Command & Conquer™ Generals : Zero Hour

Version 1.0

Created by Tower Defense Team (noobs@modding)

Actual news you'll find at http://www.modding.noobs-at-work.com

We are pleased that you have decided for Tower Defense : Time To Kill.
This ReadMe-File shall give you some help if you have problems with the installation, start up or deinstallation. Please look here at first and only if you didn't get information in this file post in our forum.

INHALT

1. Installing and Starting

Launch the Tower Defense - Time To Kill V1.0.exe and follow the instructions!

Then click on the Generals Mod Selector-link on your Desktop!

To launch TD:TTK, click on Zero Hour Mods now (top right besides of *Generals Mods*)!
There you'll find a *Tower Defense : Time To Kill* –Icon!
Doubleclick on this Icon!

TD:TTK starts!

HINT:
If you want to play the normal Tower Defense : Time To Kill you don't need to deinstall the Mod, because the Mod is only active with the *Mod Selector*. That means the BIG-File will be read from the *Eigene Dateien* directory and won't change or overwrite any data like some other mods do.

2. General Data

- 20 z.T. new turrets *(hm, I think it were 20…)*

- 2 Defender sides

- 2 Attacker sides

- Erase of all old sides (especially in WB)

- supports every difficulty

- adapted starting money choice

- 14 TD-Maps for Multiplayer

- many new sounds, particle systems, models and textures

- uncountable new Attacker Units, that are attached to every wave

- many new upgrades, sciences and superweapons

- up to 3 upgrade possibilities for every turret

- Taunt from HQ

- Optimizing and balancing of the Defender and Attacker sides

- an own TD-Lobby as the meeting place for Online Games

- Bug-Fixing

- Credits

3. Playing

Start the Mod as discribed in step 1!

3.1 Singleplayer

- Click in the main menu on *Singleplayer* and then on *Skirmish*!
- Choose a *Tower Defense* Map! (ATTENTION: old TD Maps are not compatibly)
- Choose on of the buttom positions as your own one!
- Choose the **Superweapon Defender** or **Tactical Defender** as your own side!
- Choose the *difficulty* and one of ther **Attacker** ! His position is the top one!
- Choose the starting money!

   HINT:
   It's not possible to play against 2 or more CPU players.
   It's not possible to play with allied CPU players in your team, too.

3.2 Multiplayer (Online)

- Click in the main menu on *Multiplayer* and then on *Online*!
- Go in the *Online* mode into the lobby: *--==Tower Defense==--*
- Host a game or join to an already hosted game!
- Every *human player* must have the same team number! (eg. Team 1)
- The chosen *Attacker* must have another team number as the human players! (eg. Team 2)

- Other settings are equivalent to these of Singleplaye mode!

   HINT:
   It's not possible to play against 2 or more CPU players.
   It's not possible to play with allied CPU players in your team, too.

3.2 Difficulties

Tower Defense : Time To Kill supports all 3 difficulties so that everyone can recover expenses and that it neither won't be too easy nor too hard to play.

Here are 2 tables, which show the relation between starting money and difficulty with the number of players and their skill. The values are based on the beta tests and are optinal ones only:

For Beginners

Player Count	Money	Difficulty
1	30.000 $	Easy
2	10.000 $	Easy
3	15.000 $	Normal
4	10.000 $	Normal
5	10.000 $	Hard
6	7.500 $	Hard

For advanced and professional ones

Player Count	Money	Difficulty
1	30.000 $	Easy
2	10.000 $	Easy
3	15.000 $	Normal
4	10.000 $	Hard
5	10.000 $	Hard
6	7.500 $	Hard

4. The Sides

In Tower Defense : Time To Kill you can choose between two *Defender* and two *Attacker* sides.
Human player can only choose between one of the *Defender* sides and the CPU player can only be one of the *Attacker* sides.

4.1 Defender

Tactical Defender

The Tactical Defender is very tactically orientated with his weapon and turret arsenal. He can build very effective turrets and has the possibility of upgrading every turret with 3 different possibilities.

Possibility 1:
Weapon upgrades, that is available for every turret.

Possibility 2:
Experience upgrades of the HQ, that means the turrets can gain veterancy more quickly.

Possibility 3:
Veterancies, by normal way or by Tower Training Sciences.

The Tactical Defender has not such a big superweapon arsenal because the turrets are strong enough.

Superweapon Defender

The Superweapon Defender has cheap but relatively ineffective turrets. However he has unbeatable artillery cannons. Many of these cannons are conceived to harm several opponents at the same time.
Like the Tactical Defender, also the Superweapon Defender possesses certain possibilities of rigging its turrets but only 2 instead of 3.

Possibility 1:
Weapon upgrades, that is available for every turret.

Possibility 2:
Veterancies, by normal way or by Tower Training Sciences.

The Superweapon Defender has a broadly varied arsenal of superweapons, which are partially very inaccurate. Many of these superweapons he can get by general abilities and the appropriate level, but he can buy additional superweapons from the HQ, too.

4.2 Attacker

In Tower Defense : Time To Kill there are 2 Attacker.
»Attacker – Normal«
»Attacker – Tank Brigade«

The normal Attacker greift sowohl mit Luft, als auch mit Bodeneinheiten an.

The Tank Brigade Attacker attacks with a multiplicity of heavily armored and new tanks and vehicles, in addition with very few air units.

5. Game Objective and Expiration

In Tower Defense : Time To Kill it's your main task to prevent the enemy of cross a marked line. The units come in 20 attack waves and if more than 20 units cross the line you have lost. You also will lose if one of the endbosses cross the line in the last wave.

The difficulty of this task is the mass of units coming in waves and your limited money. The starting money is used up very quickly and the money of the HQ which increases your account drains very slow you are forced to kill as much enemies as possible before one of your allies do it, because for every enemy you kill, you will get a certain sum of money.

For defense you can choose between a variety of turrets and superweapons. If someone thinks he can build infinitely he errs. The power supply crooses your plans. Every turret needs one KW energy if you want to avoid a complete power failure. Therefore a further difficulty is to provide for a good energy balance promptly.

From the HQ you can buy the level upgrades. The levels are the basis of any technical development and support in Tower Defense : Time To Kill. You can build certain turrets only when you reached the level which the turret needs to be buildable. The same procedure with the superweapons. All science based superweapons are only available if you reached the level.

At the beginning it's still relatively simple to stop the enemies and the level-0-turrets are good eneough for the time beeing. That chenges very quickly. It will be necessary to reach new levels so that you can build more effective turrets against the heavier armored units. Remember the sell function!

If you want to get further information, tips and tricks look on our website and post in the forum!

6. Deinstalling

If you want to deinstall Tower Defense : Time To Kill call up the install path (eg. `C:\Programs\Tower Defense - Time To Kill`) and click on Unistall there!

7. Credits

Main Team
Romanow23 *(Development, Coding, Concept-Working)*
Wallo *(Mapping, Coding, Modelling)*
Dibelius *(Modelling, Skinning, Coding, Art-Work, Mapping, Concept-Work)*

Staff
Ro-Li *(Webmaster of www.modding.noobs-at-work.com)*
Maze *(Special THX)*
M3M3sIS *(Special THX)*
iLrIsChlo *(Special THX)*
MasterX3x *(Special THX)*
General X *(Modelling, Skinning)*
Bibber *(Installer)*
CCGX *(Modelling, Skinning)*

Credits for further modders
Alphafight *(Endboss Rat)*
Golan *(for the grey Aurora)*
Ingoneur & Sir-Maddoc *(for mirror-cloud-effect in water)*
Fritz's *(9 units, like the Light Tank, Dual-DragonTank etc.)*
Sleipnir *(Generals-Menu and Alpha-USA-SupplyTruck)*
a1021 *(NapalmLaser ini Code)*
Crusader & Sir-Maddoc *(for Easter Egg)*

Beta Tester
Tajno
Spechi
Nash
N1x4
Aka)(Jutsu
Nasenmann
Lugia345
TheRuler
Zymeth
Fadmax
Desperado
Mrx
Biohazard
Supervisor

THX to following Websites

http://www.sleipnirstuff.com/
http://www.cncforen.de/
http://www.thundermods.net/news.php
http://www.deezire.net
http://www.planet-generals.info
http://www.cnc-hq.de/