

TURRET WARS MP



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TURRET WARS MP

Now Turret Wars is Multiplayer which means you can play against your friends and obliterate them!

Game Objectives

Turret Wars is an exciting game of speed and accuracy. You must destroy or be destroyed. Destroy all the other turrets to become the last turret standing.

Use your skill to lob projectiles high to get those turrets in hard to reach places. Battle against tough winds and bombers that drop deadly bombs on the playing field. Try to destroy the dropships before they unleash another enemy turret and gain mega points.

You can choose to play as one of the 4 available turret teams and then battle it out in any of 9 game environments against up to 9 enemy turrets in 4 difficulty levels.



Destroying Enemy Turrets

You have an unlimited supply of projectiles, but you can only fire one projectile at a time. Your projectile must impact before you can shoot again, so be careful not to shoot needlessly or you may get destroyed before you can get another shot off.

For maximum damage hit enemy turrets with a direct impact. This will cause the most damage and will give you a higher score.

If your projectile impacts close to an enemy turret you will still cause damage, but it will only be minor damage and you will be awarded a lower score per impact.

Sometimes you will find that a fast low trajectory shot will work best but sometimes you will find you need to lob your projectiles high to get into tight enemy locations.

Finishing A Game

There are 3 ways for a game to finish. Being the last turret standing is obviously the ideal way for the game to end but a game can also finish if you get destroyed or run out of game time.

Game time left will increase each time you damage or destroy an enemy turret. Game time will also increase as you collect bonus bunkers.

You will be shown your game stats at the end of each game and you can also view your overall game stats from the high scores screen.



The Game Setup Tab

Name: The name you want to appear in game and for the highscores list.

Speech Bubble: Click on this to change your in-game taunts and messages to other players.

Turret: You can choose between 4 different turrets to play.

Environment: You can choose between 9 different landscapes to play in, or select random for a surprise.

Difficulty: 5 different difficulty levels to choose from

- **Practice Mode:** CPU turrets won't shoot at you. Once a turret is killed, dropships come in and drop more turrets for you to kill. There is no end to the game, just here for you to get the hang of the game.

- **Beginner:** There is no wind, and you can be hit 17 times directly before you die.

- **Advanced:** There is a little wind and you can be hit 9 times directly before you die.

- **Expert:** There is strong wind, you can be hit 6 times directly before you die and bunkers do not show up on the map.

- **Bring it On!:** The ultimate challenge! Strong wind and dropships that replace destroyed turrets. You can be hit 4 times directly before you die and bunkers do not show up on the map.



Enemies:

Here you can set how many human players and how many computer controlled turrets you want to play against. The **Fill Empty Human Slots With CPUS** option fills any human slots that aren't taken with computer controlled turrets.

NOTE: you will need at least one human opponent for the game to be multiplayer and available over the internet or LAN.

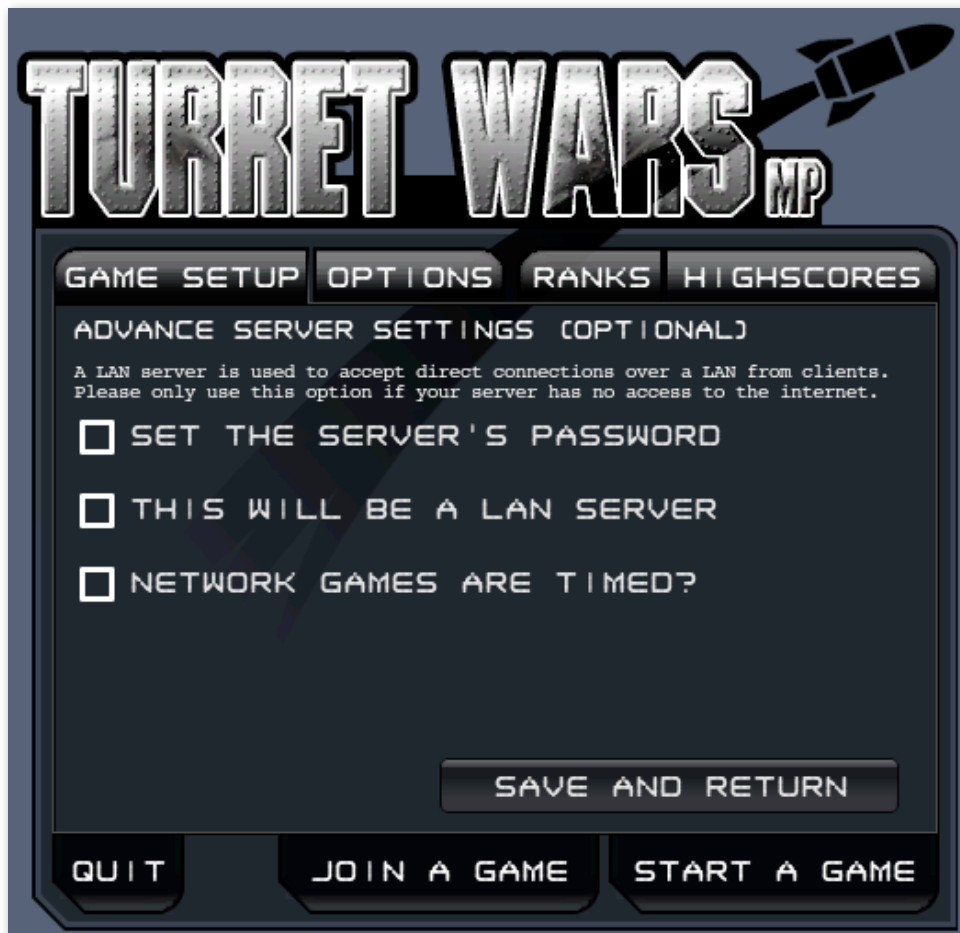


Advance Server Settings (optional):

This section contains advance server settings that are optional. However, if you want to run your game over a LAN then you will need to tell the server to initialize in LAN mode.

Set the Server's Password: Having this option ON allows you to set a password for the server. This will lock the server and anyone wanting to join will need to know that password.

This will be a LAN server: Having this option ON is for games played over a LAN (local area network).





Join a Game:

Join an Internet Game: A list of available games should appear here for you to choose from. Hit the refresh button to see new games available.

The first number next to a game is how many people have joined. The second number is how many humans can join. Then comes the name of the host, and the environment they are playing.

eg. 1/2 Sectors3's game, lvl: Lava Crater (*means 1 person has joined of 2 humans allowed. Sector3 is hosting the game and they are playing the lava crater level.*)

NOTE: if the server is locked then you will be presented with a dialog asking you for the password before you can join.

Switch to local/LAN game: This option is for joining a game over a local network. You must enter the server or host's IP address which they will have to give you once they've started a server.

Start a Game:

If you Start a Game with no human opponents selected the game will start in Solo mode. If you have any human opponents selected then when you click Start a Game you will be presented with a dialog that will display players as they connect.

If you are playing a LAN game, your computer's IP Address will appear here so you can give it to others on the local network who wish to join your game.

You will see other players names appear as they join your game. Once you select Start Game, no other players can join.

If you select Start Game before anyone connects to you the game will start in solo mode.



The Options Tab

In Game

Mouse Control Of Turret: This option lets you use your mouse to control the turret instead of using the default keyboard.

Pause After Projectile Hit: This makes the camera pause at the spot where the projectile hit. The pause is around 1/2 second.

Play Sound FX: This option turns on all sounds except music.

Play Background Music: This option turns on music.

Performance

CAP CPU % Utilization: This will cap the FPS to 100fps, reducing the load on your computer.

Use Beautiful Water FX: This option makes the water prettier. It gives the water reflections and waves. Turning this option ON may cause the game to run slower.

Display Smoke and Fire: This option displays fire and smoke when a turret is hit and destroyed. Turning this option ON may cause the game to run slower.

Motion Blur: This option adds a nice blur to anything that moves. Turning this option ON may cause the game to run slower.

Glow/Bloom: This option adds a glow effect to bright objects. Turning this option ON may cause the game to run slower.

Shadows: You have 3 options. None means that there are no shadows. Hard gives shadows a hard/clearly defined edge. Soft gives a soft edge to shadows. **Note: Setting this option to hard or soft may cause the game to run slower.**



The Highscores Tab

All Turrets: Toggle between the various Turret Types or show them all.

All Environments: Toggle between the various Environments or show them all.

All Difficulties: Toggle between the various Difficulties or show them all.

Show My Scores/Show All Scores: Toggles between your scores and everyone's scores.

Show Game Stats: This shows you the statistics from the last game that you played.

is the player's rankings.

Name is the player's name.

T is the turret that was played.

FC is many CPU turrets were fought.

FH is how many HUMAN turrets were fought.

K is how many CPU & HUMAN turrets were killed.

L is if the player was the last turret standing.

Diff is the difficulty that was played.

Level is the environment that was played.

Time is how long the player survived.

Score is player's actual scores.

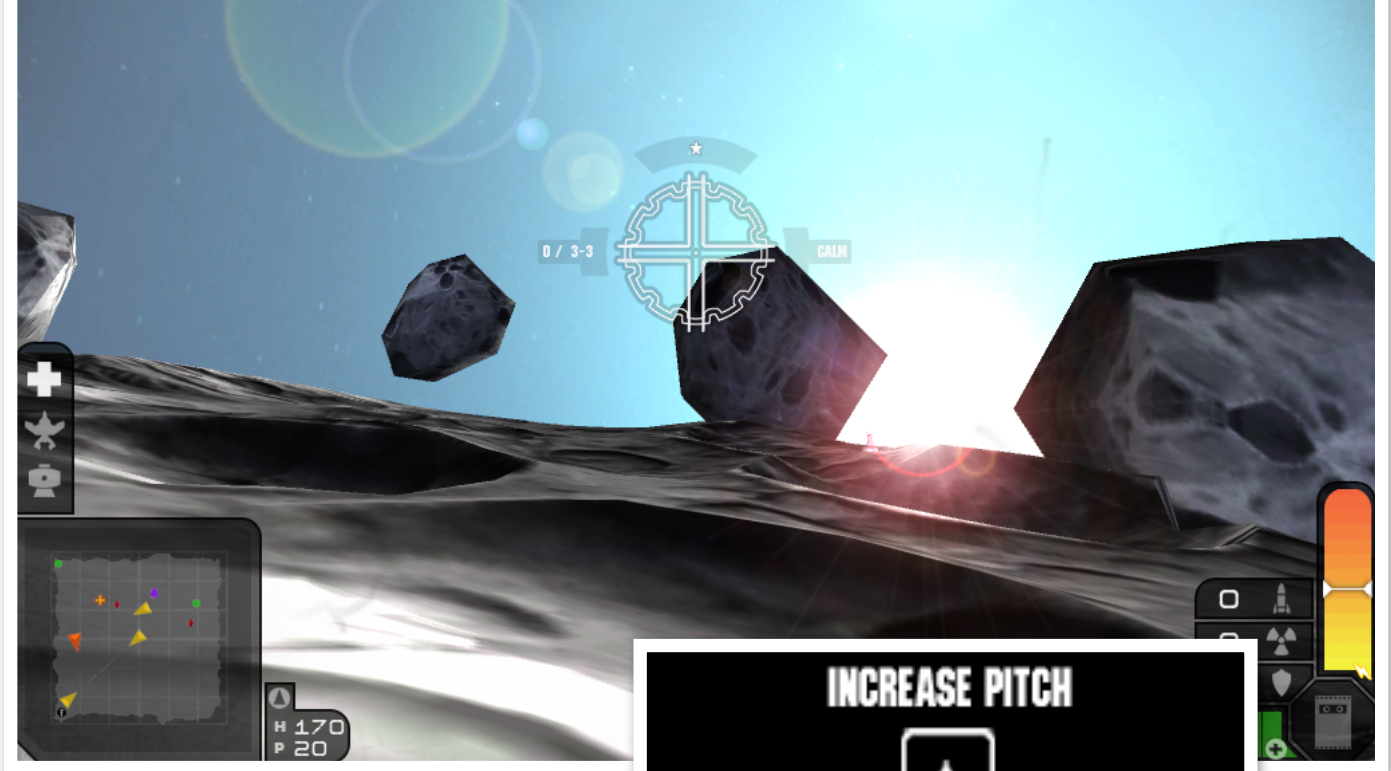


The Ranks Tab

The Ranks tab will show you all of your overall statistics and rankings for all of the various details we track when you play Turret Wars MP.

You can use the Ranks to see where you are doing well and where you need to improve your game.

You can also see how you compare in the various sections against everyone else that is playing Turret Wars MP.



Game Controls:

Up Arrow Key: Points Turret Down.

Down Arrow Key: Points Turret Up.

Left Arrow Key: Points Turret Left.

Right Arrow Key: Points Turret Right.

Spacebar: Shoots projectile.

1 Key: Decreases Projectile Velocity.

2 Key: Increases Projectile Velocity.

Shift Key: Holding this key down while adjusting velocity or direction adjusts in smaller increments.

Z Key: Holding this key down while adjusting velocity or direction adjusts in greater increments.

P Key: Pauses the game (Only in Solo Mode)

I Key: Displays name and health information above turrets.

3,4,5,6,7 Keys: Brings up pre-set messages or taunts to other players.

M Key: Activates Megablast (Can only use this once you have collected a megablast bunker)

L Key: Activates Missiles (Can only use this once you have collected a missile bunker) Hit L again to return to normal projectiles.

S Key: Activate Shields (Can only use once you have collected a shields bunker)

Turret Dependent Controls:

D Key: Destroys projectile mid flight (**Spacemen only**)

[Key: Nudges projectile left while in flight (**Federation only**)

] Key: Nudges projectile right while in flight (**Federation only**)

Bunkers:



Health Bunker: Restores your armour to 100%



Megahealth Bunker: Slowly increases your armour over time.



Megablast Bunker: When activated shoots a NON heat-seeking missile that instantly destroys target.



Shields Bunker: When activated temporarily places a shield over your turret. You cannot shoot when the shield is activated.



Radar Bunker: Appears randomly sometime during the game. Hit to score extra points.



Missiles Bunker: Gives you maximum of 5 missiles to use to home in on targets. The missile will home on the closest target to you. So use them wisely....

Differences Between Turrets:

Imperials: Higher armour level and projectiles do slightly more damage.

Techroids: Faster projectiles slightly higher armour.

Spacemen: Slightly lower armour, missiles can be destroyed mid flight.

Federation: Can nudge projectiles direction in mid flight.



SPACEMEN
PROJECTILE SELF
DESTRUCT MID FLIGHT



FEDERATION
NUDGE PROJECTILE
DIRECTION MID FLIGHT



IMPERIALS
INCREASED ARMOR &
PROJECTILE DAMAGE



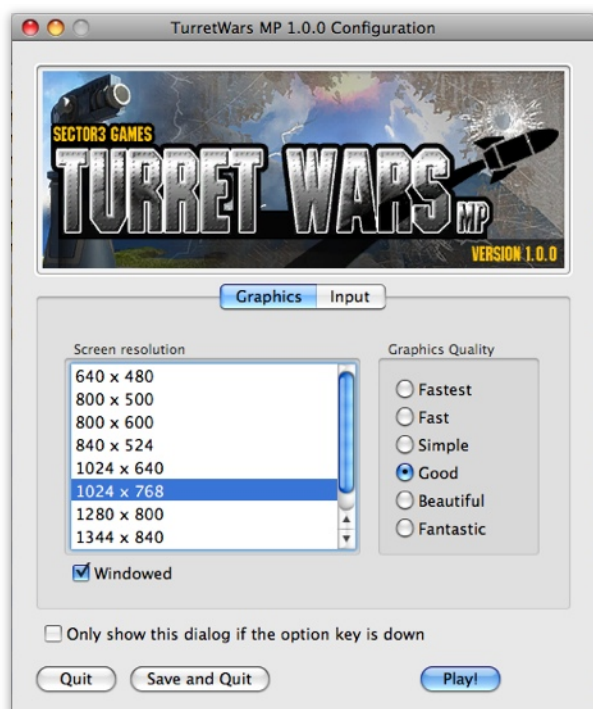
TECHROIDS
INCREASED ARMOR &
DAMAGE RADIUS



Your Score Once the Game is Over:

On the left hand side you will see your final score. Click the Save My Score Button to add your scores to the highscore list.

On the right hand side you will see your game statistics. Including bonus points gained from shooting bombers, dropships and being the last turret standing.



Enhance Game Play:

If you find that your game is running a little slow there are a number of things you can do to help.

In the options tab: Turn OFF options that slow gameplay down such as; Use Beautiful Water FX, Display Smoke and Fire, Motion Blur, Glow/Bloom and turn shadows off.

If you find that the game is still running slow: When you initially launch TurretWars, make sure Windowed in UNCHECKED.

You can also try changing the Screen resolution to a lower setting, and change the Graphics Quality to a lower setting.

HIT FEEDBACK & INSTANT MESSAGES

SECONDS LEFT IN GAME

IMAC: YOU'RE DEAD!

0

224

CURRENT SCORE

1ST PERSON TURRET VIEW

PROJECTILE FLIGHT VIEW

HEALTH BONUS AVAILABLE
BOMBER FLYING OVERHEAD
RADAR BONUS AVAILABLE

MAP OF BATTLEFIELD

PROJECTILE VELOCITY

MISSILES AVAILABLE
MEGABLASTS AVAILABLE
SHIELDS AVAILABLE

TURRET HEALTH

CREATED BY



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