D3nnisK's

FORTS

2.0

[MANUAL]

]| INTRODUCTION |[

Thank you for downloading D3NNISK'S FORTS. I hope you will have as much fun with this Mutator as I had during the development process.
I recommend you to read through this manual before you start the first match in order to familiarize with this modification. D3NNISK'S FORTS enables you to turn any Onslaught–map into a classic Real-Time-Strategy battlefield. While the basic game rules of Onslaught stay untouched, other things get changed completely:

- All Energy Turrets will be removed since it is now up to you to set up an effective line of defence.
- In order to provide enough space for your first structures, no vehicles will spawn near your Power Core .
- Mineral fields and –fountains will be spread over the map.
  Number, expansion and richness of those deposits can be adjusted in the mutator-configurations-menu.
- Similar to classic Real-Time-Strategy games, you must establish a base of operations, gather resources, research new technologies and upgrades as well as take care of your base's energy supply and defences.
- Every player is allowed to place structures. To what extend friendly structures can be sold by players, the host can adjust in the mutator-configurations-menu.
- Alternatively, Bots will deploy structures as well.

All this and more guarantees new, extraordinary strategies for your team.
Have fun!

]| CONTENT |[

Game Tutorial

Game Information

]| GAME TUTORIAL |[

1. How to place Structures:

Right at the beginning of a new round, every player starts with a new useful device: the "Construction Tool".
Use it to place structures at appropriate locations and to repair or sell damaged friendly structures. You can change to the "Construction Tool" by pressing "3".
At first choose the "Construction Tool" as your active weapon.
Your HUD will be completed with some new displays immediately:

1: Energy Surplus Display   **4:** Lightning Storm / ION Cannon
2: Credit Balance   **5:** Construction-Info
3: Upgrades (not yet researched ones appear black)

A hologram of the currently chosen structure will be projected to where you are currently looking at and an insertion on your HUD gives you further information about that structure's designation and its costs. If the hologram appears red, the selected structure cannot be placed at that location; search for smooth, open areas until the hologram's colour changes from red to green.
Now, press the "Primary Fire"-button to place the building right at that location.
Press the "Alternate Fire"-button to scroll through a list of all structures available at the moment.

If the Construction-Info appears grey, you have not enough money to purchase the structure you have chosen.

2. Repair and Demolition of damaged Structures:

Select a structure by pressing "Primary Fire" while aiming at it.
Once you have selected a structure, you will be able to repair or sell it.

Left-klick on the wrench-symbol to restore the structure's hit points to full charge.
The required amount of money increases with the damage the structure has taken.

Left-klick on the trashcan-symbol to tear down that structure immediately.
A part of the purchase-costs will be transferred to your team's account. This amount of money depends on the structure's condition too. The more damage the structure has taken, the less money you will get back.

De-select a structure by pressing "Alternate Fire".

3. Gathering Resources:

To earn money for base extension and the maintenance of hard-hitting units, you must mine mineral crystals which can be found in fields of different size. Those minerals have to be collected by a harvester that takes them to a nearby Harvester-Base where the minerals get converted into money. Due to the fact that those crystals contain highly volatile substances they tend to explode when under fire. For that reason you should avoid a too extensive stay in such a mineral-field.

Fire into a field of mineral crystals when a hostile unit tries to pass through it in order to cause a devastating chain reaction!
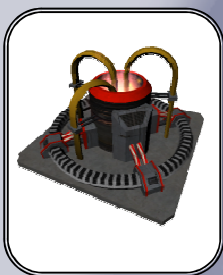
Search for the rare mineral-fountains! They can be a nearly inexhaustible source of money but on the other hand they do not regenerate once they are depleted.

You can adjust the way how resources are spread over the map in the mutator-configurations-menu.

]| STRUCTURES |[

REACTOR

Generates 100 units of energy and is therefore essential for your base's electricity supply. The energy-output depends on the Reactor's constitution. If a Reactor takes significant damage, its output may decrease dramatically. Due to their susceptibility and their relatively weak armour plating, Reactors are popular targets for enemy troops. If more energy is required than can be produced by your Reactors, most of your defensive systems will fall out and you won't longer be able to order any equipment or to research any upgrades. Your Harvester-Bases will keep on working but without enough energy they are unable to replace lost harvesters.

Reactors can be improved in the Computing Center. Remember that heavy damaged Reactors cannot be restored to full functionality.

HARVESTER-BASE

This is where your harvester's valuable load gets converted into money. As long as this structure is provided with electricity, lost harvesters will be replaced automatically and free of charge. Full harvesters will return to the closest Harvester-Base to deliver their freight.

SHELTER

This is the first defensive structure you are able to build.
Due to its strong armour plating it provides high protection
to every warrior who hides inside and still allows them to defend
themselves with their hand-held weapons.
Because shelters are passive structures they require no energy
at all.

COMPUTING CENTER

This installation contains the mainframe which allows you to
access the global data-network in order to search for the
latest technologies and upgrades. The Computing Center
is required to build more advanced structures such as
Defence Towers, Helipads or the powerful Weather
Control and therefore, the Computing Center is the "heart" of
your base. Protect it at all costs! Remember that only one
Computing Center can be placed at a time!

Enter the Computing Center and choose the first-person view
to access the research-menu.

ORBITAL ION CANNON

Once placed, the Computing Center will give you access to the
orbital ION cannon. When ready, this devastating
weapon system is capable of destroying nearly everything with
one single shot.
Place the "ION CANNON TARGET" wherever you want the
orbital ION CANNON to fire at.

TURRET

This four-barrel automatic weapon system is an effective part of
your base's ground defence. Relatively cheap an well armoured,
the Turret is most effective against infantry and light armoured
ground units. Multiple Turrets can focus their firepower on even
heavily armoured vehicles to destroy them.

MISSILE TOWER

With it's high explosive heat-seeking missiles, the Missile Tower provides a serious punch against enemy aircraft and even ground units. It requires more energy and is more expensive than the Turret.

LIGHTNING TOWER

The probably best, even if most expensive base-defence available. The Lightning Tower fires extremely intense beams of pure electric energy on everything that comes close enough. The lightning bolt may flash over to everything within a certain radius around the target.
These towers can still be improved in the Computing Center!
Its only weaknesses are its long capacitor recharging times and its enormous power demand.
Be sure you have enough energy reserves available to compensate the loss of one or two Reactors.
The Lightning Tower is not effective against enemy aircraft.

HELIPAD

To use the full potential of the "Raptor" aircraft, you will need Helipads! These buildings allow you to reload the Raptor's Weapons or even to change them from air-to-ground to air-to-air weapons.
To do so, enter the Helipad and press "Secondary Fire" to change weapons and "Primary Fire" to confirm your choice.
There are three types of weapons available for the "Raptor" aircraft: - unguided air-to-ground missiles
                    - guided air-to-air missiles
                    - bombs
The Helipad is required to build the "Cicada" aircraft.

LOGISTICS-UPLINK

Only this building allows the safe and accurate dropping of reinforcements on the battlefield.
Enter the Logistics Uplink and choose the first-person view to access the reinforcement-menu. If a suitable landing field is located, the unit you ordered will be teleported in.

If no appropriate landing field can be found, the Logistics Uplink will be sold immediately and its purchase-costs will be transferred to your team's account.

WEATHER CONTROL

After researching the weather-control-technology in the Computing Center, you will be able to put the powerful Weather Control into service. Once placed, the Weather Control Enables you to generate devastation thunderstorms above every Power-Node. The Weather Control draws the tremendous amount of energy required for this directly from your base's power grid. For that reason the weapon's charging process stops if there is not enough energy available.
Once completely charged, the Weather Control can unleash the thunderstorm at any time.
To do so, simply press the "Primary Fire"-button when inside.

Only one Weather Control can be placed at a time!

]| UPGRADES |[

Your Computing Center enables you to research different technologies which can improve your unit's and building's performance dramatically. To research those technologies, you need time and money above all. In addition, you should always provide enough energy to your Computing Center because the researching process pauses if there is not enough energy available. Once available, your team will profit from those upgrades until the beginning of a new round.

REACTOR-BOOSTER

All newly constructed Reactors will be equipped with an improved cooling system allowing them to permanently hold their energy-output at 150% of standard.

SELF REPAIR

Once researched, this upgrade enables all of your structures to automatically repair themselves after taking damage.

ANTI-BALLISTIC SHIELD

This upgrade enables your Lightning Towers to identify and destroy incoming hostile projectiles. Due to the fact that this technology has not completely matured yet, it is quite ineffective against continuing fire from the enemy.

WEATHER-CONTROL-TECHNOLOGY

This technology is required for the construction of the powerful Weather-Control.

]| TOP SECET: NEW VEHICLES |[

HARVESTER MkII

Armour: heavy
Speed: medium
Weapons: none

According to high casualties of Harvester
units through mineral field explosions
and enemy raids, the light armoured
hovercraft version has been replaced
with this new heavily armoured tracked
mining vehicle.
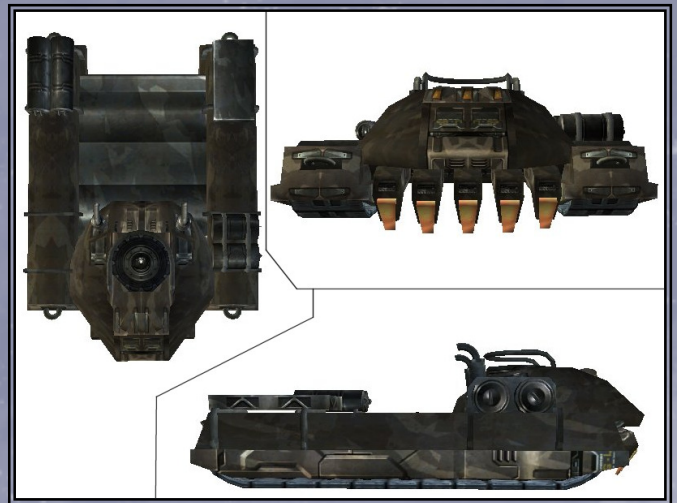
BATTLEMASTER

Armour: heavy
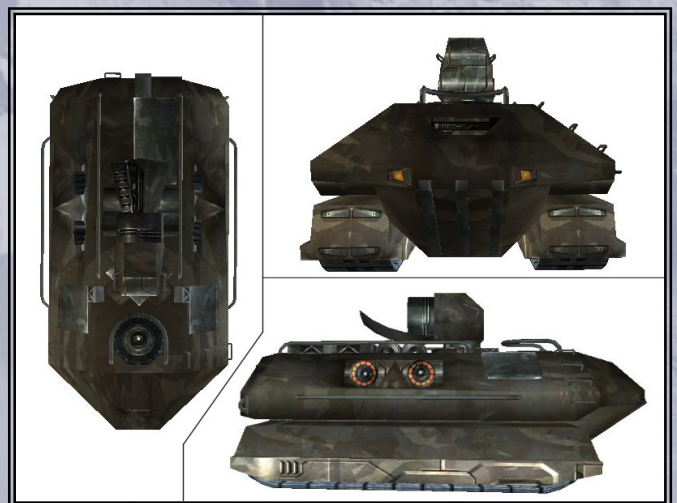Speed: slow
Weapons: 120mm dual cannon

As an answer to advanced base defence
installations such as Missile Towers
or the Lightning-technology, the old but
effective Goliath-chassis has been modified
to carry a stabilised 120mm dual cannon
turret and a nanotech self-repair kit.
The new Battlemaster tank comes
along with twice the firepower of a standard
Goliath tank and the ability to repair itself
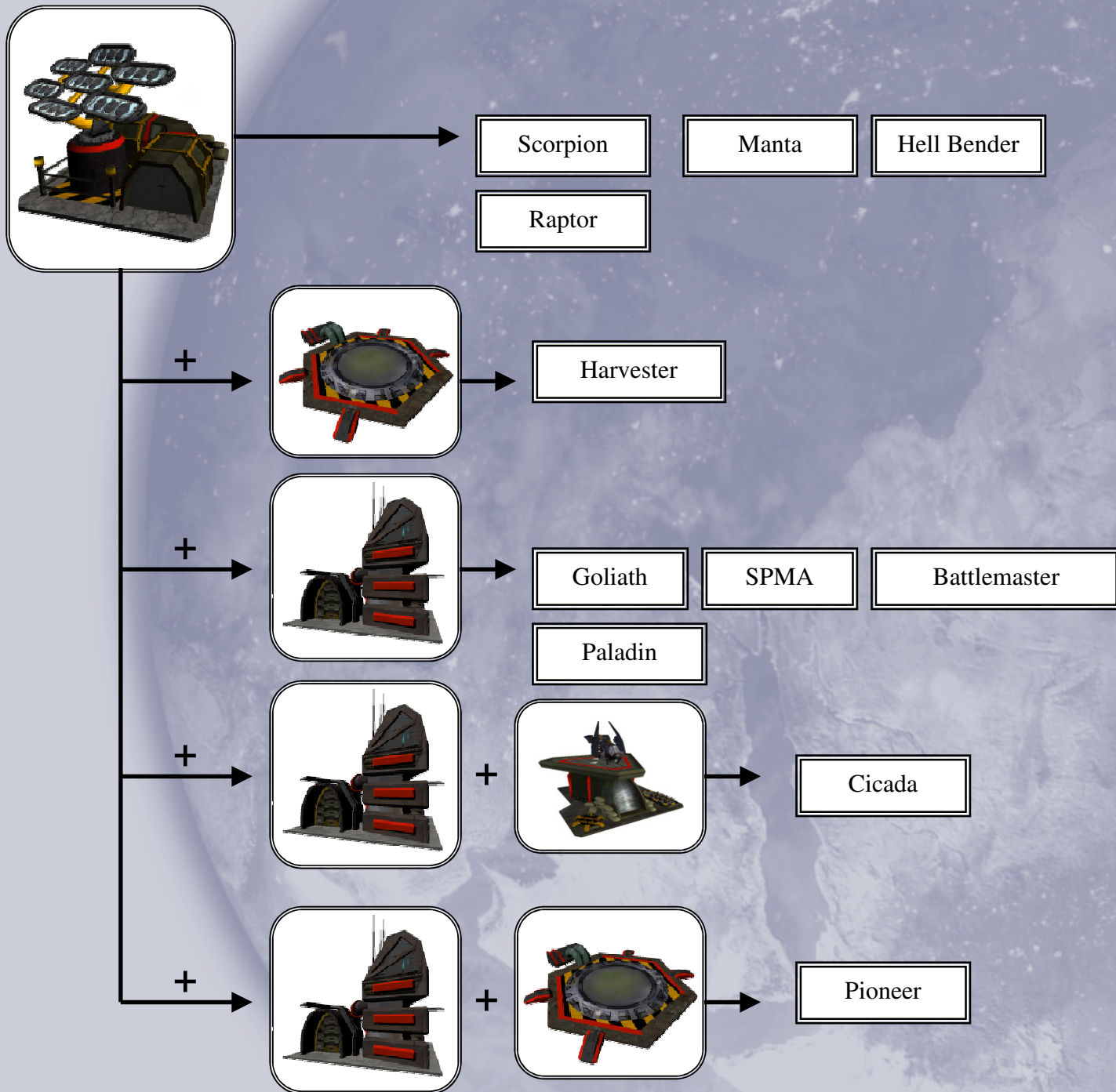to 50 percent of its nominal strength.
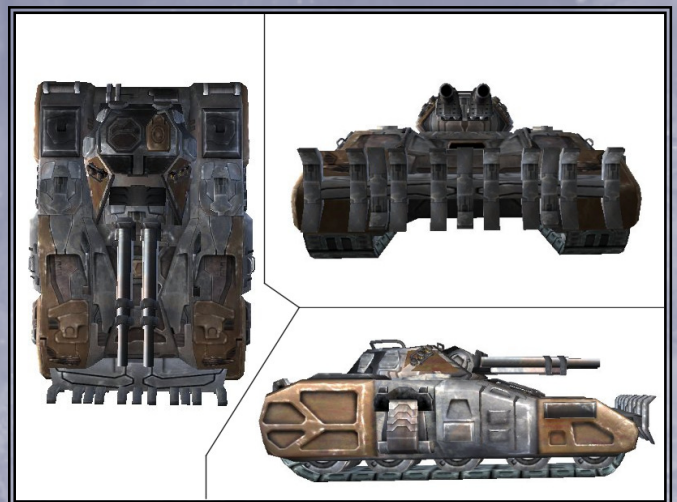
PIONEER

Armour: heavy
Speed: slow
Weapons: none

Once deployed, the Pioneer serves as a
mobile Harvester Base and with it's powerful
jamming-device it is able to prevent the
enemy from deploying any structures or
ION Cannon target markers within it's
radius of effect.
Deploy the Pioneer like the Leviathan.

]| TECH TREE |[

Scorpion	Manta	Hell Bender

Raptor

+ → | Harvester |

+ →

Goliath	SPMA	Battlemaster

Paladin

+ + → | Cicada |

+ + → | Pioneer |

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