline in front of and the yellow circle around your unit). Every defensive maneuver costs the same amount of action points as any regular attack. If all of the remaining action points of your unit are used up, it can no longer defend itself.

Please note that action points of every unit are completely replenished at the beginning of each new turn.

Each time your turn begins, you will be alerted both acoustically and visually, in the form of a message on your screen. In addition the clock in the game menu at the bottom of your screen will be displayed in green.

The ammunition for all units is produced with the help of energy. It is, therefore, not necessary to reload weapons or to build transporters for ammunition. Because the units constantly use energy, their batteries have to be recharged at regular intervals. This can be done from Ants (see Units Handbook).



Caption 5: Some units and buildings on a typical battle island

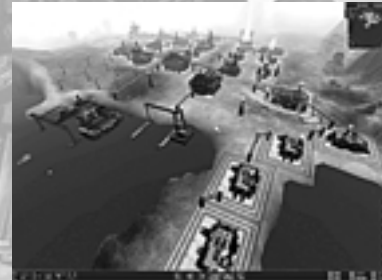
4.1.4.2. The Economic Island – Infrastructure and Production in Real-time

Everything on the economic island takes place in real-time. That means that the individual buildings do not use action points for production and research, but only need sufficient energy and time. Besides seeing to the creation of energy in power plants, your task here mainly involves building up an infrastructure as quickly as possible. This will allow you to research new and better units which you can then produce and transport to the battle island.

At the beginning of the game, you only have basic technology at your disposal. You can produce energy from aldinium and low-grade steel from iron ore. The key to a rapid buildup of your economy is not the extraction of raw materials and the production of energy, but rather research. Only when you research new technologies (for example, alternative sources of energy, more powerful weapons, more efficient production facilities etc.) will you be able to stand your ground against opponents. Several more sophisticated units can only be produced after a series of technical preconditions have been met. Many units need to be built from high-grade steel, for example. Before you can produce high-grade steel, you have to do research on high-grade steel itself and high-grade steel factories, too. The preconditions are then fulfilled. The same applies for buildings: Before you can build a wind power plant, you

have to research wind energy. You will soon notice that the constant flow of innovations from your industrious academies is one of the keystones for success.

As mentioned earlier, the time you spend building units and researching new technologies goes by as in "real time". *Battle Isle: The Andosia War* makes no attempt to display the building of units or the researching of units "realistically" with regard to the time needed. Where modern military complexes require several years and billions of dollars for the development of a new tank, for example, this takes perhaps fifteen minutes in the game if enough energy is available. What happens in the game is much simplified and sped-up in comparison with reality. The time needed for production and research, though, are well balanced with respect to each other and are of central importance for the game. Besides producing a game that offers a detailed simulation of economic and military processes, the main goal was simply: the game should be fun to play! As realistic as a development period of ten years might be, it is not very practical for game requirements. The catchword, "real-time" in *Battle Isle: The Andosia War* does not refer to precisely timed production schedules but rather to a game principle in which actions can take place at the same time and take a certain pre-defined time to unfold.



Caption 6: You build up a complete infrastructure on the economy island to supply and improve your troops

4.2. Camera

Thanks to the strong performance of the 3D engine in *Battle Isle: The Andosia War*, you can move completely freely, as if floating, over Raldhan, the largest archipelago of Chromos. After you have become more familiar with the game, you will see that this floating camera is not simply a nice cosmetic touch, but rather gives indispensable assistance in keeping an overview of what is happening on the battlefield and on your economic island. You can adjust the movement characteristics of the camera according to your preferences at any time during the game. More information about doing this is provided in section *5.1.3 Options*.

4.2.1. Moving and Turning the Camera

There are two basic ways to scroll the screen in *Battle Isle: The Andosia War*: you can either keep the right mouse button depressed while moving your mouse pointer (the default setting), or you can move the mouse pointer to one of the edges of the screen. For the following explanations, it will be assumed that the default setting is activated.

Economic island =
Construction and
research in real-
time

Academy =
Research new units
and technologies

Producing energy

Producing units
and constructing
buildings

StratCam

Right mouse button + move mouse = Camera forwards, backwards, right and left

Mouse pointer on screen edge = Rotate camera

"+" and "-" Keys = Camera height above ground

Move = W,A,S,D

Move = Arrow keys

Camera perspective = F1 – F4

TacCam:

Center camera on selected unit or building

Mouse pointer on screen edge = Rotate camera around unit or building

"Z" Key = Toggle between "StratCam" and "TacCam"

Zoom with SHIFT key

So that you can better judge both the overall strategic situation as well as the tactical situation regarding individual units, there are two camera modes in *Battle Isle: The Andosia War*: the "StratCam" and the "TacCam".

In the "StratCam" mode (Strategic Camera) you can move the camera forwards, backwards, to the right and to the left by keeping the right mouse button depressed while moving your mouse pointer in the corresponding direction. When you move your mouse pointer to the edge of the screen, the camera will move in this direction. You can change the elevation of the camera above the ground or above the sea by using the mouse wheel if you have one or by using the "+" and "-" keys. You can also hold both mouse buttons depressed and move your mouse point forwards or backwards to accomplish the same effect. As in many other 3D games, you can also move forwards, backwards, to the right and to the left in *Battle Isle: The Andosia War* by using the keys, W, A, S, and D or the four arrow keys. Using the function keys, F1 to F4, you can toggle between the default camera perspectives. When you double click on the map, the camera will automatically center itself above the selected point.

As soon as you select a unit or a building, you will automatically switch into the TacCam mode (Tactical Camera). If you prefer, you can deactivate the automatic switch into this mode in the options menu. If you do this, you can activate the TacCam mode by pressing the "Z" key.

In the TacCam mode the camera remains centered on the unit or building currently selected. If a unit has been selected, the TacCam will show the surroundings as seen by the unit. When you move your mouse pointer to the edge of the screen in this mode, the camera will rotate around the unit selected. You can use the mouse wheel, if you have one, to move the camera toward or away from the selected object. As soon as you scroll the camera (with the keys, W, A, S, and D, for example) the previously selected object will no longer be selected.

When you press the SHIFT key, the camera will zoom in on objects over which your mouse pointer is currently located. The longer you keep the SHIFT key depressed, the closer the camera will zoom in.

Please keep in mind that the 3D engine of *Battle Isle: The Andosia War* has been designed in such a way that the camera always maintains the same distance from the ground. This means that the camera will automatically go up when you move it over a hill for example. This prevents you from getting hung up during quick movements with the camera over uneven terrain.

Please also note that you cannot turn the camera over its head like you can in some 3D action games. The reason for this is that the camera's freedom of movement in *Battle Isle: The Andosia War* is designed to give the player the best possible overview and to avoid any disorientation that could occur from any unusual camera perspectives.

4.2.2. Default Camera Perspectives

In *Battle Isle* you can choose from four default camera perspectives.

By pressing the F1 key, the camera shows you a close-up of the building or unit currently selected.

F1 – Close up



Caption 7: Close up

By pressing the F2 key, the camera pans a little upwards and tilts a little downward so that you have a better overview of everything in the immediate vicinity of the selected object.



Caption 8: Intermediate view

By pressing the F3 key, the camera moves high into the skies above Chromos giving you a bird's eye view of what is happening below.



Caption 9: Bird's eye view

F2 – Intermediate view

F3 – Bird's eye view

F4 – First person perspective

If you want to view what is happening close-up from the first person perspective, press the F4 key. You will then see the world of *Battle Isle: The Andasia War* as if through the eyes of the unit that is currently selected.



Caption 10: First person perspective

By pressing the keys, F1, F2, and F3 one after the other, the camera will pan upwards a little first, and then move into a bird's eye view, with the camera tilting slightly downwards at the same time. Thus, instead of an abrupt change in the camera perspective, every change in perspective will be displayed as a short smooth camera movement. You can get the same results by changing the perspective with the help of your mouse wheel or when you click from unit to unit.

ESC key to cancel

4.2.3. Automatic Camera Movement

Thanks to automatic, pre-defined camera movements, you can always watch the spectacular battle scenes in *Battle Isle: The Andasia War* from the best possible angle of view. If one of your units attacks an enemy unit, you will see your attack and its results in a battle sequence taken from various camera perspectives. You can end this sequence at any time by pressing the ESC key on the keyboard, or you can also shut off this feature in the options menu to speed up the progress of the game.



Caption 11: Battle sequence: Your Snake tank fires at an enemy unit...



Caption 12: ...hits its target...



Caption 13: ...and destroys it!

4.3. Battle

In *Battle Isle: The Andasia War* you can only move your units and initiate attacks during your tactical turn. In this chapter you will find information about moving your units across the battlefield, about recharging your units with the help of Ant units and about attacking enemy units.

4.3.1. Action Points (AP) and Movement Radius

Each unit in *Battle Isle: The Andasia War* has a certain number of action points (AP), and these vary from unit to unit. These action points can be compared to money that the unit can "spend" for actions such as moving or attacking. The number of action points for each unit is not set randomly, but rather is determined by a variety of factors including the speed of the unit, its armor etc. The farther a unit moves during a round and the more often a unit attacks during a round, the more action points it uses up. At the beginning of every new turn, action points are fully restocked.

The blue bar in the middle above each unit shows the number of action points it has remaining in the current round.

A unit's movement radius and its possibilities for attacking in each round depend on the type of unit and its upgrade level. With each upgrade a unit will be able to move farther, to initi-

Action points for moving and attacking;

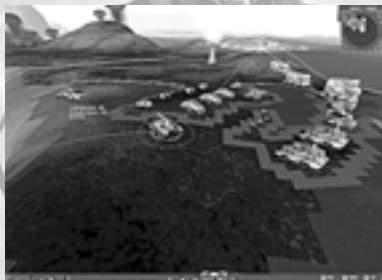
Action points replenished every round

Higher upgrade level = More action points

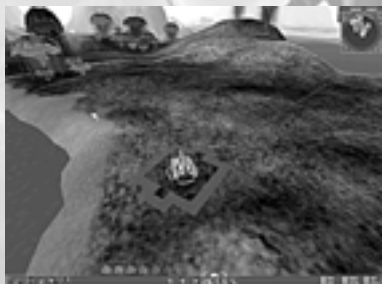
ate more attacks or cause more damage to enemy units during each round. Depending on the unit and the upgrade level, it is possible that more than one of these improved capabilities will become available.

Below the three bars above each unit there are a varying number of dots that indicate how many attacks this unit can still make in the current round.

If you left-click on one of your units during your tactical turn, several blue rings will appear around this unit. The edge of the outermost ring shows you the maximum that your unit can move at one go. If the markings on the outermost ring are green, the unit can be moved farther; if the markings are red, the unit can be moved no further.



Caption 14: Movement radius, action points, energy level and remaining shots for the unit selected



Caption 15: The selected unit is on the edge on its movement radius after moving

If all of the action points for one unit are used up for moving, none will remain for attacking because both actions have to be "paid for". If you want to move a unit and attack with it in the same round too, you have to save some action points by not moving the entire distance allowable. You will then have action points to use for your attack.

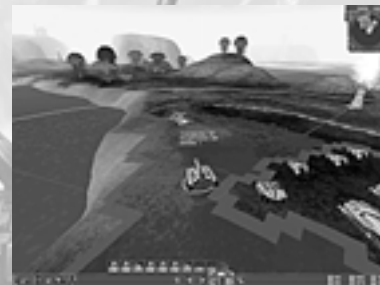
If there are action points remaining for a unit, the unit can use these to defend itself in case it is attacked, even during the tactical turn of your opponent. The unit then fires on all enemy units within its range of vision as displayed by the conical purple outline in front of it. Every

The longer the distance moved, the fewer attacks

The more attacks, the shorter the distance that can be moved

defensive maneuver costs exactly the same amount of action points as a standard attack. If all of the action points are used up, the unit can no longer defend itself.

If, for example, you move a particular unit so that it remains within the first ring of its movement radius, you might still have enough action points remaining to attack twice during the round.



Caption 16: The unit selected is within the first ring of its movement radius after moving

If you move the unit beyond the first ring but within the second ring, you might only be able to put your weapon to use once during the round. Finally, if you do not move the unit at all, you might be able to attack three times during the round.



Caption 17: The unit selected is now within the second ring of its movement radius

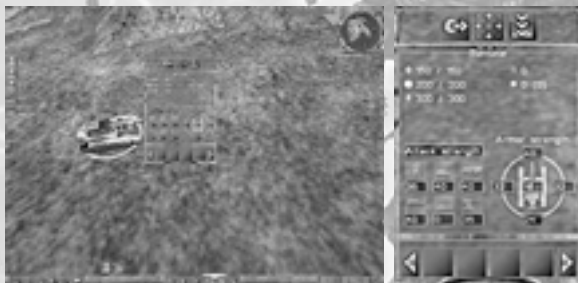
You can set which direction a unit is facing after moving it by holding the left mouse key depressed when you click on the destination. The compass that appears will help you in choosing the direction for your unit. The compass shows you the directions toward which your unit can actually face in green. All other directions are displayed in red.

Compass =
Direction your unit
faces



Caption 18: The compass can help you set the direction that you want your unit to face

If you right click on a unit that is already selected, the context menu for this unit will be displayed. You will find a great deal of useful information in this menu.



Caption 19: The context menu for a Samurai tank

Hit points (Plus signs):

Hit points indicate how much damage a particular unit can sustain before it is destroyed. To the left of the slash you will find the current number of hit points; to the right, the maximum number of hit points for the unit.

Action points (Points):

The number to the left of the slash indicates how many action points are available in the current round. The number to the right of the slash shows the maximum number of action points that a unit has available at the beginning of every turn.

Energy (Lightning bolt):

The number to the left shows the current energy level of the unit's battery. The number to the right shows the maximum capacity of the battery for that unit.



Ground conditions
influence move-
ment radius

Upgrade Level (Dots to the left):

Here you can see the upgrade level of the unit selected.

Experience Level (Stars to the right):

There are four levels of experience: recruit, mercenary, veteran and hero. The number on the left shows the current level of experience; the number on the right in parentheses shows the current number of experience points within that level. Units progress to the next experience level with every 10,000 experience points they accumulate.

Slots (Data sheet) (only for transporters):

The number on the left shows how many slots in the transporter are occupied. The number on the right shows the maximum number of slots for the transporter.

Below "Attack Values" you will find information about how effective the selected unit is in battle against particular classes of units. The upper row contains the figures for infantry, tanks and airplanes and the lower row contains the figures for ships, submarines and stationary units.

Below "Armor" you will find a schematic illustration from which you can determine how strong the armor is on different parts of the selected unit.

4.3.1.1. Terrains

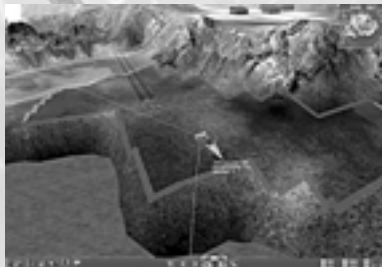
The size of a unit's movement radius not only depends on the number of action points available, but even more importantly on the type of terrain that the unit is supposed to move over. Heavy units, for example, move very sluggishly on soft, muddy terrain. On the other hand, paved roads increase the movement radius for nearly all land-based units as long as the road is free of ice and undamaged.



Caption 20: The movement radius of a unit on a paved street

Not every unit can move equally well on uneven ground. Light units such as the Ranger or the Buggy can exploit their advantages on this kind of terrain. Their movement radius is somewhat limited, however, and even these maneuverable units have to circumvent steep inclines.

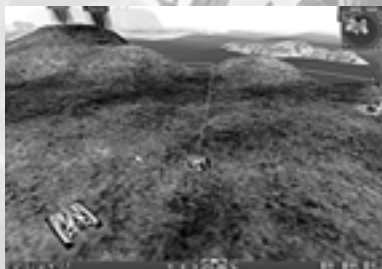
Light units have advantages on uneven terrain



Caption 21: Movement radius of a Ranger

4.3.1.1.1. Reconnaissance

If an enemy unit comes within visual and weapons range of one of your units (that is, within both the purple outline in front of and the yellow circle around your unit) while your unit is underway, your unit will stop and wait for further orders. In addition, your currently selected unit will be marked with a arrow and a blue line will connect your unit with the newly discovered enemy unit. This will help to prevent you from losing a valuable unit just because you were not able to judge the positions of enemy units before you moved. Besides, it is more realistic when a unit reports the presence of enemy units rather than just to keep moving without waiting for new orders.



Caption 22: A Ranger is underway...



Caption 23: ...and stops on sighting an enemy unit...



Caption 24: ...and finally takes evasive action.

4.3.1.2. Groups

The more units you command, the longer it takes to move them across the map one by one and to launch an attack. Especially in the later campaign missions, and on larger single and multiplayer maps, this can take a lot of time. In *Battle Isle: The Andasia War*, you can move several units together by selecting them with the left mouse button (that is, rubber banding them in a box), but when you want to move the same units repeatedly, it is more convenient to form different groups consisting of several units. The advantage of grouping in this way is that you can assign each group a number. Using this number, you can then move all the units in this particular group in one step. This saves you the bother of having to repeatedly select all of the units in a group to move them together.

4.3.1.2.1. Combining Units

There are two ways to select units and to combine them into a group. You can either hold your left mouse button depressed and "rubber band" the units you want to combine...



Caption 25: Selecting units by "rubber banding" them

...or you select the units individually by clicking on them with the left mouse button while holding the CTRL key depressed.

All selected units will then be recognizable by a green circle.

Combine several units into a group

Rubber banding units

Selection with depressed CTRL key + left mouse button

Save group with
CTRL + 1-9

Select group by
pressing 1-9

4.3.1.2.2. Saving and Selecting Groups

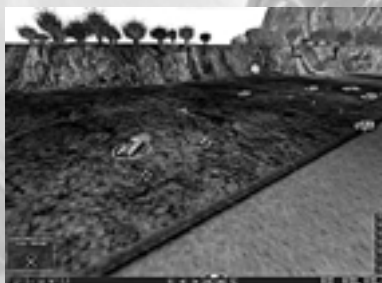
It is worthwhile to save a group of units you have combined so that you do not have to reform the same group again after you have selected another group or unit. In order to save a group, hold the CTRL key depressed and press one of the number keys 1-9 on your keyboard. The group you have formed is now saved under this number. When you press this number during the course of the mission, the group you have saved will be selected as a group. This applies, of course, only for those units that still exist!

4.3.1.2.3. Moving Groups

As you might expect, the units retain their original movement radius even when they are included in a group with other more mobile units. Therefore, it does not make sense to form groups consisting of units whose movement radius is considerably different (a group with a Ranger and a Pulsar, for example). If you send a group of units to a particular position on the map, each unit in the group approaches its destination as best it can taking within the constraints of its movement radius, the ground conditions and the positions of the other units in the group. It is entirely possible that large gaps arise in the group you have formed.



Caption 26: A Ranger moves as first member of a group,...



Caption 27: ... a Pulsar follows as best it can, but nevertheless a large gap forms between the vehicles

4.3.2. Attacking

You can attack an enemy unit if it enters into the firing range of the unit and the visual range of any of your units, provided that you are in your tactical turn. Please note that the attacking unit does not necessarily have to see its target itself. Your unit could have, for example, a far greater firing range than visual range. It is sufficient that one of your units has the enemy unit within visual range since that unit will then alert all of your other units to the position of the enemy unit. When you select one of your units and one or more enemy units are within firing range (that is, in the yellow circle surrounding the unit that you have selected), you can recognize this by a red line that runs from your unit to each enemy unit that your unit is capable of attacking. The closer the unit is that you want to attack, the higher the probability is of hitting it. You can judge this by the hue of the red line: the more intensely red it is, the greater the probability of hitting the enemy unit.



Caption 28: This Snake tank has no fewer than three enemy infantry units in firing range

Once again: every attack costs action points. Depending on the type of unit, the number of action points that are "spent" on an attack will vary



Caption 29: Prior to shooting, this Snake tank has 260 action points to work with

Red lines connect
your unit with
enemy units that
can be attacked



Caption 30: After attacking its supply of action points has dropped to 180

A red cross-hair indicates an enemy unit that can be attacked

If you position your mouse pointer over an enemy unit that can be attacked, the pointer will change into a red cross-hair. To attack, you simply left-click on the enemy unit. If you hold down the CTRL key when you click on the enemy unit, your attacking unit will fire all available ammunition at it and inflict considerably more damage.



Caption 31: This enemy infantry unit can be attacked

If your attack is successful, the enemy unit will sustain damage that will vary in intensity depending on the type of weapon you use for the attack, the direction of your attack and the quality of the armor of the unit being attacked. The red bar above every enemy unit shows you how many hit points they have left. As soon as a unit has less than 25% of its original number of hit points, a warning symbol will be displayed above the unit. When this occurs, you should send the unit to be repaired as soon as possible so that you do not lose it. The longer a unit survives, the more experience and fighting strength it accrues!



Caption 32: The hit point bar indicates this unit has already sustained serious damage

A red bar shows how many hit points the enemy has left

4.3.2.1. Defense

If you have not used up all of the action points of a unit, these can be used for defending the unit in case it is attacked. Your unit will then fire at all enemy units that come within range (the purple cone in front of your unit). Every defensive maneuver costs as many action points as a normal attack. If all of a unit's action points are used up, the unit can no longer defend itself.

4.3.2.2. Artillery

Artillery units have a special role in *Battle Isle: The Andosia War*. With every shot, their probability of hitting an enemy unit increases since artillery units gradually are able to get the range of enemy units.

4.3.3. Additional Commands

Besides the commands for movements and attacks, there are also other commands in *Battle Isle: The Andosia War* that will be described below.

4.3.3.1. Loading and Unloading

Movement from one island to the other in *Battle Isle: The Andosia War* can only be effected with the help of aircraft or ships (for example, the Crux or Alligator). To be able to transport a Ranger, for example, from the light units factory where it is produced to the battle area where it is needed, left-click on a unit and then move your mouse pointer over the transport vehicle you want to use. When your mouse pointer remains over the transport vehicle, an action menu — this will vary in content depending on the respective unit — with several buttons will appear directly above the transport unit. The number of buttons will vary according to the unit to be loaded. For a Ranger, for example, there will be two buttons: "Load" and "Select". Since you do not want to select the transport unit but rather to use it as a form of transportation, you will choose the button "Load".

To load: Click on the symbol "Load" in the context menu of the unit



You have an alternative: Right-click on the newly produced unit and a context menu will appear. Select the symbol, "Load" (see picture 33), to leave the context menu. Now left-click the Transporter to have the Ranger loaded onto the Transporter. If the Ranger has enough action points remaining, it will now move into the Transporter. Ideally, the transporter will be located right in front of the respective factory.



Caption 33: Choose the symbol "Load" from the context menu to put your unit on a transporter

To unload: Left-click on unit to be removed

If you now select the Transporter and open its context menu with a right-click, you will see that the Ranger is now in the Transporter. In order to unload your Ranger, select this unit and click on the symbol, "Unload".



Caption 34: Click on a unit in the context menu of the Transporter to unload it again

Please note that units can only be loaded onto and unloaded off of aircraft when the aircraft are on the ground and from ships when the ships are near a level stretch of coast.

4.3.3.2. Taking Off and Landing

It has already been mentioned that transport aircraft have to be on the ground to load and unload. This also applies, of course, for all aircraft that have to be repaired or recharged.

In order to have an aircraft take off, select the appropriate unit by left-clicking on it first and then right-clicking on it to display its context menu. Then, left-click on the symbol, "Take off" and the unit will then do so. All aircraft in *Battle Isle: The Andosia War* are VTOL aircraft. They take off and land vertically and therefore need no landing strip.

To take off: Click on the symbol "Take Off" to have aircraft take off



Caption 35: Click on the symbol "Take Off" to have the aircraft start

In order to have an aircraft land, select the appropriate unit by left-clicking on it first and then right-clicking on it to display its context menu. Left-click on the symbol, "Land" and the unit will then do so.



Caption 36: Click on the symbol "Land" to have the aircraft land

To land: Click on symbol "Land" to have aircraft land



4.3.3.3. Transforming Units

All of the units (including your military headquarters) that you can build in your stationary units factory begin their existence as a special mobile unit with the name, Klaywor. Since stationary units have to be transported to their destination somehow, the Klaywor serves as a solution for the transport of these stationary units from the factory to their destination. As soon as the unit arrives at its destination, it is simply transformed into its final form and anchored to the ground.

In order to convert a Klaywor into an ERP, for example, left-click on the Klaywor to select it. Left-click on the symbol, "transform" in the unit's action menu and the Klaywor will then be converted into an ERP.

Please note that it is not possible to transform stationary units back into Klaywors!

To transform unit:
Click on symbol
"Transform" in the
action menu of the
unit



Caption 37: Click on the symbol "Transform" to convert a Klaywor into an ERP

4.4. The Economy

In contrast to many other strategy and tactic games, the economy and its maintenance occupies a central position of importance in *Battle Isle: The Andosia War*. On your economic island, you research new technologies, produce new units, and prepare these for transport to the battle island. In this section, you will find out how to build up your economy so that it can give your troops strong support.

4.4.1. Economy Headquarters (HQ) / Construction Menu

The economy headquarters (HQ) is the center of your economy. The HQ is the only building that is available to you at the beginning of every mission. If it is destroyed, you have lost the game.



Caption 38: Your Headquarters on the Economy Island

The building menu of the HQ contains all the buildings that you have researched and that are available for construction. A certain number of basic buildings that do not need to be researched are available to you at the beginning of the game. These are:



Pumping Station



Iron Mine



Aluminium Mine



Power Plant



Light Units Factory



Harbor



Steel Works



ERP (Energy Relay Post)



Stationary Units Factory



Academy

From mission to mission, not all of these buildings will be available at the beginning of the game on account of special circumstances.

In the Building Menu, you will find three categories of buildings: "Raw materials", "Production", and "Storage, Research, & Misc." buildings.

Under the section, "Raw materials", you will find all kinds of mines, power plants, and both kinds of steel factories.



Caption 39: The Economy HQ's construction menu, "Raw Materials"

Under the section, "Production", you will find all kinds of factories.



Caption 40: The Economy HQ's construction menu, "Production"

Raw materials



Production



Storage, Research & Misc.



Under the section "Storage, Research & Misc.", you will find all of the remaining buildings including, for example, the academy and the harbor.



Caption 41: The Economy HQ's construction menu, "Storage, Research & Misc."

4.4.2. Resource Management

Your success in *Battle Isle: The Andosia War* not only depends on your skill on the battlefield, but also on your intelligent and well-planned use of raw materials on your economy island. Only when you succeed in building up and preserving a constant flow of supplies and continually upgraded units to the battle island, will you have a chance to end a mission as victor. Solid, long-term planning in the management of your resources is especially important because you will sometimes be playing several missions in a campaign on the same island and with the same economy.

4.4.2.1. Buildings

Although you will be able to construct all basic buildings at the beginning of every game, you will soon realize that this alone will not be enough build up a flourishing economy that can adequately meet the demands of your army. It is therefore essential that you research new buildings, vehicles and technologies at an academy. Every building will begin operation as soon as it has been constructed provided that it has access to energy and the raw materials that it needs (more information about this follows). Because every building needs a certain amount of raw materials and energy (during production considerably more), it may be advisable to shut down a building's operations temporarily in order to free up resources and energy for more urgent production, construction or research. By right-clicking on a building, it can be shut down. Another right-click will reactivate operations.

4.4.2.1.1. Energy Connections

Please note that all buildings in *Battle Isle: The Andosia War* have to be connected to one another in TWO ways. First, there has to be an energy connection so that the buildings have access to electricity. You can easily recognize energy connections by their red color. Generally, the tops of the buildings are connected to the headquarters with an energy connection.

Research new technologies, buildings and vehicles at an academy

Shut down and reactivate buildings with a right mouse click

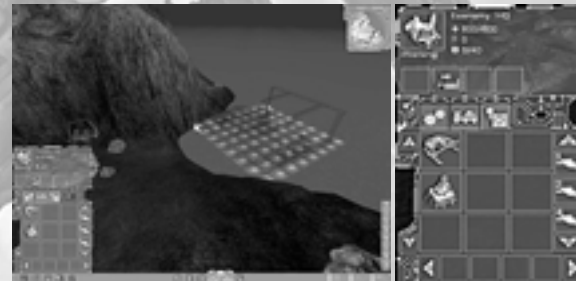
Energy connections between the HQ and buildings



Caption 42: An energy connection between the Economy HQ and an Academy

Buildings do not necessarily need a direct connection to the HQ. It is sufficient that they are connected to an energy net that is ultimately connected with the HQ. The energy connection can have the form of chain, for example, with the HQ at one end and a string of buildings extending from it. If a building is too far from the HQ, and no other buildings are nearby that can maintain the connection to the Headquarters, the building cannot be supplied with energy and thus cannot operate. You can see this before you begin construction. Although the ground below the building is displayed in green to indicate that the position is suitable for construction, a lightning bolt is also displayed in each of the green fields. This shows you that the building cannot be supplied with energy after it is built. You can solve this problem by either constructing another building nearby that is within reach of the existing energy net and connected to it or you can build an ERP in the immediate vicinity.

Warning symbols above the buildings inform you if no electricity is currently available (yellow) or if there is no connection to the energy net (red).



Caption 43: If a Harbor were built here, it would not be connected to the energy net

Buildings cannot operate without electricity

Bridge energy gaps using other buildings or ERPs

Yellow warning symbol = temporary shortage of electricity

Red warning symbol = no connection to energy net



Caption 44: The Harbor was built in spite of this and now remains dark due to a lack of energy



Caption 45: A Pumping Station built nearby offers help



Caption 46: An ERP can also bridge the energy gap

Tube connections for exchange of raw materials and goods

4.4.2.1.2. Tube Connections

Every building not only needs to be connected to the energy net, but also needs to be connected by means of transport tubes. These tubes make it possible for the individual buildings to exchange goods and raw materials with one another. Iron ore, for example, can be transported in this way from a mine to a Steel Factory. After a building has been constructed, it

does not automatically have a connection to a transport tube and cannot exchange goods or raw materials with other buildings. For this reason, you should build a tube connection for every building while it is being constructed.



Caption 47: Tube connections enable the exchange of goods and resources

To connect a building, it is only necessary to select it and click on the symbol, "Tube Connection" in the building's menu. When you move the mouse pointer away from the building, you will see that the mouse pointer is "connected" to the building by a thin green line. Simply stretch this line to the next building and left-click on the building. The connection will then be made. If you want to make further tube connections, you can do this from the last building selected. When you are finished, just right-click anywhere on the screen. If you notice that the green lines turns red while you are trying to make a connection, this means that you cannot create a connection at the place you have selected and you will have to find another place to establish the connection. As soon as the connection has been established, the transport tube will replace the green line.

When a building has been constructed and is not yet connected to the tube system, a red T-shaped warning symbol will appear above it. This means that the building can only begin operating when you have connected it to the tube system.



Caption 48: This Steel Works can not begin operation because there is no connection to the tube system (red warning symbol)

Make tube connection in building menu



Caption 49: Choose "Make Tube" in the Steel Works menu



Caption 50: The connecting line is green; the tube can be built



Caption 51: The Steel Works is now connected to the tube system

4.4.2.3. Resources

In *Battle Isle: The Andosia War* there are three kinds of resources: iron, aldinium and water. The following section will describe what you need these resources for, how you can gain access to them and what you have to pay attention to with regard to them.

4.4.2.3.1. Iron

You can recognize iron ore deposits by the rusty red color of the ground.

Rusty red ground = Iron ore deposits



Caption 52: A rusty red color of the ground indicates iron ore deposits

You can only build an Iron Mine in areas containing iron ore deposits.



Caption 53: An Iron Mine built above an iron deposit

You have to build a steel works to convert iron ore into low-grade steel.



Caption 54: Steel Factories convert iron ore into steel

Although low-grade steel is an essential component in many production processes, you will also need high-grade steel for more advanced vehicles and buildings. In order to produce high-grade steel, you have to research high-grade steel first. After you have done this, you must then research high-grade steel, high-grade steel works and finally build one. Then the production of high-grade steel can begin.

Iron mines only on iron ore deposits



Steel works converts iron ore into low-grade steel



Build steel works

Research high-grade steel (academy)

Research high-grade steel works (academy)



Caption 55: Click on this symbol to research High-Grade Steel



Caption 56: Click on this symbol to research the High-Grade Steel Works



Caption 57: A High-Grade Steel Works in operation

Please keep in mind that the production of high-grade steel (like other processes as well) requires energy and water. Building a high-grade steel works may make it necessary to build additional pumping stations and power plants to satisfy the steel works demands for water and electricity.

Please also remember that the amount of non-renewable resources in every mission is limited! If you do not upgrade your production facilities early enough, your supplies of raw materials will run out quickly, production on your economic island will come to a standstill, and finally

Only limited supplies of iron ore

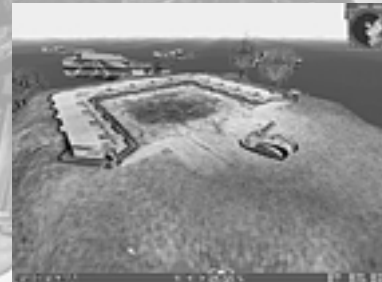
Mines not upgraded waste resources

your troops will be deprived of further supplies. Mines that have not been upgraded are extravagant wasters of resources since they actually use only 10% of the resources that they get from the mines!

4.4.2.3.2. Aldinium

Aldinium is an energy-filled crystal that can only be found on Chromos. Along with water, sun and wind, this mineral is one of the most important sources of energy in *Battle Isle: The Andosia War*. Especially at the beginning of the game, at a point where you have not yet had the opportunity to research alternative forms of energy, you are completely dependent on the production and use of aldinium crystals for meeting your energy needs.

Aldinium deposits can be easily recognized by the blue coloring of the ground where they are found. You can only construct an aldinium mine where aldinium deposits are available. In order to get energy from the aldinium crystals, you have to build power plants. As with iron mines, remember to upgrade your aldinium mines as soon as possible to avoid unnecessary waste of this precious material. There is only a limited supply during the mission and it is non-renewable! Conservation is important!



Caption 58: Aldinium deposits can be recognized by the bluish color of the ground



Caption 59: An Aldinium Mine goes into operation

Bluish ground = Aldinium deposits

Power plant produces energy from Aldinium

Aldinium supplies are limited



Caption 60: This Power Plant converts aldinium into energy

4.4.2.3.3. Water

On one hand, water is an important resource that many buildings need for their production. One the other hand water, along with the sun and wind, is also an important source of energy in *Battle Isle: The Andosia War*, especially since supplies of water are unlimited. Problems can arise, however, if you have not built enough pumping stations or tidal power plants.

4.4.2.3.3.1. Water as a Resource

In order to make water available for production processes, you have to build pumping stations. Pumping Stations at the basic level do not have to be researched (Research is necessary for upgrades, though) and can be built right from the very beginning of the game.

Pumping stations send the water through the transport tubes on your economic island and make it available to all of the buildings that need water for their production processes. As you would expect, pumping stations can only be built adjacent to water. The amount of water that the respective buildings in *Battle Isle: The Andosia War* need, can be found in the Units and Buildings handbook.



Caption 61: Pumping stations have to be built adjacent to water

Pumping stations provide water for production processes

Pumping stations must be built near water

4.4.2.3.3.2. Water as a Source of Energy

To be able to use water for gaining energy, you have to first research the technology for tidal power, and then the technology for Tidal Power Plants. This research can take a long time.

The efficiency of Tidal Power Plants, by nature, depends heavily on weather conditions and the position of the moons. (Chromos has two of them). Tidal forecasts are generally reliable but it is not advisable to make your energy needs completely dependent on tidal power plants. They are simply not that reliable.



Caption 62: Tidal Power Plants have to be built near a coast

4.4.2.4. Processing Raw Materials

After gaining access to raw materials such as iron ore, aldinium and water, the next step is processing them into energy, low-grade steel and high-grade steel.

4.4.2.4.1. Energy

In *Battle Isle: The Andosia War* energy is generated in power plants. The sources of energy are diverse: aldinium, wind, the sun and the tides. While you can build conventional power plants that derive their energy from aldinium crystals at the very beginning of the game, the other three types of power plants can only be built after they have been researched and only in the following succession: wind power, solar energy and tidal energy.

4.4.3. Production

Your success in *Battle Isle: The Andosia War* not only depends on how well you organize the production of your units and buildings. Only when there are no gaps in the production process from the extraction of raw materials to the transport of finished units to the battle field, will you be able to succeed.

Your quick production list will let you see what unit is currently being produced in which building.

Detailed information about the individual buildings and units in *Battle Isle: The Andosia War* can be found in the Units and Buildings Handbook.

Tidal power plants generate energy using the ebb and flow of the tides

Tidal power plants must be built near the coast

Pay attention to tidal forecasts

Research succession for energy sources: wind power, solar energy, tidal energy

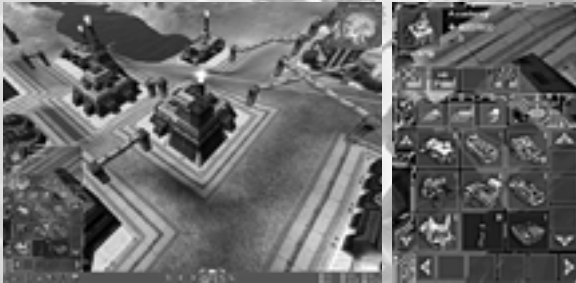
Academy =
Research new units
and buildings

Several academies
speed up research
process

4.4.4. Research

At the beginning of the game you can build a number of mines and production facilities. (compare section 4.4.1 *Headquarters (HQ) / Construction Menu*). These buildings are adequate for building up the foundation for an efficient economy with a well-organized infrastructure. You can build aldinium mines and produce energy from the aldinium in conventional power plants. You can also build iron mines and produce low-grade steel in steel factories. By building pumping stations, you can also ensure a constant supply of water.

It is imperative that you further develop your economy as quickly as possible. To do this, you should build an academy as soon as your production of steel and energy are running smoothly. Academies are the research centers in *Battle Isle: The Andosia War*. New and improved buildings, weapons and technologies that you will undoubtedly need later in the course of the game can be researched at the academies. There are four upgrade levels for units, buildings and technologies, the basic level, upgrade 1, upgrade 2 and upgrade 3. The higher the upgrade level, the more efficient the unit, building or technology is. Please note that building more than one academy is possible and will allow you to considerably increase the number of areas you can research in the same period of time. You should keep in mind that a great deal of raw materials and energy is required for research. If you have too many academies at work, you could experience shortages of energy and resources!



Caption 63: An Academy and its research menu

The research menu of the Academy is divided into three parts: "Units", "Buildings" and "Technologies". In each of these areas, you can see symbols of what you can presently research. When your mouse pointer hovers over one of the symbols for a short time, the following information will be shown to you:

Name:

The name of the unit, building or technology.

Upgrade level:

This informs you of how advanced the unit, building or technology is.

Energy:

This informs you of how much energy will be required for the research.

Water:

This informs you of how much water will be needed for the research.

Low-grade steel:

This informs you of how low-grade steel will be needed for the research.

High-grade steel:

This informs you of how high-grade steel will be needed for the research.

You will find in the fields with the red backgrounds all of the units, technologies, and buildings for the next higher upgrade level. You cannot research these yet because one or more of the preconditions for research have not yet been met (a certain building has not yet been constructed etc.). When you let your mouse pointer hover above one of the red fields, you will get additional information about what has to be researched or built before a more advanced unit or technology can be researched. At the bottom, you will find all of the conditions that have not yet been met.

You can also see what unit, building or technology is currently being researched by using your quick production list.



Caption 64: Some preconditions for research have not yet been fulfilled...

With the "Q" key you can access the "Quick Production List" at any time. All of the production buildings as well as the academy are listed there. For every building in the list, all of the units and technologies are listed that are currently being built or researched. Those units and buildings that are nearing completion are listed at the bottom. The farther the buildings extend to the left, the more preferential treatment they are given for receiving energy and raw materials. You can change this hierarchy of production and research buildings by left-clicking on the symbol of a building, holding the mouse button depressed and moving the symbol to the right or to the left. By right-clicking on one of symbols for the production or research units or technologies, you can remove it from the list, thereby canceling the research on the unit or technology represented by the symbol. You can also change the production or research priorities by moving a symbol toward the top or toward the bottom of the list.

Especially when the events on the battle island require your complete attention, the quick production list can be a big help. You can devote yourself to the strategic part of the game without losing the overview of what is currently being produced and researched.

Red fields =
Research preconditions
not yet met

"Q" key = Quick production list

Overview of all units and technologies in production and research



Caption 65: The quick production list

An overview of all of the possible upgrades for all units and buildings in *Battle Isle: The Andosia War* follows.

4.4.5. Supply Lines

In *Battle Isle: The Andosia War* it is absolutely necessary to harmonize the military and economic components of the game in order to be successful. This is especially true for building up supply lines. These are used for transporting units to the battlefield. You can close supply gaps that arise in the course of the mission and benefit from the advantages of newly researched technologies by using them wisely. More information about using predefined paths for organizing the supply of new units and technologies by sea and by air from the economic island to the battle island follows.

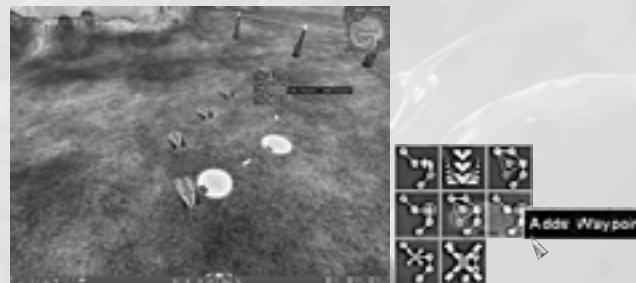
4.4.5.1. Paths

Paths make it possible for you move single units or entire groups of units automatically. Every path consists of at least two waypoints. Depending on the settings you have chosen for paths in the options menu of the game, your units will either move along the path immediately, at the end of your current turn or at the beginning of your next turn.

To define a path, left click on the corresponding symbol in the game menu at the bottom of your screen. At the top of the screen, a message will appear, "Path Mode Active". Now, while holding your SHIFT key depressed, left click on the position on the map where you want to set the start of your path. Paths for sea vessels and aircraft can be set over water. Left click a second time on a position on the map to set another waypoint. In the same way you can add more waypoints to your path. The last point you set will in any case be the endpoint of your path. By right clicking anywhere on the map, the path is then complete. You can then assign single units or even groups to this path.

Select a unit or group and then left click on the starting point of the path. Depending on your settings you have chosen in the options menu, the unit will move to the end of the path either immediately, at the end of your current turn or at the beginning of your next turn. Please note that units will stop while following the path if they sight an enemy unit. When you have defined all of the paths, you can deactivate the path mode by clicking on the "Path Manage-

ment" button in the game menu once more. Please note that the paths are only visible in path mode, but, of course, they will be in operation even if they are not currently displayed.



Caption 66: The path menu via an already existing path

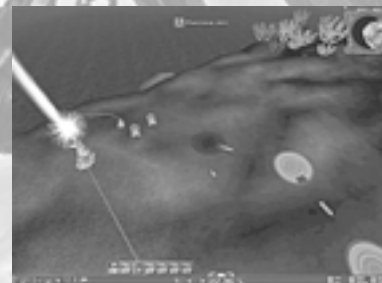
If you right click on a waypoint, the context menu will appear. You can then make additional adjustments. A detailed explanation of the points in the context menu follows:

Assign existing path:

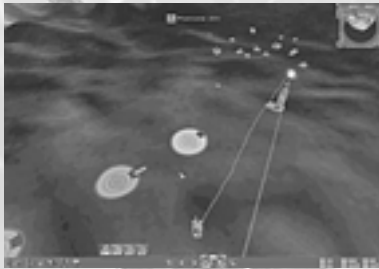
If you want to assign a unit that is already on a path to another path, select the unit by left clicking on it and the right click on any waypoint of its new path and then click on this button.

Loading Point / Unloading Point:

With the help of the loading point and the unloading point supply lines from the economy island to the battle island can be established quickly and easily. You can define the start point of a path as a loading point and transporters will then automatically load units at this point, a harbor, for example. You can then define the end point of the path where the transporter can unload the units. Loading points are displayed in a dark blue color, unloading points are displayed in light green.



Caption 67: Loading points can be identified by their dark blue color



Caption 68: Unloading points are light green

Turning Point:

Turning points are points where units turn around and return to the starting point. Click on the symbol for "Turning point" either to define a turning point or to eliminate one.

Add a Waypoint:

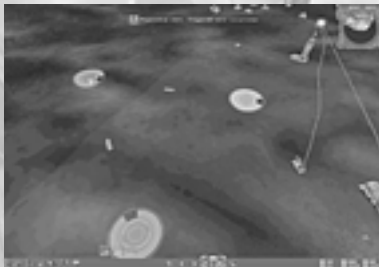
Click on this button to add a waypoint in front of the last waypoint.

Move Waypoint:

Click on this button to move the currently selected waypoint. Click again in order to set the waypoint again. You can also move a waypoint by left-clicking on it, holding your left mouse key depressed and moving it to the position you want.



Caption 69: The waypoint attaches to your mouse pointer...



Caption 70: ...and can now be moved to a new position

Add an additional waypoint:

If you want to add another waypoint behind the current waypoint, click on this button.

Delete Waypoint:

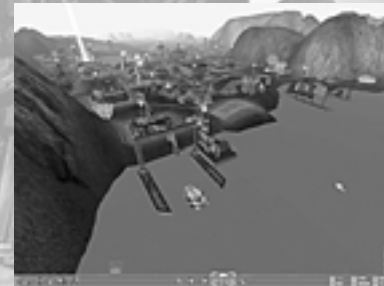
Click on this button to delete the currently selected waypoint.

Delete Path:

Click on this button to delete the entire path.

4.4.5.1.1. Sea Transport

In order to be able to transport units by sea, you first need to research and build a harbor and then you have to build a transport ship. There are two kinds of transport ships in *Battle Isle: The Andosia War*, the Alligator and the Spider. The Spider is the larger of the two, but can only be built after you have researched batteries. The Alligator can be built from the very beginning of the game. You can find more information about these units in the Units and Buildings Handbook.



Caption 71: A transport ship of the Alligator class leaves the shipyards

In order to transport a unit in a transport ship, select the unit to be transported and access its context menu. First, left-click on the "Load" button and then on the transport ship. Please note that the transport ship has to be anchored in shallow water near a relatively level stretch of coast in order for the units to board it.

All units that are currently on board the ship are listed in its transport menu. At the bottom of this menu you will find symbols for all of the units that the transport ship has loaded. You can scroll through the symbols by using the arrow keys to the far right and far left of the bar.





Caption 72: The units menu of the transport ship

The transport ship can be moved in the same way as all other units. As soon as the transport ship has reached its destination, you can access the context menu for the transport ship once more and left-click on the symbol for the unit to be unloaded. You can then choose the point on the map where the unit should go.

There is an alternative way for loading units in a transport ship. During the production of the unit to be loaded, you can choose a destination building, either the headquarters, a harbor or an airport, by accessing the building menu of the factory where the unit is being manufactured. Click on one of the building symbols in the bar on the right of the menu. You can then set whether the unit is delivered direct to the harbor, for example. In this case, the unit will not be placed in front of the respective production building but rather will appear in the inventory of the building to which it is sent, in this case, the harbor. Because the unit is transported to its destination via the transport tube system, you will not be able to see it on its way when you use this alternative.



Caption 73: By clicking on the symbol of the Harbor, this Ranger will be sent there when it has been completed

Send units direct from the factory to the harbor



Caption 74: On arrival at the harbor, the Ranger can be loaded into the Alligator at once

The chief advantage of transporting a newly produced unit through the tube system is speed. Conventional land transport could extend over several turns especially when the economic island is relatively large. When a transport ship is in the harbor, for example, sending a newly produced unit there by tube can save a lot of time.

As already mentioned, you can simplify the transport of units from your economy island to the battle island by setting paths. Simply define a harbor on your economy island as the starting point of a path and set the end point of the path on the coast of the battle island. When you then send newly produced units from the factory direct to the harbor, and you assign a transporter, such as an alligator, to the newly defined path from the harbor to the battle island, you can be sure that all available units are delivered to the battle island promptly and at regular intervals.

Please note that none of the waypoints can cross land in this case! Of course, land unit paths must not cross water either. Only aerial units may use paths both across water and land.

4.4.5.1.2. Air Transport

The procedures for transporting units by air is generally quite similar to that by sea. Here again, there are two alternatives: either having the unit sent by land to the airport on your economic island or by taking advantage of the speedy transport possibilities of the tube system. The loading and unloading points should be on level ground in any case.



Caption 75: You can move units from the factory...

Send units direct from the factory to the airport





Caption 76: ...direct to the airport.

5. Menu

In this chapter, you will find information about all of the menus in *Battle Isle: The Andosia War*.

5.1. Setup Menu

After you have installed the game, you will find the menu point "Start Options" in the Windows Start Menu in the group "Battle Isle: The Andosia War". When you click on this point, the setup menu will be displayed. Here you can adjust the graphic display of the game and the sound effects.

5.1.1. Graphics

DirectDraw Device:

If you have installed multiple graphic cards in your PC, this point will allow you to set which of these graphic cards is to be used by *Battle Isle: The Andosia War*. If you have an additional 3D graphic card, you should choose this one. If you only have one graphic card in your PC or you do not want to use an additional 3D graphic card, you can keep the default setting, "Primary display driver".

Direct 3D Device:

Here you can set the mode in which the graphic card will operate. For most graphic cards this will be the default mode, "Direct3D HAL". If you happen to have one of the most recent generation of graphic cards that supports "Hardware Transform & Lighting" (T&L), you can use this function in the game by choosing the mode "Direct3D T&L HAL".

Monitor Resolution:

In this menu you can set the resolution in which you want the game to be displayed. Please note that the display of the graphics will be smoother, the lower the resolution is set.

Start in Window Mode:

If you mark this box, the game will not start in full screen mode but rather in a smaller window on your desktop. Running the game in windowed mode could have a negative effect on how smooth the graphics are displayed. For this reason, the default setting is full screen mode.

Detail Textures:

Here you can adjust whether the landscape in the game is displayed with few ("Low") or many ("High") details. You can also deactivate the details entirely ("None") in order to make the display of the game smoother. Please note that the lower the level of detail you choose, the smoother the graphic display will be.

Size of Object Textures:

The more detailed the units and buildings in the game are displayed, the greater the demands on your hardware. Here you can set the level of detail in which the units and buildings are displayed. The lower the level of detail, the smoother the display.

Texture Quality:

The display of colors and special effects in the game is significantly better in 32-bit mode

than in 16-bit mode. The 16-bit mode demands less processing time, however, and is supported by a larger number of graphic cards. You can only activate the 32-bit mode if your graphics card supports this.

5.1.1.1. Options for Advanced Users

The options described here, which can be activated by marking the box, "Options for Advanced Users", should only be changed by users who have experience with changing system settings and adjusting hardware options.

Render Depth:

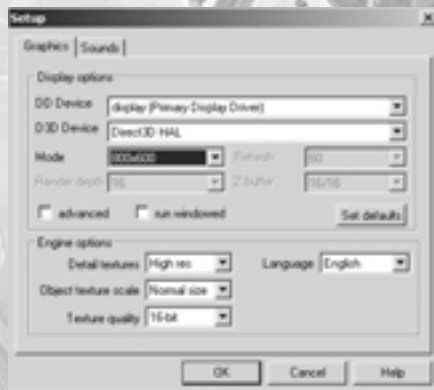
Here you can adjust in which color depth the graphics in *Battle Isle: The Andosia War* should be rendered. 32-bit color depth is only available for those graphic cards that explicitly support this function. As a rule, the display of the graphics in 16-bit color depth is considerably faster than in 32-bit color depth.

Refresh Frequency:

Here you can set the refresh frequency for the game on your screen. The default value will be the current refresh rate used by your Windows desktop. Only those modes that your graphic card and your monitor actually support will be displayed.

Z Buffer:

The higher you set the Z-Buffer value, the higher the quality of the 3D graphic display will be. This can have a negative effect on how smooth the display is, however.



Caption 77: Setup menu, section on graphics

5.1.2. Sound

Soundcard:

Here you can choose the soundcard that you want *Battle Isle: The Andosia War* to use. The default setting is "Primary Audio Device". This setting can be used for most PCs.

Tone Quality:

The higher the sampling rate (that is, the value expressed in Hz) the better the quality of the audio in the game. Please note that a sampling rate of 44,000 Hz delivers the best quality but also makes the highest demands on the performance of your computer.

Audio Channels:

The more audio channels you choose here, the richer the game sound will be. The higher the value you choose, the more demands are placed on the performance of your computer.

Switch Audio Channels:

Mark this box if, for some reason, you want to reverse the right and left audio channels.

Mute:

Mark this box if you do not want any audio playback.



Caption 78: Setup menu, sound section

5.2. Start menu



Caption 79: The Start Menu

The start menu is the first menu that is displayed after starting *Battle Isle: The Andosia War*. This menu allows you to adjust the graphic display and the sound effects for the game.

5.2.1. Single Player Games



Caption 80: The single player menu

In single player mode the computer plays the role of your opponent. You can either play the individual missions or one of the two campaigns in this mode. Each campaign is comprised of about twelve missions. In one of the campaigns you lead the troops of General Bratt, in the other you lead the troops of the high priestess of the Children of Haris. In contrast to the individual missions, both campaigns have a action line which unfolds and develops as you continue from one mission to the next. Depending on how the action line develops, the strategy that leads to success in one mission might lead to your downfall in another. Only when you have successfully fulfilled all of the objectives of a mission, can you advance to the next mission in the campaign.

5.2.1.1. Choose Scenario

In this menu you can choose which single-player scenario you would like to play. Besides the two campaigns that deal with General Bratt and the high priestess of the Children of Haris, there is also a series of tutorial missions in which the most important functions of *Battle Isle: The Andosia War* are explained. Newcomers in particular are encouraged to play through these tutorial missions.

5.2.2. Multiplayer Games

Battle Isle: The Andosia War offers you two possibilities for sizing yourself up against human opponents. You can take part in a LAN game — a great opportunity to restructure office hierarchies in the game world — or you can enter into the thick of battle on the Internet. More information about multiplayer games is located in section 6.2 Multiplayer.

5.2.3. Options

You will find information in this section about all of the adjustments you can make in *Battle Isle: The Andosia War*.

5.2.3.1. Graphic Options

This menu allows you to adjust the graphic display of the game according to the performance of your computer.

5.2.3.1.1. Range of Vision

The menu item "Range of Vision" allows you to set the distance at which buildings, units, and terrain are displayed. The lower the range of vision, the less your hardware is strained and the higher the speed at which the game can be displayed. Everything that lies outside the range of vision that you have selected disappears in the fog in the distance. Please note that you need a very high performance computer with the most current hardware for high "range of vision" settings.

5.2.3.1.2. Texture Filters

Here you can choose how soft the graphic details in *Battle Isle: The Andosia War* should be displayed. With the bilinear texture filter the graphics close-up appear coarser than with the trilinear texture filter. The latter puts more demands on your graphics card and this can lead to a halting display of the graphics.

5.2.3.1.3. Video Size

Here you can adjust whether the video sequences in *Battle Isle: The Andosia War* are played in their original size of 640 x 480 pixels ("Original") or in full screen mode ("Full screen").

5.2.3.1.4. Quality of the Appearance of the Water

Here you can set the quality at which the water in the game is displayed ("Low", "Normal" or "High"). Please note that the setting "High" should only be used for very high-performance systems.

5.2.3.2. Sound Options

Here you can adjust the volume of the effects, environmental sounds, and the incidental music. The farther you move the slide bar to the right, the louder the sound will be played.

The menu point "Reports from Units" allows you to adjust whether units should verbally confirm orders that you have given them.

5.2.3.3. Game Options

Here you can make adjustments involving the course of the game.

5.2.3.3.1. Automatic Camera

Thanks to the automatic, predefined camera movement, you can always watch the spectacular battle scenes in *Battle Isle: The Andosia War* from the best angle. When one of your units attacks an enemy unit, your attack and the results will be displayed in a battle sequence from different camera perspectives. You can end this sequence at any time by pressing the "ESC" key or you can disable this feature entirely in this menu in order to speed up game play.

5.2.3.3.2. Unit Speed

Here you can adjust how quickly the units in the game should move. This only affects the display of the movement of the units and has no effect on the actual speed of the units or their movement radius.

5.2.3.3.3. Selection Alternatives

Here you can decide which display you prefer for selecting several units. This setting has no effect on the game itself.

5.2.3.3.4. Automatic Patrols

Here you can set whether groups or single units should follow a path that has been defined for them at once, at the end of your current turn or at the beginning of your next turn.

5.2.3.3.5. Rotation Delay

If you move the mouse pointer to the edge of the screen to rotate the camera, the rotation may be too choppy for your taste. This option will allow you to adjust exactly how long the mouse pointer has to stay on the edge of the screen in order to rotate the camera in this direction. The higher the value that you choose, the longer it takes before the camera begins to rotate.

5.2.3.4. Controls

In this option menu you can adjust the game controls for your mouse and keyboard to your personal preferences.

5.2.3.4.1. Level of Difficulty

The level of difficulty affects the probability of hitting enemy units, the amount of damage done to enemy units and the level of artificial intelligence used by your computer opponent.

5.2.3.4.2. Mouse Speed

If you are not satisfied with the speed at which your mouse moves across the screen, you can increase or decrease the speed to your taste here.

5.2.3.4.3. Y-Axis (Mouse)

Here you can set whether the camera moves upward when you move the mouse forward with the right mouse button depressed (Normal) or just the opposite.

5.2.3.4.4. Center Screen

This option allows you to adjust whether the camera centers above a position on the map that you have chosen either with a single-click or a double-click.

5.2.3.4.5. Camera Dynamics

This point allows you to adjust how fast the camera moves, that is, how fast the camera can

switch from one perspective to another. If you place a great deal of importance on the smooth progress of the game without longer transitions, you should set the value of the camera dynamics as high as possible by sliding the bar to the right. If, on the other hand, you want to enjoy the graphic effects in *Battle Isle: The Andosia War* fully, then you should set a lower value by sliding the bar to the left.

5.2.3.4.6. Tactical Camera

Here you can adjust whether the tactical camera ("TacCam") should be activated automatically when you choose a unit or whether you prefer to activate units manually by pressing the "Y" key. You can find more information about the tactical camera in section 4.2.1 Moving and Turning the Camera.

5.2.3.4.7. Camera Mode

When you choose "Mode 1", you can turn the camera by moving your mouse pointer to the edge of the screen. You can move the camera horizontally in all directions by holding the right mouse button depressed while moving your mouse pointer in the corresponding direction.

When you choose "Mode 2", you can turn the camera by holding the right mouse button depressed while moving your mouse pointer. You can move the camera horizontally in all directions by moving the mouse pointer to the edge of your screen.

5.2.3.4.8. X-Axis (Tactical Camera)

Here you can decide whether the TacCam rotates around the selected unit in the same direction as you move your mouse, or just the opposite.

5.2.3.4.9. Y-Axis (Tactical Camera)

Here you can decide whether the TacCam moves toward the selected unit when you move the mouse forward or when you move the mouse backwards.

5.2.3.5. GUI Settings

Here you can set the level of detail for information that appears when you let your mouse hover above a unit or building. You can also deactivate the display of this information entirely.

5.2.3.5.1. Mouse Pointer Information

Here you can adjust how detailed the information should be that appears when you let your mouse hover above a unit or a building. You can also deactivate the display of this information entirely if you want.

5.2.3.5.2. Appearance of the Mouse Pointer

Here you can choose the appearance of the various mouse pointers in *Battle Isle: The Andosia War*. This has no effect on the game itself.

5.2.3.5.3. Menu Skins

Here you can adjust the graphic display of the menus in the game.

5.2.3.5.4. Range of Units

Here you can set whether the movement radius and the firing range of a selected unit is displayed automatically or only when you press the Alt key.

5.2.3.5.5. Range of Unit Symbols

Here you can adjust at what distance other units are displayed as symbols on the screen. The larger the value that you choose here, the greater the distance before units are displayed as symbols.

5.2.3.5.6. Position of Air Units

Here you can adjust how the position of air units above the ground should be displayed.

5.3. Game Menu

The game menu for *Battle Isle: The Andosia War* is located at the bottom of the screen when you start a game. More detailed information follows about the individual buttons and displays in this menu.



Caption 81: The game menu

5.3.1. Quick Production List

In this list you will find the symbols for all of the production buildings that you have already built. All of the units, buildings and upgrades that are currently being built or researched are listed above the symbol. Below each unit being produced or researched, there is a green bar that indicates the progress of the production or research. As soon as the bar has progressed to the far right of the box, the building or research has been completed.

You can also adjust the priorities for what should be built or researched first in the quick production list. Simply select the appropriate symbol for the list above the respective production building and move it to suit your preferences.

Darkened buttons indicate that the building is currently not in operation.

Game Menu at the bottom of the screen

You can also access the quick production list with the "Q" key



Caption 82: In the quick production list you can get a quick overview of all your production buildings and what they are doing

5.3.2. Selecting the Headquarters

When you left click on this button the HQ menu will appear in the same way as if you had clicked on the HQ itself. This enables you to access the HQ more conveniently on large maps, saving you the necessity of moving the camera back to the HQ every time you want to construct a new building. Please note that by clicking on this button, the camera will not center on the HQ. More information about the building menu of the HQ is located in section

3.3.1 Headquarters (HQ) / Building Menu.

You can also access the construction menu of the Economy HQ by pressing the "E" key.



Caption 83: Access the construction menu of the Economy HQ with a left mouse click

5.3.3. Help Function

Left click on this button to activate the game's help function. You can see that the help function is activated because the mouse pointer will be displayed with a question mark attached to it. When you click on a unit or a building when the help function is activated, the corresponding help text for the unit or building will be displayed. Another left click on the "help function" button will deactivate the function.



"Q" key



"E" key





5.3.4. Path Management

Left click on this button to activate the "Path Management" mode. You can find more information about managing paths in section 4.4.5.1 *Paths*.



5.3.5. Weather Reports

Click on this button to have the current weather report and information on tides displayed. You will find more information about weather reports in section 5.9 *Weather Reports*.



5.3.6. Switch Islands

A left click on this button allows you to move from your economic island to the island where your camera was last set. At the beginning of the game this island will be the battle island. If you want to take a look at the economic island of one of your allies or your opponent, and then wish to return to your economic island, a left click on the "Switch Island" button will return you to the island where you last were. If there is more than one battle island, the button will cycle through all of the islands one after the other.



Caption 84: With a left click on the button "Switch Island" ...

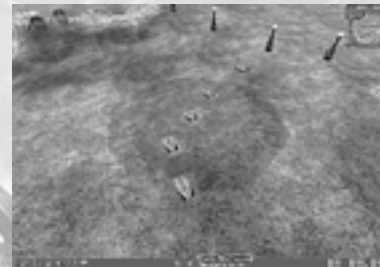


Caption 85: you jump back to the last island you were at



5.3.7. Selecting Units (previous / next)

A left click on this button will select the next or the last unit selected and center the camera above this unit.



Caption 86: With a left click you choose ...



Caption 87: ... your next or your previous unit

5.3.8. The Clock

The clock in the start menu counts minutes and seconds remaining for your current move backwards. When the time is displayed in red, this indicates that it is your opponent's move. Green indicates that it is your move!

5.3.9. End Turn

Left click on this button if you want to end your current turn although you have time remaining.

5.3.10. Resources Display

With the help of the resources display you can always see how many raw materials are still available and which are running out. Let your mouse pointer hover over one of the values for a little while in order to see what resource is represented. Red numbers indicate diminishing supplies, white numbers indicate that supplies are increasing.

Clock indicates time remaining





"E" Key

5.4. Building Menu

When you either left click on the HQ or click in the game menu on the button "Select HQ", or simply press the "E" button you will access the building menu of the headquarters.



Caption 88: The building menu of the Economy HQ

More information about the functions of the building menu can be found in section 4.4.1 *Economy Headquarters (HQ) / Building Menu*.

5.5. Production Menu and Buildings Menu

For all of the buildings that can produce more than one product (no mines, power plants or steel factories) you can adjust what is to be produced next from the production menu.



Caption 89: The production menu for the Light Units Factory

The selection of units available for production depends on which you have already researched. If you left click on mines, power plants, or steel factories, the appropriate buildings menu will be displayed.

In the upper part of both menus you will find important information under the description of the respective building with regard to the following characteristics:

Hit Points current / maximal (Cross):

Every building can be damaged in battle. Each damage point that a building incurs, costs it one of its hit points. If the number of hit points reaches zero, the building is destroyed. If

either of the headquarters (economic or military) is destroyed, this also means that you have lost the game.

Upgrade Level (Dots):

You can see the upgrade level of the respective building here. The levels range from 0 to 3. You can also find level information in the context menu for the units.

Slots (Square):

Here you can see how many slots in the selected building are still free for units. The three buildings that can accommodate units are the Economy HQ, the harbor and the airport. Please note, depending on their size, units can occupy more than one slot.

Remaining Supplies of Resources (Solid Circle):

There are two kinds of mines in *Battle Isle: The Andosia War*. Here you can see how much can still be mined from the respective location. This value will decrease until all of the resources at this location have been used up. The efficiency of your mines will depend on their upgrade level.

Immediately below this information, a display will appear showing whether this building is currently operational (In operation) or not (Not in operation).

To the right of this display of operational status, you will see a further display that will inform you whether the building is functioning faultlessly. The word "Energy" displayed in red, for example, shows you that the building does not have enough energy to continue production.

In addition, symbols above the building will indicate whether work can be carried out or continued. This could mean that the building is not connected to either the energy network or the tube transport system. It could also mean that supplies of a necessary resource are simply no longer available. Information displayed in yellow indicates that there is a lack of resources or energy, that is, the resource is currently not available in sufficient quantities, but it is available. Information displayed in red should not be treated lightly: Although all of the connections for energy and resources are in order, there is apparently a serious gap in your economy.

At the bottom of the production menu you will see a horizontal bar consisting of four fields and two arrows at either end. In this bar you will find all of the units that are currently being produced. When you have several units of the same type produced simultaneously, the number of units being produced will be displayed as a small number in the symbol of the unit. Below the picture of each unit in production, a green bar is displayed that shows how far the unit is in its production process. If there are more than four units in production you can scroll the bar through the units by using the arrow buttons. As soon as a unit has been finished, you can either send it outside the factory or send it to another building. If you want to send one or more units to the battle island after completion, for example, you can send these units direct to the airport on your economy island. On the right-hand border of the production menu, you will find a vertical bar with four fields and two arrows at either end. All of the buildings that you can send newly produced units to are located on this bar. Left click on the arrow buttons to scroll through all available buildings. In order to send a unit to a particular building, first left click on the unit you want and then on its destination. The unit will then be transported through the tube system to the building you have chosen.



Only researched units can be built



5.6. Research Menu

When you left click on your academy, the research menu will appear. In this menu you can choose from among the three categories, "Units", "Buildings" and "Technologies" what you would like to research next. You can either upgrade buildings and units you have already researched or develop completely new technologies that will serve as the basis, in turn, for new units and buildings to be researched.

5.7. Maps

With the Tab key you can access the overview map. Click anywhere on the map to go directly to this position. The two buttons below the overview map allow you to zoom in and zoom back out. Click on the third button in order to fit the map window to the current island ("Zoom to Current Map"). The fourth button will allow you to display the entire map again with all islands ("Entire Map").

5.8. Mouse and Keyboard Commands

| | |
|--|--|
| Spacebar: | Toggle between economy and battle island(s). |
| Arrow keys or W,A,S,D: | Camera movement |
| CTRL + Arrow keys or W,A,S,D: | Slow camera movement |
| ALT + Arrow keys or W,A,S,D: | Very slow camera movement |
| Mouse wheel up / down | Camera position up / down |
| NumBlock +/-: | Camera position up / down |
| Both mouse buttons depressed and mouse forwards / backwards: | Camera position up / down |
| CTRL + mouse wheel up / down: | Rotate building during search for the construction site |
| Pg up / Pg down: | Rotate buildings while locating a construction site |
| CTRL + Select unit | Add or remove unit to or from group |
| CTRL + Number: | Selected unit is added to a group |
| Number: | Group with corresponding number is selected |
| ALT + Number: | Group with corresponding number is selected and centered |
| F1, F2, F3, F4: | Predefined camera angle |
| F9, F10, F11, F12: | Access saved camera position |
| SHIFT + F9, F10, F11, F12: | Save current camera position |
| X or End held depressed: | Close-up of unit from behind |
| CTRL + X or End held depressed: | Close-up of unit from the front |
| F8: | Make screenshot |
| C: | Center camera on unit |
| E: | Open building menu of the economy HQ |
| L: | Land /Take off (if an aerial unit is selected) |

| | |
|----------|---|
| SHIFT: | Zoom in on unit |
| N: | Toggle name of building's owner on or off |
| Q: | Display quick production symbols |
| T: | Build transport tubes (if building is selected) |
| T: | Go to transporter (if unit is selected) |
| V: | Path mode |
| CTRL+ V: | Paths always visible |
| G: | Weather forecast |
| P: | Pause game |
| ENTER: | Chat function |

5.9. Weather Reports

In the weather reports, you will find useful information about the weather and tidal conditions for the next few days. The more your energy supplies depend on alternative forms of energy, the more important reliable forecasts on the amount of sunshine, wind speed and the position of the two moons of Chromos will be for you. As in real life, these forecasts can vary in accuracy! You can access the window for the weather forecast either by clicking on the "Weather Forecast" button in the game menu or by pressing the "G" key.



Caption 90: The forecasts for the weather and tides help you plan around energy shortages

Weather and tide forecasts can vary in accuracy
"G" key

6. Game Modes

In *Battle Isle: The Andosia War* you can either test your strategic skills alone in single player missions and campaigns, or pit your prowess against other players in multiplayer mode.

6.1. Single Player Mode

In single player mode the computer plays the role of your opponent. You can either play a single mission or you can play one of the two campaigns, each of which contains some twelve missions.

6.1.1. Single Player Maps

Single player maps offer you the possibility to test your tactical and economic skills in a variety of different situations. Depending on the map, the key to success can involve solving a strategic problem or building up an efficient infrastructure quickly, or even a mixture of the two. In contrast to the campaign missions, the single player maps can be played independently of one another and in any sequence you prefer.

6.1.2. Campaigns

The story of *Battle Isle: The Andosia War* unfolds in two exciting campaigns. In one of the campaigns, you lead the troops of General Bratt; in the other you lead the troops of the high priestess of the Children of Haris. With each mission that you successfully master, the action proceeds with good or bad consequences on the following missions. You might, for example, find yourself establishing a military base in the first mission, expanding it in the second mission, and defending it in the third mission. From the fourth mission onwards, you use this military base as a center for securing your supply lines for further operations.

6.2. Multiplayer Mode

There are two ways of playing *Battle Isle: The Andosia War* with several other players. You can either play using several computers connected on a LAN network or via the Blue Byte Game Channel (BBGC).

Please note that in multiplayer mode only two individuals or two teams can play against one another. In the case of teams, each can consist of up to four players so that altogether up to eight players can take part on one multiplayer game. It is a natural part of turn-based strategy games that only two individuals or teams can play against one another. Otherwise there could be no guarantees that all players would have the same chances. While it is possible for more than two players to take part in a turn-based game like *Monopoly™* or *Parcheesi™*, when the rules are more varied as in the case of chess, insurmountable problems arise in ensuring that all players have equal chances. In a game of Chess, for example, it could very well progress in such a way that by the time the fourth player had his turn, his pieces could be so devastated by the first three players that even beginning the game was be an exercise in futility.

All of the players who have joined one of the two alliances move their units in the same round. This ensures that only two adversaries in a multiplayer game face off against one

another. Each of the adversaries has different commanding officers with their own troops for their particular theater of battle.

More detailed information about games in LAN and games in the Blue Byte Game Channel follow.

6.2.1. Local Area Network (LAN)

In order to play on a local area network, all of the computers of the players wishing to participate have to be equipped with a network card that is configured for play under Windows 95, 98, Millennium Edition (ME) or 2000 (all versions). The computers all have to be connected over the same local network with one another. Please consult your Windows documentation and the handbook of your network card for additional information.



Caption 91: The multiplayer screen in *Battle Isle: The Andosia War*.

6.2.1.1. Setting Up a Multiplayer Match

Select the item "Multiplayer" from the start menu. Click on the item "Create New Game" to have a list of all available multiplayer maps displayed on which you can set up a game.

As soon as you have chosen a map, the next window will appear in which you can make a variety of adjustments.

Name of your computer:

The name that you want to use when joining a multiplayer game.

Number of players:

Here you can set how many players can take part in the game.

Game Mode:

Here you can set whether you play *Battle Isle: The Andosia War* with the normal settings or in pure battle mode where there is no economic component and all units are automatically recharged at the beginning of each new round.

Maximum time for turn:

Here you can set whether you want to use the maximum time allowed for a turn or set the length of the turn yourself under the point "Turn Length"

Tech Level:

Here you can set which technologies are available at the beginning of the game and which ones have to be researched before they can be used. The higher the setting for the tech level, the more technologies are available right from the start of the game.

Click on "Create New Game" to continue to the next window.



Caption 92: Here you can set what name you want to use and how many players can join the game

The next screen displays a list of all of the players who are interested in joining the game. The name of the game's host is always at the top of the list. To the right of the players' names, a 0 (zero) or a 1 (one) is displayed which indicates the team and island assignment of the individual players. Please note that two players on opposing teams cannot share the same economy island.

Each player can decide which team he would like to join and which island he would like to play on. The host of the game can remove any of the players from the game if he thinks it necessary. He can do this by clicking on the "Remove" button next to the name of the player to be removed. The player who is removed from a game will be returned to the start menu of the game and will be notified of his removal from the game.

At the bottom right of the screen you will see a text box where you can send messages to all of the players participating in the current game. Left click in the box, write your message and hit the return button to send your message off. The message will then be displayed on the upper right of the screens of the other players.



Caption 93: Here you will find all of the players who have signed on for the current game

When all of the necessary settings have been completed, the host of the game can then left click on "Play" to start the game.

6.2.1.2. Joining a Multiplayer Match

Select the item "Multiplayer" from the start menu. Click on the item "Connect to Game" to have a list of all available servers displayed on which multiplayer games are being offered. You can choose the name you want to play under in the multiplayer game. Your default name will be the name entered during the installation of Microsoft Windows. Under the heading "IP Address" you will find the IP address of the computer on which the currently selected game is being set up. Under the heading "Server Found" all of the computers will be displayed on which multiplayer games are currently being offered. You can refresh this list by clicking on the "Look for Server" button. Once you have decided on a name and a server, click on the "Connect to Game" button to move on to the next screen.



Caption 94: This menu will allow you to decide your "player" name and server

On the next screen all of the players are listed who have signed on for the current game. The host always occupies the position at the top of the list. To the right of the players' names, a 0 (zero) or a 1 (one) is displayed which indicates the team and island assignment of the individual players. Please note that two players on opposing teams cannot share the same economy island.

At the bottom right of the screen you will see a text box where you can send messages to all of the players participating in the current game. Left click in the box, write your message and hit the return button to send your message off. The message will then be displayed on the upper right of the screens of the other players.



Caption 95: Here you can see a list of all the players who have signed on for the current multiplayer game

After all of the game settings have been completed, the game will begin when the host starts it.

6.2.1.3. Game Results

At the end of every multiplayer game a statistical summary will be displayed. Here you can see, for example, how high your losses were in the game just played or how many units your opponent was able to produce. You will also see who won and who lost.

The summary extends over two screen sides that you can toggle with the space bar. One shows the statistics for the economy island and the other for the battle island. To exit to the start menu, use the ESC key.



Caption 96: At the end of multiplayer games information on the players' economical performance...



Caption 97: ...and tactical performance is displayed

6.2.2. The Blue Byte Game Channel (BBGC)

The Blue Byte Game Channel (BBGC) is a meeting place for all Blue Byte fans who want to get the latest information about new titles and who want to play games on the Internet. Please note that you have to register on the BBGC in order to be able to take part in a multiplayer game. More information follows about registering on the BBGC, how to chat with other players, how to set up multiplayer games and how to join them.

In order to start a multiplayer game in BBGC, select the item "Multiplayer" in the start menu and then click on "Connect to Lobby".

Military and economic statistics
Switch screens with space bar

Back to start menu with ESC



Caption 98: The multiplayer screen from Battle Isle: The Andosia War

The game will now be ended automatically and your internet browser will be started to establish a connection to the BBGC. As soon as the connection is made, the BBGC Game Wizard will guide you through the registration process on the Blue Byte Game Channel step by step. As soon as you have registered, you can log in with your log-in name and your password.

6.2.2.1. The BBGC Game Wizard

As soon as the BBGC Game Wizard starts, the welcome page will appear. Click on "Continue" to go to the profile page.



Caption 99: The welcome page of the BBGC Game Wizard

On the profile page you can either create a new profile or select a profile you have already created.



Caption 100: The profile page of the BBGC Game Wizard

When you click on "Create Profile Now", a window will appear where you can enter the nickname you would like to have, your password, the confirmation of your password, as well as your email address. After you have entered this information, click on the button "Create Game Channel Profile Now" in order to send this information to Blue Byte. You will then receive an email from Blue Byte that will contain a hyperlink. Click on this hyperlink, and you will return to the BBGC.

On the Log-in page you will be informed that your profile has been created, and that you only have to enter your registration number for *Battle Isle: The Andosia War* after logging in.



Caption 101: The Log-in page of the BBGC Game Wizard

Now click on "Log in Now" to open the log-in window. Enter your name and password and confirm your entry.



Caption 102: The Log-in window of the BBGC Game Wizard

You will now receive the message "You are logged in", and can now click on "Continue". This is the last window of the BBGC Game Wizard. Click on "Enter Lobby" to establish a connection with the BBGC.



Caption 103: The game window of the BBGC Game Wizard

Now click on "Enter" to go to the Battle Isle lobby.



Caption 104 The Battle Isle lobby

6.2.3. The Battle Isle Lobby

The Battle Isle Lobby is divided into two areas. You will find the chat area on the left-hand side of your screen and the games area on the right-hand side.

6.2.3.1. The Chat Area

In the chat area you can talk with other players and arrange matches in the Internet.

The left side of the chat area is the chat window. Here you see all of the messages that have been sent off since you logged into the Battle Isle lobby. The time that a message was sent and the nickname of the writer precedes each message. The last message displayed is the most recent one.

Using the scroll bar on the right side of the chat window, you can continue through all the messages when not all of them can be displayed simultaneously.

You will see a line above the chat window where the subject of the chat is given. To the right, you will see the number of players in the chat.

To the right, next to the scroll bar, you will see a list with the nicknames of all the players that are currently registered in the Battle Isle lobby.

The text field where you can write your messages is located below the list of messages. Press the "ENTER" key to send your message off.

6.2.3.2. Games Area

On the right side of the Battle Isle lobby screen, in the game area, you will find information about all the players that are currently logged into the chat room and about all open games. You can get additional information by clicking on one of the four buttons just below the Game Channel title bar. More details about the individual functions of these buttons follow.

6.2.3.2.1. Players

When you click on "Players", a list of all players currently logged in (this is the default setting). In the table below you will find information about the players' names, the virtual room they are in, the mode in which the players are as well as the connection speed of the respective players.

6.2.3.2.2. Games

If you click on "Games", a list of all currently open games will be displayed. By clicking on the button below the list of all the games, you can create a new game, join an existing game, or end a game.

6.2.3.2.2.1. New Game

Click on the button "New Game" in order to create a new game.

In the first text field you can give your new game a name. You can also choose to use the default name.

Chat Window

Send messages with "ENTER"

Players

Current games

In the selection field directly below you can choose the map that the game will take place on. It is a good idea to talk to the other players participating in the game about the type of map to be used.

In the second text field you can set the number of players for the game. Please note that the number of players allowed will vary from map to map. It is possible that you can play on one map, for example, with either two or four players and on another map with either four or six players.

6.2.3.2.3. Game Information

If a game is already open, you can get the following information about this game by clicking on "Game Props":

"Number of Players"

Here you can see how many players have already joined a game.

"Game Mode"

Here you can see which multiplayer mode the game will start in.

"Observer Mode Enabled"

Here you can see whether you can take part in this game as an observer.

"Name of the Game"

Here the name that the creator has given the game will be displayed.

"Name of the Map"

Here you will find the name of the map that has been selected for play.

"Name of the Set of Maps"

If the map you have chosen is a member of a set of maps, the name of the set is given here.

"Max. Number of Players!"

Here the maximum number of players that can participate in the game is displayed.

6.2.3.2.4. Player Information

Click on this button to have information about the players in the lobby displayed.

Game Info

Player Info

AVAILABLE NOW!



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