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INTRODUCTION

From Earth, one can barely make out the star 6Hubley-21. Its glimmer is lost against that of much bigger and brighter stars. But 6Hubley-21 shines in other ways, for it is one of those rare stars that possess an Earth-type planet – Natrolis.

From orbit, Natrolis is a shining sphere of rich greens and blues. The planet is lush with vegetation and rich in water. One third of the surface is a single vast continent; the rest is comprised of oceans and small archipelagos.

Planets such as Natrolis do not remain unnoticed forever. Like all treasures, there are those who would kill to possess it. And, like all treasures, there are dragons to guard it.

On the eve of the third millennium, three forces will be drawn together to battle for the future of their species and for the future of the planet. Only one of these forces can prevail.

You must choose which side to fight for. Will you join the Expansionist Corps Mechanized Division (ECMD) and scale the ladder of promotion for glory and honor? Or will you join the deadly Dreil and lead a ruthlessly efficient race in achieving their ultimate goal? Or perhaps you will join the Sorin and evolve into a Holy Warrior revered by the people and feared by the powerful priests of the High Council.

Natrolis awaits you.



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THE DARK PLANET

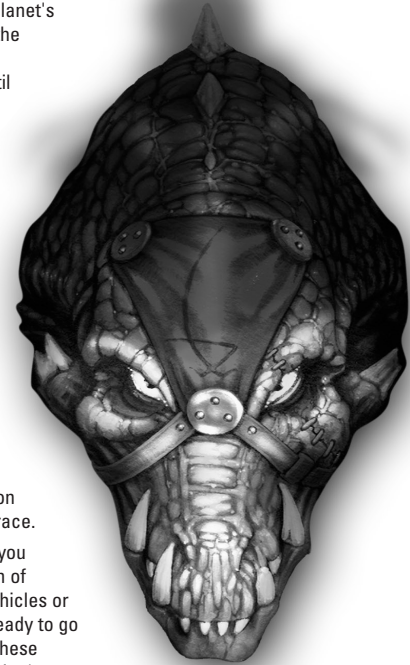
When playing Dark Planet™, you are given the chance to guide one of the existing races on the planet's surface to become the dominant force in the region. Your goal is to take a small race of people and battle the other interlopers until you achieve total victory in each campaign, weakening the opposing enemy races enough until you are able to take them all on in a final battle for supremacy.

You start the game by establishing a base camp in the center of your region. By gathering a few workers, you can lead these brave souls on to further glory, exploring the map, finding all the different types of natural resources such as wood, minerals, and stone. At the same time you will discover the secrets of the land and the other races living there. To succeed in your quest for greatness, you must help your people master the collection of resources to expand and support your race.

By building new and fantastic structures, you can achieve much success in a short span of time. You can quickly build up a fleet of vehicles or a fierce set of well-trained military units ready to go on the attack at a moment's notice. From these buildings you can also enrich your population's knowledge base by researching new technologies and techniques, such as advanced weaponry for your military.

Once you start to harness these new techniques, as well as gathering as many resources as possible, you can start to channel this improved power and knowledge back into your central structure, one step closer to realizing its full potential. With each level you raise your primary building (Hub, Hive, or Temple), your race's skills increase accordingly, gaining the ability to construct wondrous new buildings, better vehicles and more advanced military units.

The overall winner of the game is the leader who takes their race through the campaigns across the land and succeeds in suppressing the challenges of the other races.



INSTALLING DARK PLANET

To install Dark Planet, you must be using Microsoft Windows® 95/98/Me/2000/XP. Full install requires 550 MB of Hard Disk Space.

To install Dark Planet on your computer:

1. Start up your computer using Windows 95/98/Me/2000/XP.
2. Put the Dark Planet game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the Setup program should automatically appear; click 'Install Dark Planet'. You should now follow the instructions that appear on the screen to install all the components needed to play the game.

Or

If AutoPlay is disabled, double-click the My Computer icon on your desktop, double-click the icon for your CD-ROM drive, and then double-click the Setup.exe icon for Dark Planet. When the Setup Screen appears, click 'Install Dark Planet'. You should now follow the instructions that appear on the screen to install all the components needed to play the game.

If you have trouble installing Dark Planet, refer to the troubleshooting guide at the end of this manual, or the readme file located in the root directory of the Dark Planet CD disc.



INSTALLING DirectX

Dark Planet also requires the latest version of DirectX (8.0) to be installed on your computer; this is supplied on the game CD. At the end of game installation a prompt will appear asking if you wish to 'Install DirectX'.

Select 'yes' and follow the instructions that appear on screen to install DirectX 8.0.

UNINSTALLING DARK PLANET

To uninstall Dark Planet from your computer:

1. Start up your computer using Windows 95/98/Me/2000/XP.
2. Put the Dark Planet game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the Setup program should automatically appear; click 'Remove Dark Planet'. You should now follow the instructions that appear on the screen to remove Dark Planet from your computer.

Or

1. Start up your computer using Windows 95/98/Me/2000/XP.
2. Click on the Start Button on the taskbar, go to Settings and click Control Panel. Double-click Add/Remove Programs, select Dark Planet, and then click Add/Remove.
3. Follow the instructions that appear on screen to remove Dark Planet from your computer.

STARTING DARK PLANET

You must have a Dark Planet disc inserted in your CD-ROM drive to play.

Click the Start Button on the Windows Menu bar, then click Programs.

Select Dark Planet or use the desktop icon.

A resolution requester will appear. Select your desired resolution and color depth.

There is a fast mouse option, which provides a more responsive gaming experience but is not compatible with all systems.

You can skip the logo screens and introductory movie by pressing the Left Mouse Button or the Spacebar.

If you have trouble starting Dark Planet, refer to the troubleshooting guide at the end of this manual, or the readme file accessible from the Setup program or the Start Menu.

LEARNING TO PLAY

The best way to learn the basics of Dark Planet is to play one of the Tutorial Campaigns. This is a series of levels that teach you how to build, collect resources, expand your population and combat the enemy. The Tutorial Levels can be played in any order and each one teaches you valuable skills needed to be successful in the Campaigns.

1. To play the Tutorial Levels, select Campaign from the Dark Planet Menu.
2. Choose the Team that you wish to play by clicking on one of the team symbols and click Continue.
3. Type in a player name and click Continue.
4. The Tutorial Levels will now be displayed on the left-hand side of the Map Screen. Select the first one and continue; the background to the level will now be displayed.
5. If you wish to play this level, click Continue, if not, click Back and select a different level.
6. The objectives needed to complete the level will display before loading.

To see the current objective while playing the game click the Objective icon on the Main Panel or press the F2 Button.

Choosing a Race

In Dark Planet you have the chance to guide one of three races into being the dominant civilization. Each race has its own strengths and weaknesses and each can research different technologies. To see the research and upgrade abilities of each race, refer to the Technology Tree.

The race you choose to play must eventually become the dominant force on Natrolis. The Dreil need to cocoon the other races to survive, the Colonists have superior technology, whereas the Sorin have a much better equilibrium with their surroundings. Choose the race you feel has the best all around ability and then strive for control of the planet.

Winning a Game

In both the Tutorial and Campaign Levels of all races, victory is achieved by completing the mission objectives set out for that level. These can vary from a secret mission to rescue some member of your race, destroy a hidden enemy base, or a good old straight fight to the finish. Most of the missions are based around both protecting and expanding the power of your growing civilization, which is the key to victory on all levels.

You can also achieve victory on some levels by destroying the main base, or civilization center, of the opposing forces. These are usually well guarded and take a lot of effort to wipe from the map.



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Playing a Campaign

A campaign is a set of related levels that tell the story of your battle for superiority. You must play the missions in a Campaign in sequence, completing the objectives set out as necessary for victory.

To play a campaign:

1. On the Dark Planet Menu, select Single Player.
2. If you are a new player, choose the Team that you wish to campaign as by clicking on one of the team symbols and click Start.
3. Type in a player name and click Start.
4. The available levels will now be displayed on the Level Select Screen; choose the one you wish to play and click Start.
5. The objectives needed to complete this level will be displayed again after loading.

While you are playing the game, to see the current objective to be completed click on the Objective icon on the Main Panel or press the F2 Button. Once you have completed a level in the campaign, the next one will be become available.

Playing a Saved Game

To play a saved game:

1. From the main Dark Planet Menu, click Load.
2. Select the name of the player you have previously campaigned as.
3. Click on the save game that you wish to continue.
4. Click Start to continue; the game will now load at the last point saved.

Or:

1. If you are playing the game, bring up the Options Panel using the Options icon on the Main Panel.
2. Select the Load tab.
3. Choose the saved game you wish to load.

NOTE: If you do not save your current game, you will lose it on loading a previously saved game.

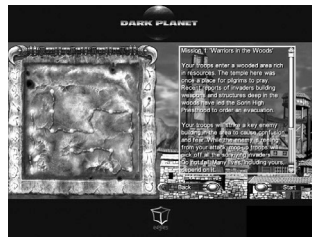
Multiplayer Games

In the multiplayer game, you can play against up to 8 human players connected across a network (LAN) or Internet connection (via the Ubi.com network).

Note: If you do not have a network or Internet connection available, the multiplayer games can still be played as a single player against computer opponents. Select the Custom Button from the Main Dark Planet Screen and set-up a game using the same method as for a normal multiplayer game listed below.

MULTIPLAYER GAME TYPES

There are four different styles of network play available in Dark Planet. Each one is very different, with its own set of maps and challenges.



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Skirmish

The Skirmish game is essentially a fight to the finish with the last team standing the winner.

Capture the Flag

In the Capture the Flag game each player has to grab their opponent's flags and get them back to their marker to score. Some maps have the team flags directly at the opposing bases, and some are placed around the map. Use the mini-map to quickly find flags that can be collected.

Domination

To win the Domination game a player must hold a set of marker points for the longest time. By getting one of your units close to a marker, you will see it change to your team color and your score will start to rise. These points are placed at strategic points around the map, and can quickly be found using the mini-map.

Campaign

The Campaign Levels in the multiplayer game are structured so that the more human players that are participating, the bigger the game will become. To win, each player must join and complete a number of set objectives to overcome a common enemy, whose purpose becomes clear as the Campaign unravels.

CREATING OR JOINING A MULTIPLAYER GAME

Players can create a game that others can connect to. The player with the fastest computer should be the host for the game.

To create or join a multiplayer game:

1. If you are creating a game to run across the Internet, establish your connection before starting the game.
2. Select the 'Multiplayer' option from the Main Menu.
3. Type in your player name.
4. Select the connection type for the game.
The connection types available depend on the hardware, software and services you are using. If you are connecting through a LAN network and are unsure of the protocol to use, check with your Network Administrator. The connection choices are:

IPX Connection for Directplay – Connect across a network that uses the IPX protocol.

TCP/IP Connection for Directplay – Connect across the Internet or a network that uses TCP/IP.

5. To join a game, click on the Search Button, and then select a game and click on the Join Button. All players attempting to connect must be using the same version of the game.

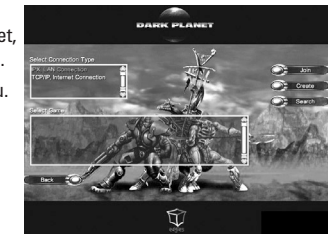
Or

To create a game, click on the Create Button. As the host, you are responsible for selecting the game settings, which are displayed in the box on the right hand side of the screen. Use the Chat Box to discuss the best game settings with the other players.

6. If you are joining the game, select your team number, race, and color.

Or

If you are the host of the game, you can change any of the other game settings.



7. When you are ready to start the game, click on the Ready Button. All players must click on the Ready Button before the host can begin the game. The names of the players that are ready are highlighted in green. If you change your mind before the game starts, toggle the Ready Button. Only when all of the players are ready, can the game start.

If you are the host, click on the Ready Button to begin the game.

MULTIPLAYER GAME SPEED

Multiplayer games can only run as fast as the player with the slowest connection. If the game seems jerky and unresponsive while you are playing a network game, one or more of your players has latency or frame rate problems.

The slowest players can drop out of the game, and could try either changing their graphic settings to a lower level, or closing any applications that may be consuming bandwidth before starting the game. If you lose your connection during a game, you cannot rejoin.

CHATTING TO OTHER PLAYERS

To chat to other players during a game, press the 't' key, then type your message followed by Enter. This will broadcast your message to all human players in the game. If you are playing a team game use the 'c' key to chat only with your teammates.

Multiplayer Game Settings

PLAYER SETTINGS: LOBBY SCREEN

Name:

Shows the player name. If you are the host of the game, you can **Close** some of the open slots to limit the game to fewer players. Closing a position occupied by a player ejects them from the game. Selecting **Computer** in the player list allows a computer-controlled enemy to compete in the game.

Number of Players:

Dark Planet will allow up to 8 players to compete together. These can be made up of any combination of race and human vs. computer-controlled teams. The number of players allowed on any particular map is displayed on the Map Selection Screen when the multiplayer game is being created.

Race:

Shows the player's choice of race in the game. Each of the three races has different skills and abilities that the other races do not. For more information on each of the races, see the relevant Tech Tree Reference Card. More than one player can choose to play as the same race.

Team Color:

Shows the color of the team that will be competing. Each player must choose a different color from other opponents.

Team Number:

Shows the teams that wish to play as allies. You can select a team by clicking on the Team Number Button. Players that select the same team do not compete against each other.



Game Settings : Lobby Screen [Host only]

Difficulty

This setting controls how difficult the AI is for the computer-controlled teams. There are three settings: Easy, Medium, and Hard. The default setting is Medium.

Starting Resources

This setting alters the amount of resources available to mine at the start of the level. This can be a bare desert-type setting or a lush plain full of resources to battle over.

Unit Population

This setting chooses the limit to the population of each network player from 10 to 300.

Technology Tree Start Point

The player can choose how advanced the technology should be when the game starts. It affects both the resource start value and the technology tree level.

Time Limit

Can be used to set a limit to the time of play, with the highest scoring player being the victor.

Cloak of Darkness State

This setting alters the map visibility to the starting players, and can be Normal (Cloaked change depending on the race you choose), Explore (partially cloaked), Cloaked (fully cloaked) or Visible (uncloaked), making all players visible to each other at all times.

Score to Win (Domination and Capture the Flag games only)

Sets the amount of points that needs to be reached in order to win the game.

PLAYING THE GAME - CONTROLLING YOUR RACE

Exploring

Exploring the map is vital at the start of the game. This will allow you to uncover resources and it will also show you what the nearby geography looks like. This will allow you to plan your attack if you come across the enemy and show you where it would be good to set up defenses, as well as show you where any hidden resources are. More advanced collection techniques should be researched later on to allow you to speed up and continue your resource collection when local resources start to get short.

Mist of Discovery

When you explore the map with one of your units, a person, a military unit, or vehicle, the map will be revealed to you from dark to color. When looking at the map on the screen, dark areas show parts of the map that have not been explored yet and need to have one of your units sent over to that area to reveal it. The lit areas around your houses and units reflect how far that unit can see, or in the case of a house or building, it reflects how far you can see the map from that house or building. When you command your units to move somewhere, the lit area will move with the unit. This reflects its current sight. Different units have different sight capability allowing them to 'see' further around them.

When a unit has revealed the map, the terrain stays visible on your map, but it will not be as bright as it was when you had a unit nearby. This means that you know the terrain but you cannot currently 'see' this area of the map as your enemy moves around on it. So if any enemy team moves its own units there, you will not see this on your map until you move back into sight distance where your map will be updated to reflect the change.

Basic Unit Selection

Controlling your tribal members is the whole crux of the game. Master the selection process, as it can be difficult when there are lots of things happening on the screen at one time or the display is zoomed out quite far.

To select a single unit or vehicle:

1. Move the cursor over the unit or vehicle and click with the Left Mouse Button.
2. Selected units will display their energy bar above their heads as well as appearing as a 'thumbnail' graphic above the Main Panel.

To select a number of units on the screen:

1. Click on the screen and while holding down the Left Mouse Button and drag the cursor over the rectangular area of the screen where the units are. This area will be highlighted with a colored area attached to the cursor.
2. Letting go of the action button will highlight any units that were within the selected rectangle. This will be reflected by all of the units showing their energy bars above their heads, as well as appearing as 'thumbnails' above the Main Panel.

Selecting an area of the map that is larger than the screen is possible, as the drag box area grows to cover the area of selection underneath it.

Engaging the Enemy

On land, both your Military and Worker units are capable of engaging the enemy in combat. When set to the correct attack mode, Military units will automatically attack enemy units that come within a close proximity to them, unless you order them to attack a different target first.

To order a Military unit or Worker to attack.

1. Click on the Military unit or Worker (or group) that you wish to attack with.
2. Right-click on the selected enemy unit or building. Your units will then attack the target until it is either destroyed or they are defeated.

To defend an area or building.

1. Click on the Military unit or Worker (or group) that you wish to attack with.
2. Right-click on the area or building that you wish to defend. Your units will then defend that area until defeated or commanded elsewhere.

Grouping Units

Grouping lets you give a single command to more than one unit at the same time. You can group any number of units together with the group command on the panel or by using the shortcut keys.

You can create up to six groups of units for you to command.

To create a group:

1. Select a group of units on the screen. Their thumbnails will appear above the Main Panel.
2. Click the Group Button on the Main Panel, then choose a group number.

To select a group:

1. Double-click on any unit in the group. This will select every member of the group ready for receiving a command.

Or

Press the number key that is associated to that group. For example, to select group 5, press the 5 key.

2. The screen will move to the central point of the group. You can hold down the group's number to follow the group around the map as they perform their commands.

Moving Units

Moving units across the land.

1. Once you have selected the units you want to move across the land (you can see the selected unit or group's thumbnails appear above the panel) click with the Right Mouse Button on the map location where you wish the selected unit(s) to move to.
2. A confirmation animation will happen on the point of the screen where you clicked and the units will be on their way.
3. If, for some reason, the destination that you have given to the unit is not reachable, the unit will travel to the nearest location possible and wait in a neutral stance for a new command. The unit is now idle, and can be found with the 'm' key (default) if lost.

The speed at which the units reach their destination depends on the speed of the unit and the game speed (refer to the section 'Changing the game settings'). The speed of the unit can in some cases be increased due to research that you can develop. This increases unit speed by varying amounts.

Transporting Units

Sometimes you have to move a group of units through a dangerous or heavily protected area. The best way to move exposed units across these areas would be to create a Transport Vehicle, which can load up and protect your units. Each Transport Vehicle can only hold a certain number of units on each journey.

To load a Transport Vehicle:

1. Build a Transport Vehicle at their relevant building (see Tech Tree Reference Card for more info).
2. Select the group of units on the screen and right click on the Transport Vehicle. The units will now board the vehicle.
3. With the vehicle still selected, look at the bottom of the main panel to see how many units you are carrying and still have space for.

To unload a Transport Vehicle:

1. Select the Transport Vehicle containing units.
2. Click on the land where you wish to unload. Your units will now automatically disembark.

Thumbnails and the Unit Queue

When you select a unit or a group of units on the screen, a small picture or 'thumbnail' appears on top of the Main Panel. This bar along the top of the Control Panel is also used as a Unit Queue. When a building is selected, multiple tasks can be queued up to be performed in a particular order at that building. For example, you may wish to research a new weapon before creating an army of these newly armed warriors, and this can simply be done by multiple clicks of the Research and Create Unit Buttons. To cancel any item in the queue, simply click on the thumbnail and it will be removed.

Terrain Specifics

The differing geographical locations such as the icy lands and arid landscapes inhabited by all of the different races share key terrain features.

Water - Only passable by flying units or vehicles.

Shoreline - Passable by flying or land-based units.

Lowland - Passable by all air or land-based units and ideal for construction. Usually populated with vegetation and patches of stone.

Highland - Partly passable by most air and land-based units, construction here is very difficult. Attacking Archer units can sometimes create more damage from these higher areas.

It is not possible for all units to walk over very steep hills and dips in the terrain; they will stop when the elevation gets too high for them to climb. If the unit is given a destination on the other side of a steep hill or dip, the unit will walk around the obstacle to get to the destination.

When firing weapons, the impact on the target's energy rating will be greater in relation to the height of the starting height of the weapon. The radius of some weapons can also be increased on impact.

IN-GAME SETTINGS AND CONTROLS – QUICK REFERENCE

To change the music volume:

1. Click on the Options Panel icon at the bottom right-hand side of the game screen.
2. Move the music volume selector and adjust the setting as required.

To change the sound effects volume:

1. Click on the Options Panel icon at the bottom right-hand side of the game screen.
2. Move the sound effects volume selector and adjust the setting as required.

To change the game speed:

Click on the Options Panel icon at the bottom right-hand side of the game screen.

Move the game speed selector and adjust the game speed as required.

OR

1. Press the '.' key to speed up the game speed.
 2. Press the ',' key to slow down the game speed.
 3. Press the '/' key to reset the game speed back to default.
- Remember that the opposing races also speed up their actions when the speed is altered.

To Change the Game Resolution:

1. Select the resolution required after running the Dark Planet shortcut or from the Main Options Panel.

Moving around the Map:

Cursor keys scroll in four directions.

Delete and Page Down rotate the camera left and right. Holding down the Right Mouse Button and moving the mouse also rotates the camera.

Insert and Page Up pan the camera up and down.

Home and End zoom the camera in and out. If you have a Mouse with a scroll wheel, you can also use it to zoom.

In Game Help

To display current objective:

Click the Objective icon on the main panel or press the F2 key.

To display a help box:

Simply leave the cursor over an item you wish to know more about, either on the game battlefield or the panel. After a time a small box will appear next to the object with a brief description.

Saving and exiting

To save a game:

Bring up the Options Panel using the Cube icon on the Main Panel.

Click on the Save tab and select a slot to save your game into.

This saves your game at the current location, ready for use the next time you log in.

Control Keys

The control keys or 'hotkeys' are keys that allow the player to shortcut actions that would normally be performed using the Main Control Panel. These keys cover things such as camera movement, speed and other useful game actions. Some keys are customizable by the player, some are not. They can be set in the Options Panel by selecting F3.

Leaving the Game

Press the Escape key. A prompt will appear to confirm your exit from the game. Any progress in that level that is not saved will be lost the next time you log in.

Extra Controls

Hold Shift while placing a building highlight to put down multiple buildings of that type.

Double-clicking units will select all the units of that type in the viewing area.

GAME SETTINGS

Game Option Settings

The game Setting Options Panel can be reached from three places: 'OPTIONS' Menu on the front end, and by clicking either the F3 key or the Options Button on the Main Panel in-game. These are both saved to the same place. There are four options menus:

Graphics:

Allows the player to select graphical game settings such as resolution, rendering types, and other settings that can be changed to suit player and game performance preferences.

Sound:

Allows the player to adjust straightforward settings such as music and sound effect volume.

Options:

Allows the player to change the overall games settings such as game speed, graphic displays and switching the help system on or off.

Controls:

Allows the player to set up and define their preferred control key settings.

To Change a Control Key:

Go to the CONTROLS section on the OPTIONS Menu. Click on the key you want to change. The Cursor will appear in the key box, then select the new key by pressing it once. The key is then assigned.

If you try to assign a function to a key already used for a different function, the function to which the key was previously assigned will display 'NONE'. If this is not assigned to a new key, it will not work in the game. Defaulting the control keys will go back to original settings.

Certain settings are local to the machine, such as graphic and sound settings. When playing a network game, only the network game host can change settings that are global to all network players.



COLLECTING RESOURCES

Each team collects different resources that allow them to successfully exist on the Planet. Sorin, for instance, use mostly stone and wood to build, while Colonists are on Natrolis mainly for the Crystal Ore, but also need energy in order to succeed. You need to organize the collection and storage of these resources not only for day-to-day survival but also in order for your race to expand their numbers. Expanding the size and ability of the controlling structure needs a greater amount of resources to go from strength to strength.

The resources that your race possesses are shown in the boxes on the left-hand side of the Main Control Panel. They are:



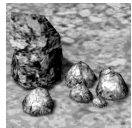
Wood (Sorin and Dreil)

Wood is vital to the construction of not only your early buildings, but as a component of some military units. Wood is gathered by the Hammer Slaves (Sorin) or the Drones (Dreil) from nearby trees and hard shrubs.



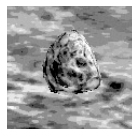
Crystal Ore (Colonist and Dreil)

As the hardest and most precious material on the planet, the crystal-based minerals are the source of many things. Uses range from basic and advanced weapons for your military to tools that assist the learning of new skills and research. Crystal is gathered by the Sapper Droids (Colonist) and the Drones (Dreil) from surface areas covered in crystal shards.



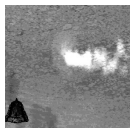
Stone (Colonist and Sorin)

Used in the building of more advanced and sturdy structures, stone is gathered by hand by the Sapper Droids (Colonist) and the Hammer Slaves (Sorin). With bigger buildings and the later protection needed by towers and walls, stone is also vital in the development of your race.



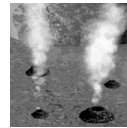
Organic Energy (Dreil only)

As the source of life for the Dreil, energy is needed in increasing quantities as a conflict rages on. Collectors bring back cocooned enemies to the Mound or any nearby Larder. Energy is used by the Dreil to summon both defensive and attacking forces to capture victory for their race.



Faith (Sorin only)

As the source of magic and creation for the Sorin, Faith is needed in increasing quantities as the conflict rages on. It is gathered by instructing the Hammer Slaves to worship the main Temple or any other religious artifact, or by capturing the souls of defeated enemies. Faith is used by Sorin Priests to summon both defensive and attacking magic to capture victory for their race.



Energy (Colonist only)

Representing the overall state of health of both man and machine, the energy level of the Colonists can go up and down as resources are mined and attacks weathered. The Colonists have found that the natural vents on Natrolis supply the perfect amount of energy needed to continue a long campaign on the surface. It is collected by either the Sapper Droids or the Mining Extractor from the natural vents found around the land.

To view natural resources:

Simply place the cursor over the object you want to examine, i.e. a tree or a rich mineral seam. A hover box will appear over the resource displaying the value of resources still available for collection. By researching different technologies and techniques, it is possible to extract more and better quality resources in the same amount of time.

WORKER TASKS

The worker unit is the single and most basic element of your civilization. Colonists have remote Sapper Droids, the Dreil have Drones, and the Sorin rely on Hammer Slaves to be the backbone of their civilizations. Workers are absolutely necessary for performing your basic commands, and are the only units that can effectively stockpile your resources needed for survival. It is better to have excess Workers than to have too few in your ranks.

Workers can be assigned different tasks at any time in the game:



BUILDER

Workers are the only characters who have the capability to construct buildings. The more Workers assigned, the quicker the building are constructed, as long as you have the correct amount of resources of course.

REPAIRMAN

When the buildings are in need of repair, perhaps due to attacks from the other races, your Worker unit is the only character that can perform repair tasks on a land-based building.

MINER

Mining the land by hand is far slower than by building a mine over the geothermal vents, but sometimes it's necessary to mine these by hand until you have enough resources to build a mine.

FOREST CUTTER

Buildings and units need wood. Your Forest Cutter, will carry the wood back to the Main Control Building or Collection Point, whichever is closer.

MILITARY GRUNT

Sometimes it may be necessary to defend oneself from attack or to attack a member of an opposite race due to there being no Military units around. While not designed to fight or be aggressive, the Worker can, when asked to, attack for the greater good of the race.

ENERGY COLLECTOR (Colonist Sapper Droids)

There are plenty of natural energy vents scattered over the planet surface. The Sapper Droids can collect this gas and transport it back to the nearest Hub or Silo for conversion of the plasma energy needed to run everyday Colonist operations. This collection method can be automated later on by building a Mining Extractor directly on top of surface vents.

FAITH GATHERER (Sorin Hammer Slaves)

The Sorin Priests need to have faith placed upon them before they can perform their magical spells. The only character who can give them faith is the trusty Slave. Slaves can pray at any of the Religious icons scattered throughout the land as well as the Altars and Temples that you may control at that time. Slaves cannot pray at an enemy race's religious icon. Faith is unlimited; there is no danger of the faith running out by leaving a Slave praying too long.

To assign a worker to a task:

1. Select a single worker unit by left-clicking on them.
2. Right-click on the target resource, i.e. a tree, if you wish to collect wood. The cursor will change to reflect the resource that the worker unit will be collecting (i.e. an axe for wood, or a pickaxe for a piece of crystal).

The worker unit will now go to the designated site and collect as many resources as they can carry before returning to the nearest control building or collection point. When the resource is depleted, the worker will then search for more of the same resource in the nearby area. If a worker does not find new resources of the chosen type, they will wait for new commands.

CREATING UNITS

Creating units such as Workers, Military units and Vehicles all costs resources (wood, stone, crystal and energy). You must also have enough Houses for all your people to live in (each house initially holds five units). If a House is destroyed, you need to replace it before you can create more units. For more information on Military and Vehicle units, refer to the individual team sections and Tech Tree Reference Cards.

To create a Worker unit:

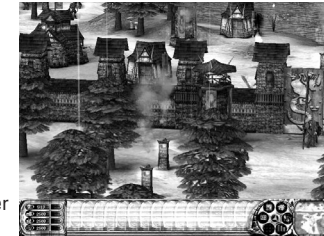
1. Click on the main Control Building.
2. Click on the Create Worker (Sapper, Slave or Drone) Button. If you have enough resources and housing, a Worker unit will be put onto the Unit Queue at the bottom of the screen.
3. To add more workers to the Unit Queue, keep clicking the Create Worker Button until you run out of resources, or have selected enough.
4. Once a Worker unit is added to the Unit Queue, after a brief period the Unit will appear next the Control Building.

To create a Military unit:

1. Build a Military structure (refer to Tech Tree Reference Cards for building details).
2. Click on the building.
3. Click on the Create Unit Button for the type you wish to create. If you have enough resources and housing, a Military unit of that type will be put onto the Unit Queue at the bottom of the screen.
4. To add more Military units to the Unit Queue, keep clicking the Create Unit Button until you run out of resources, or have selected enough.
5. Once a Military unit is added to the Unit Queue, after a brief period the Unit will appear next the building.

To create a Vehicle or Remote unit:

1. Build a Vehicle or Remote unit structure (refer to Tech Tree Reference Cards for building details).
2. Click on the building.
3. Click on the Create Unit Button for the vehicle you wish to create. If you have enough resources and housing, a Vehicle of that type will be put onto the Unit Queue at the bottom of the screen.
4. To add more Vehicle units to the Unit Queue, keep clicking the Create Unit Button until you run out of resources, or have selected enough.
5. Once a Vehicle unit is added to the Unit Queue, after a brief period the Unit will appear next the building.

**COMBAT SYSTEMS****Formations****ABOUT FORMATIONS**

When you select a group and target them to a place on the map, they will usually move as a group, staying in the same shape as when commanded, with the faster units sometimes breaking away from the main pack. Proper military operations depend on order and command. This is where formations come in.

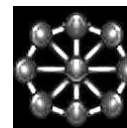
Creating and commanding formation groups brings a very powerful military element into your control, bringing things such as the ability to protect weaker units inside a structured powerful squad. When you create and target a formation, the group stays in position, defending each other until the last man.

**Formation Types****SQUAD FORMATIONS**

These types of formations represent the most basic type of preformed group, with the selected units quickly forming into a predefined shape. There are several default group shapes:

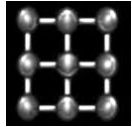


Arrow – Units form up in an arrowhead type formation. Perfect for a focused attack on a particular enemy target, or for a more penetrating attack on an enemy wall or guarded entrance.



Sphere – Units form up into a circular pattern. Used primarily for moving weaker units across a map, with them in the center surrounded on all sides. Probably the strongest and most elegant of the formation types for ease of use and movement.

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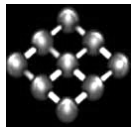


Diamond – Units form up in a box-shaped formation. Useful for packing in a good amount of strong troops and very resistant to hand-to-hand attack. The group is very maneuverable, although fairly vulnerable to attack from missile units if tightly formed.

Custom Formations

These types of formations are only used when set by the player. The game starts with no custom types of formation, and they can only be used when the shape is set out during the game. The beauty of these types of formations is that the player can adapt his groups to a certain situation, whether it's defending a forest clearing or moving along a hazardous mountain path. Once set, their formation becomes a part of the predefined shapes, until reset in the Options menu (please refer to Game Controls and Settings chapter)

Using Formations

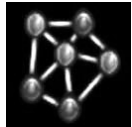


TO CREATE A QUICK FORMATION (ALSO FOR CHANGING A FORMATION TYPE)

Select a group or selection of units. Click on one of the Formation Shape (Arrow, Sphere or Diamond) Buttons that appear on the Main Panel. The new formation group will form up and is automatically assigned a group. It can now be selected and targeted by either using hotkeys or the relevant group icon.

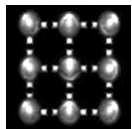
TO TARGET A FORMATION

Select the formation using either hotkeys or the relevant group icon and click on the desired target. The formation will now move at the speed of the slowest unit to the new target, arriving in the chosen shape and direction.



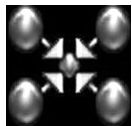
To Create a Custom Formation

Place each unit you wish to be in the formation into the desired shape by hand. Select the units that you wish to be part of the new formation and click on the Create Custom Formation Button on the Main Panel. A new formation type button will appear. The new formation group will automatically be assigned a number and can now be selected and targeted by either using hotkeys or the relevant group icon.



To Disband a Formation Group

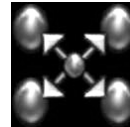
Selected one or more group or formation. Click on the Disband Formation Button on the Main Panel. Each separate group or unit will now become individually controllable again.



To Tighten a Formation

Select the formation using either hotkeys or the relevant group icon, and click on the Tighten Formation Button on the Main Panel. Keep clicking the Tighten Formation Button until you reach the desired width. The formation will stay at this width until either disbanded or spread out.

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To Spread Out a Formation

Select the formation using either hotkeys or the relevant group icon, and click on the Spread Formation Button on the Main Panel. Keep clicking the Spread Formation Button until you reach the desired width. The formation will stay at this width until either disbanded or tightened up.

Units are placed in the formation depending on both the formation type and their weapon and armor capabilities. For instance, while weaker units are usually placed within the main pack, missile units usually assume a place directly at the front or back of the group to avoid any friendly fire. Since formations are made up of many units forming one whole, the formation group always moves at the speed of the slowest unit.

ADVANCED FORMATIONS

Formations are quick and easy to set up and control, but mastering the smaller details can make them a much more potent force. Different things affect the formations both early and late into the game, and it is worth it to try out different strategies to finding the ultimate fighting group.

LEADERS

Adding one or more leaders to any formation automatically makes that group perform better, speed and direction change is improved, as is attack strength. Other factors such as attack reaction speed is also greatly improved by adding a Leader unit. Leaders also become the focus of any enemy attack on a formation, as, once they are destroyed, the formation returns to being a more basic attacking force.

TACTICS

Different shapes are perfect for individual situations. Arrow shapes are perfect for attacking small attack points such as gate outposts and the Sphere formations are perfect for moving important units across hazardous areas. Combining different formations into legion groups allows you to create both powerful attack and defense groups with lines of missile units backed up with squads of tough hand-to-hand units.

TYPE OF UNIT

Formations naturally work better when made up of similar units. Larger vehicles and flying units simply don't work as part of a more nimble land-attacking group. Although you can happily group these units together in a formation of their own (and in many ways, this can be more effective), combining the two types of unit automatically results in the majority number of units being grouped into their own formation, with the odd units excluded. This particular feature is useful for quickly selecting a group of units when you do not have time to pick and choose.

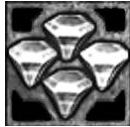
COMBINED STRENGTHS

When groups are formed, the attacking and defending strengths of the formation are a combined number of the units contained within. A much weaker combination of units will result in a weaker formation, so it is worth trying to balance each formation into a useful combination of speed, attack ability, and armor.

Attack and Defense Modes

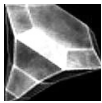
When a single or group of units are selected, their mode of operation can be changed to suit the environment. Guards can be ordered to stand their ground next to an important building, or workers can be told to flee any enemy that they see approaching.

To set a unit's mode:



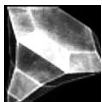
Select the desired unit or group, then Click the Mode Select Button. Select the desired mode by clicking on the relevant mode button. If the Mode Display icon is selected, you will instantly see it change to the new mode. The unit or group will now operate in the new mode.

AGGRESSIVE MODE (RED)



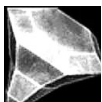
When the Aggressive Mode is applied to a selected group of units, they will attack any enemy unit or building that comes into their awareness radius and they will also chase fleeing enemy units. If a friendly unit is under attack, Aggressive Mode units will also go and help out the unit under fire. Once the unit has finished its attack, if there are no more targets, the unit goes back to the task it was performing before the attack began.

STAND GROUND MODE (BLUE)



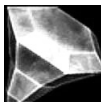
When the Stand Ground Mode is applied to a selected group of units, those units will stop and forget their current task, and stay rooted to the spot. Archers will shoot anything that comes into their firing range but Hand-To-Hand units will only respond to attack and not instigate it. Units standing ground will not respond to friendly units under attack.

FLEE MODE (YELLOW)



When the Flee Mode is applied to a group of units, the units will continue their current task, but if attacked by an enemy, they will run in the exact opposite direction until killed or out of danger. Fleeing units will not help other friendly units in trouble, and will only run if attacked. Once free of danger, Flee Mode units go back to their original task. This mode is particularly effective with worker units.

NORMAL MODE (GREEN)



When units are created, they begin in Normal Mode as default. Normal Mode units will respond normally to attack and won't flee, they will also help out friendly units under attack. Once an attack is over, any units in Normal Mode will go back to their original task they were performing before the attack happened.

Other items of note:

If you click Shift and Target with a selected unit in any mode, this will put the unit into Enforce Mode. They ignore their set mode and will attack the desired target until it is destroyed, then default back to their original mode setting.

RACES OF DARK PLANET: THE DREIL

The *Dreil* cannot remember from which planet they originally spawned, nor do they care. What is certain is that for millions of years their race has expanded across the stars leaving many thousands of inhabited worlds lying dead behind them.

They are voracious and mindlessly efficient.

Mostly comprised of worker and soldier types, Dreil societies are a study in specialization. Although the individuals are often unrecognizable as members of the same species, they are unified in purpose by a powerful hive-mind – the collective term for a group of *Dreil* telepathically linked by a *Queen*.

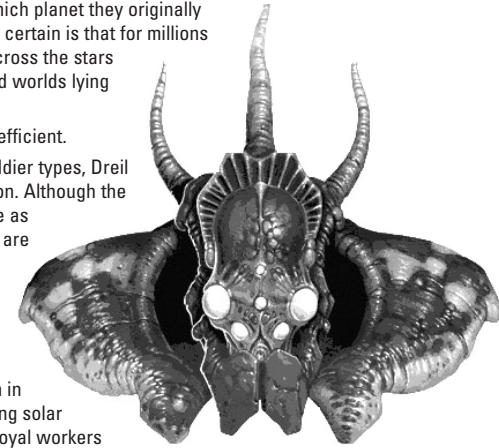
Dreil Queens are powerful psychics and can sense worlds rich in life from as far away as a neighboring solar system. They guide their armies of loyal workers and warriors to dominate and consume all living matter.

Then, when the host planet has been sucked dry, they build a vast, powerful *egg launcher*. As her loyal subjects reach the end of their lifespan, the last living Queen fills an *eggship* with her embryos and launches it towards the nearest life-bearing world. Then she dies.

The deadly *Dreil* lifecycle begins again on yet another victim world.


Now the *Dreil* have landed on *Natrolis*, a world rich in life and resources. The native species are strong warriors, and the vibrancy of the planet has caught the attention of another powerful expansionist race. The battle for dominance on *Natrolis* will be hard fought, but the *Dreil* will consume all.


None shall be left to remember

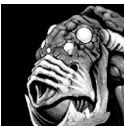



Available Dreil Units


Strong and well-armed units are vital to the continued existence of your people. To protect your race you have a variety of units available to train from your various buildings. From Scout units to quickly explore the land, Hand-To-Hand units who can express your might, or the Globbers who can attack from afar, these are the most precious of your civilization. For more information on upgrades and availability of the various military units, please refer to the Technology Tree section of the manual.


Name	Drone	
Race	Dreil	
Occupation	Worker	
Combat Ability	Poor	
Strengths	Quick to create.	
Weaknesses	Poor	
Armor	Basic carbonised crystal shell.	
Special Attributes	Can build, repair and collect crystal and wood.	
Background	Most common unit in the Dreil hive structure, not important enough to the Queen to warrant tough protection, as they are quick and easy to breed.	


Name	Queen	
Race	Dreil	
Occupation	Supreme Leader	
Combat Ability	Moderate	
Strengths	Commands all.	
Weaknesses	Easy to destroy if left unprotected.	
Armor	Good	
Special Attributes	Increases speed, armor and health of nearby units.	
Background	When the Queen is brought to the surface the Dreil team really flourish. Several Queens can be in operation at any one time. Her influence over her troops should not be underestimated.	

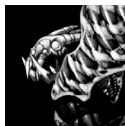
Name	Cocoon Sucker	
Race	Dreil	
Occupation	Worker	
Combat Ability	Poor	
Strengths	Easy to produce.	
Weaknesses	Vulnerable when carrying cocoons.	
Armor	Moderate	
Special Attributes	Sucker is the only land unit with the ability to collect cocooned enemies and deliver them to the Hive.	
Background	The Cocoon Sucker collects entombed enemies and takes them back to the Hive. It does this by straddling over the Cocoons created by fallen or captured enemy units and digests them temporarily into its stomach, then it can head back to the Hive where it deposits it for later consumption. Having little in the way of self-protection it's worth sending these units out with a protection party – the energy the Dreils get from the cocoons is well worth the effort and risk.	

Name	Blocker	
Race	Dreil	
Occupation	Defender	
Combat Ability	Good	
Strengths	Large unit.	
Weaknesses	Easy to target from a distance.	
Armor	Excellent	
Special Attributes	Protects buildings from attack.	
Background	Huge eyes allow it see the enemy in good time and huge arm-like features stop and crush them more often then not. When in range, the Blocker can devastate most units with its massive strength and bad attitude.	

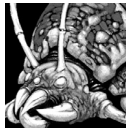
Name	Digin	
Race	Dreil	
Occupation	Stealth Assault	
Combat Ability	Excellent	
Strengths	Hidden from enemy.	
Weaknesses	Can only attack small units.	
Armor	Moderate	
Special Attributes	Hides under surface and attacks when stepped on.	
Background	When the enemy comes close, or walks by, these ambush masters jump out of hibernation and pounce on the shell shocked enemy before burrowing back into the ground for the next victim. Diggins have large claw like swipes that knock the enemies back and over, with such huge force battering down onto them they usually pass out pretty quickly.	


Name	Illuminator	
Race	Dreil	
Occupation	Scout	
Combat Ability	Very poor	
Strengths	Can explore large areas.	
Weaknesses	Open to attack from fixed enemy installations.	
Armor	Moderate	
Special Attributes	Lights up large local area.	
Background	This unit has a light in his tail, which can illuminate the world, giving light to the Dreils and acting as a tool for spying on the other races. Putting quite a few of these in strategic spots can give you a huge advantage as it will give you enough time to analyse the weaknesses of opposing forces.	


Name	BlackFly	
Race	Dreil	
Occupation	Saboteur	
Combat Ability	Good	
Strengths	Good visual range.	
Weaknesses	Can be spotted on mini-map.	
Armor	Moderate	
Special Attributes	Re-cloaks explored enemy territory.	
Background	With its excellent stealth ability and good all round combat skills this specialist unit is best used to conceal areas of the map in which you intend to build.	


Name	Hive Guard	
Race	Dreil	
Occupation	Defender	
Combat Ability	Moderate	
Strengths	Good average unit.	
Weaknesses	Does not possess a great natural weapon set.	
Armor	Moderate	
Special Attributes	None	
Background	Very inexpensive to produce and has excellent defensive skills. Best used to protect your home base while other units launch attacks against the enemy.	

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Name	Trailer		
Race	Dreil		
Occupation	Defender		
Combat Ability	Poor		
Strengths	Hard to kill.		
Weaknesses	Slow		
Armor	Excellent		
Special Attributes	Creates toxic slime patches, which heal Dreil and damage enemies.		
Background	A hard-shelled cavern of slime sits on the back of this unit. It moves slowly, but wherever it goes it leaves a trail on the ground, which dries into what is effectively a wall on which land based enemies dare not tread. You can use this to insulate your Hive from attack by the enemies more basic land units, giving you time to pick them off with your Globbers or Flying units.		


Name	Spitter		
Race	Dreil		
Occupation	Ballistic Attacker		
Combat Ability	Moderate		
Strengths	Long range attacks.		
Weaknesses	Vulnerable at close range.		
Armor	Moderate		
Special Attributes	Projects missiles that cripple and eventually cocoon enemy units.		
Background	Can launch globules of paralysing noxious chemicals over its prey, which means they can be taken back to the Hive for energy. These chemicals can dissolve structures so sending 10 or 20 of these units into dismantle an enemy installation is a good strategy for an early attack.		


Name	Globber	
Race	Dreil	
Occupation	Ballistic Attacker	
Combat Ability	Good	
Strengths	Good medium range attacker.	
Weaknesses	Less effective in smaller numbers.	
Armor	Good	
Special Attributes	Projects missiles that cripple and eventually cocoon enemy units.	
Background	By creating some of these units, you can use them in defensive or offensive groups. Skilled at projectile acid attacks over the heads of others, these strong-stomached Dreil are great for counter-attacking flying units on their way over the land.	

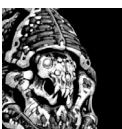
Name	Salamander	
Race	Dreil	
Occupation	Collector	
Combat Ability	Poor	
Strengths	Can collect multiple cocoons and bring them back over difficult territory.	
Weaknesses	Vulnerable when flying with full load.	
Armor	Moderate	
Special Attributes	Can collect multiple cocoons.	
Background	Once you have just demolished a group of enemies far away, turning them all into cocoons, the Salamander is the quickest method of retrieving and returning them to the Hive.	
	Slow when fully loaded, they are vulnerable to attack from the enemy, but can easily be protected by a more agile flying unit.	

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Name	Stinger		
Race	Dreil		
Occupation	Attacker		
Combat Ability	Moderate		
Strengths	Fast		
Weaknesses	Expensive		
Armor	Moderate		
Special Attributes	Thrusting tail attack.		
Background	This unit has a vicious sting in its tale, the Stinger is one of the more basic units as it needs to have contact with the enemy to attack, the sting will sap the victim of strength which should give you time to follow up with other units and cocoon them.		

Name	Spawn		
Race	Dreil		
Occupation	Flying Killer		
Combat Ability	Moderate		
Strengths	Focussed attacks.		
Weaknesses	Short life span and easy to kill.		
Armor	Moderate		
Special Attributes	Once unleashed, attacks anything in local area.		
Background	The size of a flying rat, once unleashed from the Goliath, the Spawn tend to target a single enemy unit. When there are a lot of them it's more like death by a thousand cuts than by a swift final blow.		
	Most small things in life have a limited lifespan and the Spawn are no exception tending to tire themselves out and die on the spot, unless the enemy has blasted them away first.		

Name	Winger	
Race	Dreil	
Occupation	Air Attacker	
Combat Ability	Good	
Strengths	Can attack from above.	
Weaknesses	Vulnerable from below.	
Armor	Moderate	
Special Attributes	Can deliver targeted attacks on enemy buildings or units from long range.	
Background	A well-rounded flying unit. Capable of cocooning enemy units from the air.	

Name	Kamibee	
Race	Dreil	
Occupation	Suicide Bomber	
Combat Ability	Moderate	
Strengths	Delivers killer blow.	
Weaknesses	One shot deal, and can be easily stopped on route to target.	
Armor	Good	
Special Attributes	Explodes on impact, creating massive damage.	
Background	A Bee-like flying creature, its entire body is filled with an exploding sack of acid. These units are usually flown into heavily populated enemy areas, exploding everywhere on command, cocooning all exposed enemy units. The Kamibee is not very clever and can easily get distracted on the way to its target. The best way for the enemy to dispose of this unit is to shoot it down when in mid-flight, but it still explodes and scatters acid everywhere.	

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Name	Mantis
Race	Dreil
Occupation	Destructor
Combat Ability	Awesome
Strengths	Practically unstoppable.
Weaknesses	Close in attacks.
Armor	Solid Crystallised Diamond.
Special Attributes	Used for ending battles.
Background	Absolutely immense damage can be caused by the Mantis, in particular, damage to enemy houses and structures. The Ego unit with its immense scale is slow on the ground to move around, but as it can withstand enormous enemy attack, it's particularly easy to get into a position of destruction.



Healing Units

Dreil units can only be healed by the Queen. To heal a unit, move it to within her influence (shown by a marker above the Unit's head). Over a period of time, the Unit will gradually return to full health.

Available Worm Units

To master the underground, you must master all the skills needed to keep a swift and efficient amount of Worms under control. The variety of Worms available make sure that this is possible, with Cocoon Collection, Attack and Transport all ready to form a potent force. For more information on upgrades and availability of the various Worm units, please refer to the Technology Tree section of the manual.

Name	Worm Trainer
Race	Dreil
Occupation	Wrangler
Combat Ability	Moderate
Strengths	Good visual range.
Weaknesses	Death ends command of Worm units.
Armor	Moderate
Special Attributes	Summons worm units.
Background	The Worms are so huge that it takes a concentrated force of control to be able to command them. The Worm Trainer links telepathically to the Worms, keeping them under control to work for the Dreil team. The Worm Trainers move and think fast, and are close to the Worms themselves, so the enemy doesn't usually think to take them out first, but are the key to the control of these huge entities.



Name	Dirt Whale
Race	Dreil
Occupation	Transporter
Combat Ability	None
Strengths	Can travel underground.
Weaknesses	Inoffensive
Armor	Good
Special Attributes	Transports units.
Background	The main worm transport unit, when commanded it opens up and an army of Dreil units can be sent to attack an enemy installation. Its size allows a variety of large and small units to be transported, but it can be limited by weight. The main weakness of the Dirt Whale is its visibility when moving across land. As it travels close to the surface it can be spotted slightly moving the land. But it still takes a clever enemy attack to destroy it.



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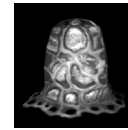
Name	Dex Worm
Race	Dreil
Occupation	Ground Attack
Combat Ability	Good
Strengths	Speed
Weaknesses	None
Armor	None
Special Attributes	Fast attacking worm unit.
Background	The smallest of the worm family, but also one of the quickest and most deadly. The Dex worm can stealthily travel huge distances underground, then surface under the feet of an enemy unit, and grabbing them like a bear trap, drags them underground to finish them off, before moving on to the next fleshy snack.



Name	Collector Worm
Race	Dreil
Occupation	Worker
Combat Ability	None
Strengths	Automated cocoon collection.
Weaknesses	No attack.
Armor	Good
Special Attributes	Collects Cocoons away from the Hive.
Background	When the terrain is too dangerous for the Salamander or Cocoon Sucker to cross, you can send in the Collector Worm. These earth dwellers have the ability to burrow through the ground to the point where multiple enemy units lie cocooned, and return them for use in the Hive. There are some things, which the Collector Worm simply must avoid such as buildings and heavy trees as they are too much to push through.



Name	Goliath
Race	Dreil
Occupation	Carrier of Death
Combat Ability	Poor unless protected by Spawn.
Strengths	Size, Cargo is easy to deliver.
Weaknesses	Especially vulnerable to fire.
Armor	Thick crystal hide.
Special Attributes	Carries cargo of Spawn units.
Background	A static worm unit, the Goliath opens up to spew out swarms of deadly spawn units upon the enemy. After each attack, the Goliath needs time to regenerate a fresh batch of spawn, so it needs to be protected at all times. Summoning some Goliaths close to an enemy settlement can provide an almost constant stream of Spawn with which to soften up the opposition before a full-on attack.



Constructing Dreil Buildings

Constructing buildings costs a set amount of resources (wood, crystal and energy). You can construct more than one of each type of building, for example, a Scout Tower at each corner of your nest. To display all the buildings that are currently available to you in the game, simply select a Drone and click on the Build Icon on the Main Panel. Hovering over the various Building Icons will give you more details on cost, usage, and capacity. For more information on general Buildings, refer to the following section. For more information on the Main Hives, refer to the next section.

There are five types of buildings:

Control - Such as the Main Hives. These let you collect resource and energy or create units associated with the controlling powers within, such as the Queen Units or the Drone who can collect resources and prepare units for collection of energy.

Offensive - Buildings such as the Barracks that let you train new military units to fight for control of the land.

Defensive - Such as Walls and Towers that give you an early warning of attack as the enemy tries to break through these defenses to the heart of your civilization.

Collection - Which increase the resources that you can store or collect, Suckers let you collect more Cocoons and Mines vastly speed up the collection of Crystal.

Research - These buildings, such as the Genus Hive, let you experiment with the materials available to create better and more useful skills and technologies, greatly increasing the speed at which you can create quality tools or weapons and greatly increasing your chances of success.

Researching the various technologies such as Genetics, can improve the structure and construction time of your units and buildings, making them more impervious to attack.

To construct a Building:

1. Click on a Drone or group containing one or more Drones. The more Drones assigned to a building, the faster the construction becomes.
2. Click on the Build Button on the Main Panel.
3. Click on the button of the building to construct. For example, to build a Collection Point, click the Build Collection Point Button.
4. Right-click on a location on the map. The building highlight will be shown in green if the building can be constructed there.

Or

If you want to build more than one of the same type of building, press and hold the SHIFT key, then click multiple locations on the map. To build lengths of fences or walls, simply click and drag the pointer from the start and stop locations.

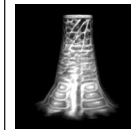
To dismantle a Building:

1. Click on a Drone or group containing one or more Drones. The more Drones assigned to a dismantling, the faster the deconstruction becomes.
2. Click on the Raze Building Button on the Main Panel.
3. Click on the building you wish to dismantle.

You cannot dismantle your Main Hive, as its position is fixed. When you dismantle a building, a varying amount of resources are placed back onto your main total. Depending on the quality of material salvaged, this amount can be quite high or fairly low.

Available Dreil Buildings

The buildings belonging to the Dreil race are made up mostly from materials such as wood and crystal, which have been digested by the Dreil units for building purposes. The architecture is that of a nest-based hive culture, translucent panels cover the walls of the Hives and each building looks like the purpose it serves. Some structures, such as the Hive Mound, are huge mammoths of buildings, designed to give great stature to the occupants and emit confidence to the busy workers below. Covered in a tough acid resin, the Hive and other buildings need to be strong if attacked and accessible to mass numbers of workers for repair.



Cells

These are the most basic buildings that can initially be made. These are the living quarters for your Drones thus limiting the number of Drones that you can have under control around your Hive. Made from a thin version of the Dreil resin, these can be built quite quickly and take up a small amount of land real estate.



Larder Hive

After the land around the Hive has been stripped of its resources, you will need to explore further a field to collect supplies of wood and minerals. With the added danger this presents, you can build a remote Collection Point in which to collect your materials. Being made of thin resin, and being both open and remote, there exists the possibility of enemy races destroying these building to limit your advancement. The Collection Point also allows you to research new and improved techniques for storage and improvements made using the resources stored there.



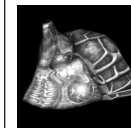
Genus Hive

With the advance of the Main Hive, the path of knowledge opens to you once again. With technology long lost, the Genus Hive contains an advanced research and development facility that helps you progress to the most advanced options, such as purer methods of creating cocoons and resin, better mining mechanisms, or some of the more progressive Military technology.



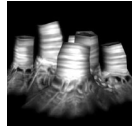
Soldier Hive

The first link in the chain of defense that you will need to build in order to protect your Hive Mound. The Soldier Hive is made from hardened resin and can initially produce fearsome Hive Guards. Once the Hive Mound progresses Stingers, Blockers and Digins can also be created. Researching better weaponry and better shell based armor can make these and other units much more effective, although the extra weight can sometimes slow them down.

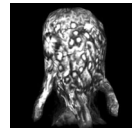


Phlegm Hive

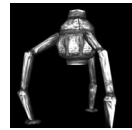
Toughened crystal resin construction inside and out allows the Dreil Globbers to perfect their craft. This building lets you train and research all type of projectile-armed units, capable of inflicting damage from near and afar. The first unit that can be created from here is the Spitter, a short-range but nasty attack unit. More experience and training allows you to create the Globber, who causes chaos over longer distances. More training and research to these units means the accuracy is increased greatly, as is the damage and range.

**Wormery**

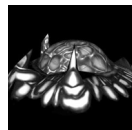
Although an innocent looking structure, the units that are trained here are not. The Wormery allows you create the Dirt Whale and the Worm Trainer, who can summon and control behemoths of the underground. As this is the controlling force in the Worm regime, the Wormery is often the focus of enemy attack, especially as it is slightly smaller than other structures.

**Winger Hive**

Once the Winger Hive is established, you can deploy flying members of the Dreil race, the Wingers. The Wingers ability to cross any obstacle makes him an excellent choice for exploring the map. His aerial attack can be deadly if enemy units have no weapons with which to retaliate against him. If sufficient resources are available it is wise to keep this Hive churning out units as often as possible.

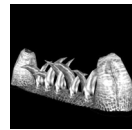
**Apiary**

This structures sole purpose is to safely create the devastating Kamibee. The Kamibee is prone to violent explosions and so the main body of the structure is kept off the ground and out of harms way. The legs however are vulnerable to enemy attack and should be protected to safeguard your ability to produce Kamibeas.

**Nest Hive**

The lab where the giant Ego units are created and trained. After researching in the Genus Hive, you find the ability to create new forms of Dreil units, using the strongest part of each strain and vast amounts of energy - the speed of the Blackfly, the toughness of the Blocker and the Acid generation of the Kamibee. Combining this into a big bag of badness makes for a commanding presence in the Dreil ranks.

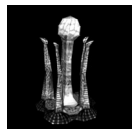
The Ego has little-known weaknesses and can be defeated over a long sustained period of assault, But it has the same payoff as the Kamibee, as the enemy units that manage to destroy it will usually be turned into Cocoons for feeding to the next batch of larvae.

**Fences**

This more natural crystalline structure exists as a very tough barrier for any enemy to breach, especially when protected by a Watchtower. These can be dismantled by the dissolving slime that the Drones possess to build with.

**Glows**

To keep an early lookout for invading forces, the Glows can be built to light up areas of your land. Any enemy units which stray into its radius will be revealed to you. The Glows are constructed of a thinner resin, which, although providing good range of cover, is susceptible to enemy projectile attack, particularly fire based.

**IBall**

Material and building research allow you to upgrade to the IBall. This crystal resin-based lookout post provides you with excellent coverage with which to cover areas and start front line attacks on attacking enemies. The larger structure takes more time to build, but by containing large of amounts of crystal, allows the use of stronger acid attacks from within. The IBall is particularly effective when used in conjunction with the largest Trailer walls. The Illuminator and Blackfly units can be trained here to locate the enemy.

Repairing Buildings

When they are damaged, buildings can catch fire. The buildings can only be repaired to full effectiveness by the Drones. Repair of buildings, like construction, requires resources. This is based on the time and extent of the repair that is needed. If left unattended, damaged buildings become more susceptible to attack as the enemy targets the weakest areas of your race first.

To Repair a Building:

1. Click on a Drone or group containing one or more Drones. The more Drones assigned to repairing, the faster the repair becomes.
2. Click on the Repair Building Button on the Main Panel.
3. Click on the Building you wish to Repair.

Inside the Nest

About Dreil Technology

Along with the combat abilities of your race, the other dynamic that charts the rise of your civilization is technology. By learning new and more advanced technologies, your race is immediately at an advantage over any nearby neighbors. Technology is a key factor in the survival, expansion and longevity of your race. The various Races have varied skills and techniques that they are waiting to use in your potential downfall.

Better buildings, units, and technology become available as you build newer research buildings and advance your Main Hive. The Technology Tree shows you all the routes and options that are available as you master the skills needed for the next level of discovery. The technology available to you depends on the race that you wish to play as.

Unit and Building Attributes

All of the Drones, Military units, Worms and Buildings can have the following attributes. Refer to the Technology Tree for more information on these attributes and the research items that affect them.

Hit Points - The amount of damage a unit or building can sustain before it is defeated.

Speed - The speed at which a unit or Worm travels at.

Capacity - The amount of resources that a Collector unit or Drone can carry, the amount of units that a Transport Worm can carry or the number of inhabitants that a House can hold.

Attack Rate - The amount of damage that a Worm or unit causes when attacking.

Hit Rate - The time between swings in a hand-to-hand attack and the speed at which the Worm, Watchtower or Globber units can reload.

Armor - The amount of protection that a unit, Worm or Building has when being attacked by the enemy. The type of unit directly affects this amount, a large Worm or Building naturally has more armor than a smaller hand-to-hand unit.

Accuracy - The amount of damage inflicted by the attacking unit.. Better accuracy produces more damage. Accuracy for Globber, Watchtower and Worm units can also be affected by height.

Minimum Range - The minimum range that a Globber will fire over before attacking hand-to-hand.

Maximum Range - The maximum range that a Globber, Worm, or Watchtower can fire over.

Field Range - The area over which a Queen can create a particular field.

Field Creation Rate - The speed at which the Queen creates a particular field of effect.

Build Rate - The speed at which a Building is constructed or repaired and the time it takes to create or train Drone or Military units.

Energy - The amount of Energy a unit has in their being. Can be captured by you or the enemy in various ways when the unit is captured or dies. The amount also affects the performance of the Queen units.

About Energy

The Dreil team is primarily dependant on one thing, Energy. Although crystal and wood help shape the look of the Dreil team above the surface, Energy drives it below. Energy is used by all of the units to move, fight, or fly, and is created by either capturing enemy units and delivering them back to the Hive, or by delivering smaller amounts of resource back to the Hive for conversion into precious Energy.

To cocoon an enemy:

1. Click on a projectile unit such as the Globber or Spitter.
2. Right-click on the enemy unit.
3. The Drones will start to glob the chosen target, and will not stop until it is ready or until instructed to do so.

To collect a cocoon:

1. Click on a Cocoon-Collecting unit, or group of Cocoon-Collecting units.
2. Right-click on the cocooned enemy.
3. The collecting unit will then automatically bring back the Cocoon to the Hive until stopped by the enemy or until instructed to do so.

Growing the Hive

The present struggle for the Dreil race is to grow the Hives around the land into the dominant force they once were long ago. This requires not only an enormous amount of dedication and resources, but also an understanding of the path of technology that comes with the new knowledge learned from the past. As the levels of the Hive rise from the surface, so does the wisdom that has been buried for thousands of years.

In Dark Planet, you quickly cover these generations of technology in a smaller time frame, and this is divided into eras. These eras reflect the skill base of your race as you achieve them.

Worker Era - Characterized by the tireless activity of the Drone units in re-establishing your Dreil race on the land.

Breeder Era - Characterized by the appearance of the Queen on the land, the explosion in population and the creation of different types of Resource Collectors and Military units.

Warrior Era - Characterized by the advanced Military units available, rising technology and the increasing turmoil in the land. These units fight to expand your domain.

Dominant Era - Characterized by the awareness of the enemy threat to the Dreil race existence and the use of energy to bring control of the land back as it once was, in the hands of the Queen.

Although you will discover various sizes of Hive activity in each part of the land, the game Dark Planet typically starts in the Worker Era, with the Hive at its lowest point. As you advance the Hive levels, you will find all the new technologies, units, and skills that become available as you begin to dominate the landscape with your race.

TO ADVANCE YOUR HIVE TO THE NEXT LEVEL

1. First, you must have enough of the resources necessary for the upgrade to the next level. You can find this out by clicking on the Main Hive, then hovering the Upgrade Hive Button. The button will also be lit if the Upgrade is possible.
2. Click on the Main Hive.
3. Click on the Upgrade Hive Button. The Upgrade Hive action will now be added to the Unit Queue.

While the Main Hive is upgrading, you cannot create any new Queen or Drone units, although you can still create units and perform actions from your other buildings. Any Drones that are working at the Hive at the time of upgrade will continue to do so at the next level.

With the Hive upgraded, new buildings, units, and technologies are waiting to be discovered. You can click on the Drone to see if any buildings have been added to the Build list or click on existing Research buildings to see the new upgrade or research options that have been added.

Researching Technology

In Natrolis, as your Hive advances through the different levels and eras, so does the level of technology available for your race to begin to understand. With each era, there is an opportunity to master new skills and techniques, unimaginable to the Drones that begin the reign under your control. The technologies themselves take a huge leap with every advance you make, from simple houses that the Drones populate in the Worker era, to the destructive force of the Ego unit in the Dominant era. As with all evolution, the race that masters all the technology available in the land usually prevails.

To research a new technology:

1. Click on a Building that allows research. A list of research items available will appear on the Main Panel. If you have enough resources, the available topic buttons will be lit, if not, hover over them, and you will be able to see which resources you still need to gather to be able to research this item. Researching technologies takes a long time and a lot of resources, but when you have these new technologies available, you immediately have the advantage.
2. Click on the button for the technology you wish to research. For example, you can research better methods of attack at the Soldier Hive, giving all of your units better offensive skills.
3. The research item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics or have no resources left.

For more information on the different technologies available, refer to the Technology Tree section of the manual.

Upgrading Skills, Units and Buildings

By advancing through the eras, you have the chance to not only learn new skills and train new units, but to upgrade the units, Worms, skills and structures that already exist. These upgrades can take the form of a better weapon or different type of armor, or they can be in the form of a new use of energy, which increases speed of movement.

TO UPGRADE A SKILL, UNIT, OR BUILDING:

1. Click on the building associated with this unit. This could be the Barracks for a Blocker, or the Hive or Collection Point for the Drone. More information of this can be found in the Technology Tree section of the manual.

- Click on the Button on the Main Panel that refers to the upgrade you wish to perform. For example, better Armor can be found in Genus Hive building. If you have enough resources, the button will be lit. For more information on that item hold the cursor over the button.
- The item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics or have no resources left.

Hives of Energy



Hive Mound (Level 1 - Worker Era)

The Great Hives existed a long time ago, before the current conflict began. The lack of conflict and energy negated the need to work on the surface and the Dreils returned underground, only to be reawakened and brought back into battle. Made from a tough crystal resin composite, they have only recently faded into semi-obscurity. Your main objective is to make the Hives of the land rise to their dominant position, with the Dreils at the top of the food chain.

The first Hive is thus easily open to attack and must be strengthened at the very start of the game, a simple offering of Energy, Wood, and Crystal will be enough to make it initially rise again.

The first Hive initially only creates Drones to do your bidding for you, collecting resources and rebuilding your World. You can use the Hive as a central store for Cocoons, increasing the overall energy inside.



Hive Mound (Level 2 - Breeder Era)

After the Hive has started to re-emerge from the ground, you can start to get a better picture of its former glory. You will see that this is the first Hive to have sufficient entrance to allow the creation of a Queen unit. The influence of the Hive is felt all around the land, with new buildings and past techniques being rediscovered in this important juncture in your technology development. As the Hive rises, you need more Energy to get to the next stage, which you can achieve with the help of the Queen and advanced Cocoon Collecting units.



Hive Mound (Level 3 - Warrior Era)

With the energy starting to build, your civilization is strong. The third level of Hive, although not complete, inspires your people onto greater levels of military might and devotion to the Queen. Many buildings and technology advances can be achieved at this point. With the extra platforms that appear as the Hive rises, new skills and methods of energy use can be exploited by the Queen unit.



Hive Mound (Level 4 - Dominant Era)

Once the Great Hive has finished its journey to the surface, the full extent of its power can be realized. The energy of the working race can be fully harnessed into all aspects of the Dreil psyche. The military units look to express their might over the enemy and giant Worms tear up the earth under your command. The Queen channels the stored energy into forging a victorious path.

RACES OF DARK PLANET : THE SORIN

The warden's heavy footsteps

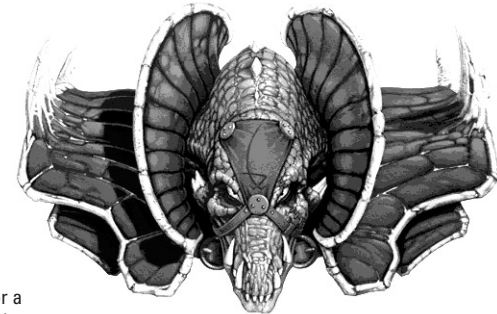
echo through the temple passage as he brings the old priest a pot filled with fresh blood. The offering of blood and the tale of his brutality on the battlefield will, he hopes, assure him further glory in the afterlife. He bows his head as he enters the old priest's chamber and places the pot on the table. The priest's tongue flickers out for a moment to taste the air, then he

shuffles forward and laps greedily at the contents of the pot. The taste is unique and exquisite. Dizzy with pleasure, he slithers back to his chair and signals for the warden to begin. The story will be a fine tale of savagery and the slaughter of the soft-bodied creatures from the stars.

On a planet that endured no catastrophic impacts, the Sorin are the ultimate expression of life and evolution. Their society and their intelligence have developed over tens of millions of years. They are the absolute rulers of *Natrolis*, the very top of the food chain.

In a world so dominated by one unified race there is little need for technological advancement. Instead, the Sorin religion took precedence, and over millions of years dramatically shaped the development of their species and their society. For the last two hundred years, the High Council has ruled without challenge.

Comprised of the oldest Sorin High Priests, the Council is considered by many to be corrupt and reactionary. What the High Council fears above all else is a war that will bring about the appearance of a Holy Warrior to challenge their authority. The Sorin history books are filled with such events. Alas, despite the priests' ability to wield powerful religious magic, they cannot see the future. A great war *is* coming, and the Holy Warrior they fear so much will either save their species or destroy them.



Available Sorin Units

Strong and well-armed units are vital to the continued existence of your people. To protect your race you have a variety of units available to train from your various buildings. From Scout units to quickly explore the land, Hand-To-Hand units who can express your might, or the Archers who can attack from afar, these are the most precious of your civilization. For more information on upgrades and availability of the various military units, please refer to the Technology Tree section of the manual..

Name Hammer Slave
Race Sorin
Occupation Worker
Combat Ability Poor
Strengths Inexpensive to produce.
Weaknesses Vulnerable
Armor Poor
Special Attributes Builds, repairs and collects resources. Generates faith at Temples and Alters.
Background The Slave is the single and most basic element of the Sorin civilization. Slaves are absolutely necessary for performing your basic commands, and are the only units that can effectively stockpile your resources needed for survival. It is better to have excess Slaves than to have too few in your ranks.



Name Zilla
Race Sorin
Occupation Soldier
Combat Ability Moderate
Strengths None
Weaknesses None
Armor Moderate
Special Attributes Solid hand to hand unit.
Background The Zilla is the medium Infantry unit. He is significantly more effective at combat than your Slave. With sword in hand and a reasonable strength rating the Zilla is a good start to your army.



Zillas are not however well protected from attack themselves and are at a disadvantage when attacked from an enemy who has a more powerful weapon or is well protected with armor or shields.

Name Lancer
Race Sorin
Occupation Soldier
Combat Ability Moderate
Strengths Above average speed.
Weaknesses None
Armor Moderate
Special Attributes Can cover ground quickly.
Background With its long spear it is particularly effective in hand-to-hand situations against basic enemy units and quick raids on an unguarded settlement.



The Lancer unit is easy to distinguish, not only is he light-bodied, but is also nicely balanced by wielding a full height wooden spear, which gives it some reasonable protection, meaning it can stay in the fight longer.

Name FireBaller
Race Sorin
Occupation Air Bomber
Combat Ability Good
Strengths Creates a lot of damage.
Weaknesses Highly visible.
Armor Good
Special Attributes Delivers lava bombs from the Fire Pit.
Background From the depths of the Fire Pit comes the FireBaller, a slow flying unit capable of carrying stone vessels full of lava, dropping it on an unsuspecting enemy unit or structure. Because of the loads it has to carry, the FireBaller is quite slow moving, although he can be upgraded later in the game.



The FireBaller has to keep coming back to the Fire Pit to reload, so for the most effective attacks, build some Fire Pits near an enemy stronghold.

Name Wingback
Race Sorin
Occupation Air Archer
Combat Ability Good
Strengths Delivers significant damage.
Weaknesses None
Armor Moderate
Special Attributes Fires flaming missiles.
Background Like the FireBaller, the Wingback is a product of the Fire Pit, except it can generate ammunition internally and does not have to return to the Fire Pit to refuel.



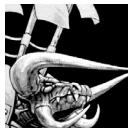
Name Chameleon
Race Sorin
Occupation Early Warning
Combat Ability Good
Strengths Fast speed and good visual range.
Weaknesses None
Armor Good
Special Attributes Indicates the direction of nearby enemy units.
Background A floating arrow above the Chameleon's head points out enemy units to allow you to send troops to intercept approaching forces. Also handy in a fight in his own right.

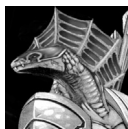



Name Pathfinder
Race Sorin
Occupation Scout
Combat Ability Poor
Strengths Fast speed.
Weaknesses Vulnerable in heavily populated areas.
Armor Poor
Special Attributes Large visual range.
Background You will need to spend time exploring the map and bring back a great deal of information on where the enemy Races have their settlements. You can of course send in some Military units or you could send Pathfinders to scout the land using both stealth and cunning. Deployed ahead of any of your groups of military might to make sure the area is clear and clean for you to move your precious units through the landscape.




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Name	Guardian		
Race	Sorin		
Occupation	Defender		
Combat Ability	Excellent		
Strengths	Lethal combat.		
Weaknesses	Slow		
Armor	Excellent		
Special Attributes	Can be assigned to protect structures.		
Background	There is not that much that can be said to detract from the extreme effectiveness of the Guardian, it is the ultimate in defensive units. Larger and more effective than the Brute, he is a great addition to the garrison of any Sorin town.		
	The downfall of the Guardian is it's sheer size and susceptibility to the aerial attacks from enemy units. Although well armored with tough Leatherback hide, it is sometimes not quick enough to get away from some of the more intense assaults as they are launched.		


Name	Archer	
Race	Sorin	
Occupation	Archer	
Combat Ability	Moderate	
Strengths	Fast to reload.	
Weaknesses	None	
Armor	Moderate	
Special Attributes	Missile attack.	
Background	<p>The first of your Archer units, this unit uses a Bow, so it can fire basic projectiles over a distance. Because of this, against even much stronger enemy units and armed with only a bow and arrow, is still extremely effective.</p> <p>The armor on the Archer is standard leather edition, which is enough to stop basic attacks from significantly affecting its energy unless sustained over a long battle.</p> <p>Archers are most effective when firing from a height, this allows him to fire slightly further than if they are on the same level as their target.</p>	


Name	Vesta Archer	
Race	Sorin	
Occupation	Archer	
Combat Ability	Good	
Strengths	Long range.	
Weaknesses	Expensive	
Armor	Good	
Special Attributes	Missile attack.	
Background	Crossbows, due to the increased tension in the firing mechanism, can fire further and with a quicker projectile speed than a Bow. The weapon takes slightly longer to reload than a bow, but is extremely effective. The weapon itself also differs from the Basic bow design in the fact that when it fires a projectile it flies in an almost straight line. The upgraded Archer is more accurate, has a greater range and dispatches 'fire' arrowheads.	


Name	Castor Archer		
Race	Sorin		
Occupation	Assault Archer		
Combat Ability	Good		
Strengths	Longer range magic missiles.		
Weaknesses	Slower to reload.		
Armor	Excellent		
Special Attributes	Magic ammo causes lots of damage.		
Background	Armed with a magically charged projectile launcher, the Castor can cause widespread damage to closely packed enemy groups. Firing perfectly targeted magic bombs, and devastating from height, the Castor quickly moves from victim to victim.		
	The Castor Archer also comes fully loaded with Breeza armor and a bad attitude.		


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Name	Sorego	
Race	Sorin	
Occupation	Ego unit	
Combat Ability	Awesome	
Strengths	Magically charged and virtually unstoppable.	
Weaknesses	Susceptible to missile attacks due to slow speed and size.	
Armor	Excellent	
Special Attributes	Devastating area attack.	
Background	As the official Ego mascot of the Sorin Race, the Sorego holds all the cards. Razor sharp claws and teeth and with mineral based skin as armor, the Sorego usually can be counted on in a fight. The Soregos were created in a cross breeding program involving the Guardian and Leatherback, and a dose of magic to help the mix.	

Name	Brute		
Race	Sorin		
Occupation	Soldier		
Combat Ability	Good		
Strengths	Large unit, hard to kill.		
Weaknesses	Large target area.		
Armor	Excellent		
Special Attributes	None		
Background	Representing a magical and engineering generation of weaponry the Brute is bigger, faster, stronger, and has more hit points than the Lancer.		
	Not only does the Brute have more advanced weaponry, it also has the benefit of thicker Breeza Armor that will cancel out a lot of the general hand-to-hand damage that is inflicted on lesser units.		

Name	Warden		
Race	Sorin		
Occupation	Leader		
Combat Ability	Good		
Strengths	Magical armor.		
Weaknesses	None		
Armor	Excellent		
Special Attributes	Increases speed and armor of nearby units.		
Background	A leader of the Sorin race, the Warden keeps a close eye on the Slave units and the buildings in the Sorin realm. Well armored and powerful in attack, the Warden's main strength is its ability to protect the Sorin units by his powerful influence.		

Name	Stomper	
Race	Sorin	
Occupation	Warrior	
Combat Ability	Good	
Strengths	Twin Blades.	
Weaknesses	Clumsy	
Armor	Good	
Special Attributes	Loves to demolish enemy buildings.	
Background	The Stomper is a particularly vicious member of the Sorin race. Although not the most intelligent unit he comes in to his own when ordered to attack enemy buildings. Armed with two hefty blades he will make short work of even the most reinforced structures	

Name	Priest Protector	
Race	Sorin	
Occupation	Defender	
Combat Ability	Excellent	
Strengths	Fast, effective with weapon.	
Weaknesses	Slightly weaker in lower numbers.	
Armor	Good	
Special Attributes	Can be assigned to guard other units.	
Background	The Priest Protector is a defender of the Sorin tribe. Primarily focused on defending vulnerable Priest units in the open, the Protector uses its speed of attack to best effect when confronting an enemy.	

Name	Zombie	
Race	Sorin	
Occupation	Undead	
Combat Ability	Average	
Strengths	Strong in numbers.	
Weaknesses	Short life span.	
Armor	Poor	
Special Attributes	None	
Background	Created by magic the Zombie is brought to life from the corpses of long dead Sorin warriors. Although only functioning for a short time, in sufficient numbers they can overcome most adversaries. Also, since the spell can be cast over a distance it is possible to create Zombies in an otherwise inaccessible area.	

Healing units

Priests are the only units capable of completely healing wounded units. To be able to heal a unit, area or group, the Priest must be within quite a close range. If your units are engaged in battle, this puts them in a very perilous position. Also, as the Heal Area and Heal Group spells are quite slow to perform, it is quite easy for the enemy to counteract this with something that prevents your magic from being effective.

To heal a Slave or Military unit:

1. Click on either the Priest Adept or High Priest units.
2. If you have enough Faith, select the Heal Area Button from the Main Panel.
3. Right-click near or on the Slave or Military unit you wish to Heal. The Priest will cast the spell and the unit will be revitalised. Enemy activity can prevent you from performing any spells, so try to make sure that the area you are in is not currently engaged.

To heal an Area:

1. Click on either the Priest Adept or High Priest units.
2. If you have enough Faith, select the Heal Area Button from the Main Panel.
3. Right-click on the Area that you wish to Heal in, the Priest will cast the spell and any units in the Area of effect will be revitalised. This is not an exact spell, but works very well in a battlefield situation. Enemy activity can prevent you from performing any spells, so try to make sure that the area you are in is not affected.


To heal a Group:


1. Click on the High Priest.
2. If you have enough Faith, select the Heal Group Button from the Main Panel.
3. Right-click on the Group of units or boats that you wish to Heal, the Priest will cast the spell and all of the units in that group will be revitalised. This is much more powerful spell and focuses on the entire group. Enemy activity can prevent you from performing any spells, so try to make sure that the area you are in is not under attack.


Researching items such as medicines, can improve the effectiveness of any healing performed on your tribal members.


Available Vehicle Units

To master the air, sea and land, you must possess all the skills needed in keeping a swift and efficient amount of Vehicles running and well protected. The variety of vehicles available allows this to be possible. Military and Transport Vehicles are ready to form a powerful fleet. For more information on upgrades and availability of the various vehicles, please refer to the Technology Tree section of the manual.

Name	Balloon	
Race	Sorin	
Occupation	Air Explorer	
Combat Ability	None	
Strengths	Cheap to create.	
Weaknesses	Easy to destroy.	
Armor	Moderate	
Special Attributes	Automatically explores map from air.	
Background	The Balloon floats around in the wind and opens the map up wherever it goes – fairly cheap to create and with a good radius this comes in very handy when your keeping an eye out casually for the enemy advancing.	

Name	Blimp	
Race	Sorin	
Occupation	Transporter	
Combat Ability	None	
Strengths	Sturdy air transport unit.	
Weaknesses	None	
Armor	Good	
Special Attributes	Can move troops safely over hazardous terrain	
Background	The Blimp is made from rough Leatherback skin so it's pretty hard to burst and can be used to quickly move small numbers of troops across water and enemy territory in relative safety.	

Name	Breeza Transporter	
Race	Sorin	
Occupation	Transporter	
Combat Ability	Poor	
Strengths	Size, firepower.	
Weaknesses	Unarmed	
Armor	Excellent	
Special Attributes	Fires at enemy units.	
Background	Basic unit transportation vessel that moves designated units from one area to another designated target. There is a threat to the members onboard the Transporter when it is attacked mid-journey, as their weapons and defensive capability is rendered useless while on board. Fortunately the speed of boarding and embarking the vessel is fairly quick in turnaround, so when the Breeza reaches the target the cargo can if needed turn and fire at the attacking Race.	

Name	Leatherback	
Race	Sorin	
Occupation	Assault Transporter	
Combat Ability	Poor	
Strengths	Size, firepower.	
Weaknesses	None	
Armor	Excellent	
Special Attributes	Attacks enemy units with missiles.	
Background	At some point in time you will gather the skills needed to control the Leatherback, one of the most fearsome creatures living in the wild. Almost impossible to kill without major firepower, it's sheer size and strength alone wards off attacks. Not only does it possess the ability to carry a heavy load quickly across various terrain, it also allows for the extra provision of building a defense capability to complement it's transport prowess.	

Constructing Sorin Buildings

Constructing buildings costs a set amount of resources (wood, stone, and faith). You can construct more than one of each type of building, for example, a Watchtower at each corner of your village. To display all the buildings that are currently available to you in the game, simply select a Slave and click on the Build Icon on the Main Panel. Hovering over the various Building Icons will give you more details on cost, usage, and capacity. For more information on general Buildings, refer to the following section. For more information on Altars and the Main Temples, refer to the magic section.

There are five types of buildings:

Religious - Such as the Altars or Temples. These let you worship for faith or create units associated with the magical powers within, such as the Priest Units or the Slave who can collect Faith through prayer.

Offensive - Buildings such as the Barracks that let you train new Military units to fight for control of the land.

Defensive - Such as Walls and Towers that give you an early warning of attack as the enemy tries to break through these defenses to the heart of your civilization.

Industrial - Which increase the resources that you can store or collect.

Research - These buildings, such as the Coral, let you experiment with the materials available to create better and more useful skills and technologies, greatly increasing the speed at which you can create quality tools or weapons and greatly increasing your chances of success.

Researching the various technologies, such as Stone Working, can improve the structure and construction time of your buildings, making them more impervious to attack.

To construct a Building:

1. Click on a Slave or group containing one or more Slaves. The more Slaves assigned to a building, the faster the construction becomes.
2. Click on the Build Button on the Main Panel.
3. Click on the button of the building to construct. For example, to build a Storehouse, click the Build Storehouse button.
4. Right-click on a location on the map. The building highlight will be shown in green if the building can be constructed there. You can also left-click the Mouse Button at this time to rotate the building to adjust orientation.

Or

If you want to build more than one of the same type of building, press and hold the SHIFT key, then click multiple locations on the map.

To dismantle a Building:

1. Click on a Slave or group containing one or more Slaves. The more Slaves assigned to a dismantling, the faster the de-construction becomes.
2. Click on the Raze Building Button on the Main Panel.
3. Click on the Building you wish to dismantle.

You cannot dismantle your Main Temple, as its position is fixed. When you dismantle a building a varying amount of resources are place back onto your main total, depending on the quality of material salvaged, this amount can be quite high or fairly low.

Repairing Buildings

When they are damaged, buildings catch fire, but they can be repaired to full effectiveness by the Slaves. Repair of buildings, like construction, requires resources. This is based on the time and extent of the repair that is needed. If left unattended, damaged buildings become more susceptible to attack, as the enemy targets the weakest areas of your race first.

To Repair a Building:

1. Click on a Slave or group containing one or more Slaves. The more Slaves assigned to a repairing, the faster the repair becomes.
2. Click on the Repair Building Button on the Main Panel.
3. Click on the Building you wish to Repair.

Available Sorin Buildings

The Sorin buildings on the planet are made from the same basic materials that are scattered across the land, mainly wood and stone. The architecture is that of a civilization with deeply religious overtones that cover the walls of the Temples with ancient graffiti - or so it looks. Some of the Temples are huge mammoths of buildings, designed to give great stature to the occupants and emit confidence to the praying workers below. The Temple needs to be strong if attacked and accessible to mass numbers of workers for repair.



Cottage

The most basic buildings that can initially be made. These are the living quarters for your Slaves created at the Temple and thus limit the number of Slaves that you can employ in the land around your Temple. Although made from mostly sturdy wood, these can be built quite quickly and take up a small amount of land real estate.



Storehouse

After the land around the Temple has been stripped of its resources, you will need to explore further afield to collect supplies of wood and stone. With the added danger this presents, you can build a remote Storehouse in which to collect your materials. Although being made of mostly stone, it is both open and remote so there exists the possibility of enemy races attacking them to slow down your progress. The Storehouse also allows you to research new and improved techniques for storage and improvements made using the resources stored there. A wise leader will protect these outposts of their civilizations carefully and with diligence.

**Barracks**

The first link in the chain of defense that you will need to build in order to defend your empire. This building, made mostly of wood and stone, can initially produce fearsome Lancer units, capable of inflicting ferocious hand-to-hand damage on enemy units as they seek to protect your civilizations. Once the Temple progresses Zilla units can also be trained to accept the same responsibility that the Lancer units have fought so hard to achieve. Researching better weaponry and armor can also make these units much more effective.

**Politika**

Constructing the Politika allows you to create the Warden unit. Built from mostly cloth and wood, it serves as a guard-like lookout post against enemy attacks, and as a base from which the Wardens can police the endeavours of the Slave units.

**Altar**

Religion is very important to the Sorin and by building an Altar, even Hammers in remote locations, or who are busy setting up a new settlement far from the Main Temple, will be able to worship and contribute to the amount of Faith available.

**Archery**

Of stone construction with a target range, this building lets you train and research all types of projectile-armed units, capable of inflicting damage from afar. Initially the Archer units create havoc using basic bow and magic arrows, but later units come with upgraded flame and magical charged projectiles. By upgrading to the Vesta and Castor units, accuracy is increased greatly, as is the damage and range.

**Stable**

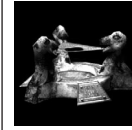
Once you have the skills to capture and control some of the planet's wild beasts, you can construct additional canopies for some of them at the Breeza Bay. Built from stone and wood, these structures are large enough to accommodate both the creatures and the workshops needed to outfit them into the essential transport units that the Sorin depend on to travel in safety.

**Hanger**

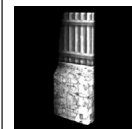
Building the Hanger allows the Sorin race to fully access the potential of their engineered flying units. Both Balloon and Blimp can be used to scout and attack enemy targets, long before any units reach them. Made from similar materials to the Scout Tower, the Hanger isn't nearly as well protected and is vulnerable to enemy attack.

**Research Library**

Constructing the Research Library allows you to study some of the mysterious hidden knowledge of the Sorin race. Here you can carry out scientific research to improve the abilities and efficiency of the units under your command. With its thick stone base, this building is a tough nut for the enemy to crack.

**Fire Pit**

Once you have mastered the art of both metalworking and magic, you can combine them to create the Fire Pit. Impervious to heat, flying units deliver the deadly lava ammo to some unsuspecting enemy target, bringing death from above. Made mostly of stone and charged with magic, the Fire Pit is tough to break, but can create a lot of damage to surrounding buildings if destroyed.

**Fences**

After researching fences, you can start to create these basic wooden structures. Although they can be destroyed fairly easily they will hold up attacking forces long enough for you to send units to intercept. The opposition may also decide to take a much longer route to avoid alerting you to their presence. Fence enclosures can be used to protect various areas of the map from early attack as well as defending exposed buildings such as Stores.

**Walls**

With advanced stone-working research, wall enclosures can be constructed to provide rugged protection to surrounding areas of land. Needing a lot more stone to create them, walls last much longer than fences and when combined with Watchtowers, become a far more useful tool for defensive purposes.

**Scout Tower**

Scout Tower is made of wood, which while providing basic structural integrity is susceptible to missile attacks, particularly fire based.

**Coral**

The pinnacle of biomechanical engineering is the Ego Building. From here huge attacking Sorego can be created, making any attack a sure shot at success. Made mostly from stone, the size itself protects the building, but also makes it a target for enemy attack. It will try to stop you from producing the deadliest unit.

**Torch**

Once the art of fire is researched and mastered, it can be put to many uses. One of them is the Torch Tower. Cheap to build and construct, it can be used to light up areas of land, independent of units being nearby. These can also be erected as disposable buildings, taking the surprise out of enemy attacks by letting you know of units close by.

The Wisdom of a Generation

About Sorin Technology

Along with the magical abilities of your race, the other dynamic that charts the rise of your civilization is technology. By learning new and more advanced technologies, your race is immediately at an advantage over any nearby neighbors. Technology is a key factor in the survival, expansion and longevity of your race. The various races all have different ways of both researching technology and collecting resources, as well as methods of attack and defense.

Better buildings, units, and technology become available as you build newer research buildings and advance your Main Temple. The Technology Tree shows you all the routes and options that are available as you master the skills needed for the next level of discovery. The technology available to you depends on the race that you wish to play as.

Unit and Building Attributes

Slaves, Military units, Vehicles and Buildings can have the following attributes. Refer to the Technology Tree for more information on these attributes and the research items that affect them.

Hit Points - The amount of damage a unit or Building can sustain before it is defeated.

Speed - The speed at which a unit or Vehicle travels.

Capacity - The amount of resource that a Slave can carry, the amount of units that a Transport Ship can carry or the amount of people that a House can hold.

Attack Rate - The amount of damage that a Spell or unit causes when attacking.

Hit Rate - The time between swings in a hand-to-hand attack and the speed that the Boat, Watchtower or Archer units can reload.

Armor - The amount of protection that a Unit, Vehicle or Building has when being attacked by the enemy. The type of unit directly affects this amount, a large vehicle or building naturally has more armor than a smaller hand-to-hand unit.

Accuracy - How much damage the attacking unit affects, better accuracy produces more damage. Accuracy for Archer and Watchtower units can also be affected by height.

Minimum Range - The minimum range that an Archer will fire over before attacking hand-to-hand.

Maximum Range - The maximum range that an Archer or Watchtower can fire over.

Spell Range - The area over which a Priest can cast a particular spell.

Casting Rate - The speed at which the Priest casts a particular spell.

Build Rate - The speed at which a Building or Vehicle is constructed or repaired and the time it takes to create or train Slave or Military units.

Faith - The amount of Faith a unit has in their Soul. Can be captured in various ways by you or the enemy when they are defeated.

About Faith

While other races depend on various types of energy to live, for the Sorins Faith is the thing that brings the tribal members together and defines them as either good or evil. This Faith is gathered, through worship, at the focal point of the Main Temple and is tapped into by the Priest to perform spells across the land. When a member of a race is defeated, the Faith contained in their soul escapes to be used elsewhere on the planet.

To worship for Faith:

1. Click on a Slave, or group of Slaves.
2. Right-click on the Main Temple or the Altar.
3. The Slaves will start to pray at the chosen target, and will not stop until instructed to do so.

About Magic

Faith is used not only in the restoration of the tribal Temples to their former glory, but also in the creation of magic. Depending on the Priest who is casting the spell and the terrain they inhabit, people on that land can be witness to such spectacles as raging clouds of fire, rocks raining from the sky, armies of the Undead, and lands rising and falling. Priests are the only ones capable of casting these spells and being a magical unit, are slow and not very well armored for battle, so must be well protected at all times.

To perform the casting of spells:

1. Click on the Priest unit you wish to cast the spell. Each unit has their own set of spells.
2. Select the Spell you wish to cast from the Main Panel. If the Spell Button is not lit, then you do not have enough Faith to perform the spell.
3. Right-click on the area or object you wish to effect with the Spell. The cursor will change to reflect when you can and cannot cast a spell inside the range of your Priest unit.

Advancing Your Temple

The struggle to make your Temple rise from the depths is a long and well-charted one. It requires an every-increasing sense of wealth and stockpile of resources, as well as the gradual understanding of the technology that comes with the new knowledge learned from the past, as you unearth the levels of the Temple that have been buried for thousands of years.

In Natrolis, you quickly cover these lost generations of discovery and wonder in a smaller time frame, and this is divided in eras as the amount of energy needed to excavate the Temple from its hidden depths. These eras reflect the skill base of your race as you achieve them.

Wood Era - Characterized by the mainly wood based buildings and basic tools available for use in everyday resource collecting and early defense.

Stone Era - Characterized by the more advanced stone based buildings, expanded population growth, greater explored territory and better use of construction and technology.

Battle Era - Characterized by the skirmishes, heavily defended villages, industrialized resource collection, discovery of the power of magic and advanced weaponry employed by your Military units.

Conquest Era - Characterized by the power of the Faith that the Priests employ in battle, dependence on it for power, huge populations and mighty battles needing to be fought for control of the land.

As you discover the lost Temples in each part of the land, the game of Natrolis typically starts in the Wood Era, with the Temple at its lowest point. As you advance the Temple levels you will find all the new technologies, units, and skills that become available as you begin to dominate the landscape with your race.

To advance your Temple to the next level:

1. First, you must have enough of the resources necessary for the upgrade to the next level. You can find this out by clicking on the Main Temple, then hovering the Upgrade Temple Button, which will be lit if the upgrade is possible.
2. Click on the Main Temple.
3. Click on the Upgrade Temple Button. The Upgrade Temple action will now be added to the Unit Queue.

While the Main Temple is upgrading, you cannot create any new Priest or Slave units, although you can still create units and perform actions from your other buildings. Any Slaves that are worshipping the Temple at the time of upgrade will continue to do so at the next level.

With the Temple upgraded, new buildings, units, and technologies are waiting to be discovered. You can click on the Slave to see if any buildings have been added to the Build list or click on existing Research buildings to see the new upgrade or research options that have been added.

RESEARCHING TECHNOLOGY

In Natrolis, as your Temple advances through the different levels and eras, so does the level of technology available for your race to begin to understand. With each era, there is an opportunity to master new skills and techniques, unimaginable to the Slaves that begin the reign under your control. The technologies themselves take a huge leap with every advance you make, from simple sacks that increase Slave carrying capacity in the Wood era, to huge creatures that can transport your people around in the later eras. As with all evolution, the race that masters all of the technology available in the land is usually the one to prevail.

To research a new technology:

1. Click on a Research Building. A list of research items available will appear on the Main Panel. If you have enough resources, the available Topic Buttons will be lit. If not, click on them, and you will be able to see which resources you still need to gather to be able to research this item. Researching technologies takes a long time and lot of resources, but when you have these new technologies available, you immediately have the advantage.
2. Click on the button for the technology you wish to research. For example, researching walking speed in the store gives your units better footwear to speed up movement around the map.
3. The research item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics, or have no resources left.

For more information on the different technologies available, refer to the Technology Tree section of the manual.

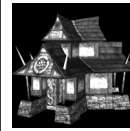
UPGRADING SKILLS, UNITS AND BUILDINGS

By advancing through the ages, you have the chance to not only learn new skills and train new units, but to upgrade the units, vehicles, skills and structures that already exist. These upgrades can take the form of a better weapons or different types of armor.

To upgrade a Skill, Unit or Building:

1. Click on the Building associated with this unit. This could be the Barracks for a Soldier unit, or the Temple or Storehouse for the Slave. More information of this can be found in the Technology Tree section of the manual.
2. Click on the button on the Main Panel that refers to the upgrade you wish to perform. For example, better Armor can be found at the metalworking Forge Building. If you have enough resources the button will be lit. Hover the button for more information on that item.
3. The item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics, or have no resources left.

Magical Buildings



Temple (Level 1 - Wood Era)

The Great Sorin Temples were created in a time long ago before the war began. The slump in Faith and Offerings has caused them to drop deep into the ground as the magic aura surrounding them weakened. Made from a central crystal core with a stone shell, their construction marked a landmark in past civilization's development and achievement. Your main objective is to make the Great Sorin Temple rise to its top level again, where all its former power will be revealed.

The first Temple is thus easily open to attack and must be strengthened at the very start of the game. A simple offering of Faith, Wood and Stone will be enough to make it initially rise again.

The first Temple initially only creates Slaves to do your bidding for you, collecting resources and rebuilding your World. You can use the Temple as a central store and as a place of worship for your Slaves to collect Faith.



Temple (Level 2 - Stone Era)

After the Temple has started to re-emerge from the ground, you can start to marvel at its might and wonder. It allows you to create the first of the Sorin Priests, although not with a full army of magic power. The influence of the Temple is felt all around the land, with new buildings and past techniques being rediscovered in this important juncture in your technology development. As the Temple rises, you need more Faith and Offerings to get to the next stage, which you can achieve with the help of the Priest, whose importance at this stage will become clearer as the game unfolds.



Temple (Level 3 - Battle Era)

With the power starting to build, your civilization is strong. The third level of Temple, although not complete, inspires your people onto greater creations of military might and religious fanaticism. Many buildings and technology advances can be achieved at this point, and with the extra platforms that appear as the Temple rises, new and more magical Priest units can be created to take full advantage of the Faith that your people are now amassing.





Temple (Level 4 - Conquest Era)

Once the Great Temple has finished its journey to the surface, the full extent of its power can be realized. The spells that can now be created can change the face of the world forever. The final series of buildings are so technologically advanced that the early stages of your development seem like they happened so long ago. As the central point of your civilization, this will become the focus for any attack on the heart of your city, and thus must be protected at all costs. Although the outer shell is easily repaired, prolonged damage to the core can be harder and more costly in the long term.

Magical Units

The Priests are the spiritual leaders of the Sorin. When you master the control of the Priests and their magic, then you will have a much better chance of conquering the planet. Try experimenting with smaller spells to get a feel on how they work.

Name	Priest	
Race	Sorin	
Occupation	Spellcaster	
Combat Ability	Poor	
Strengths	Casts low level spells.	
Weaknesses	Hand to hand encounters.	
Armor	Moderate	
Special Attributes	Can perform minor magical feats such as healing.	
Background	Although Priests can only cast basic spells such as small offensive spells and basic healing spells, their place within a civilization is safe. Priests condition the people to believe in the power of the Temples, and as the Faith in the civilization rises, so does his Power.	
	If and when commanded, the Priest can leave the area of the Temple to carry out his magical spells, however once he has left the safety of the Temple, he is very open to lethal enemy attack.	

Name	Adept Priest	
Race	Sorin	
Occupation	Magical Leader	
Combat Ability	Good	
Strengths	Devastating Spell power.	
Weaknesses	Hand to hand battles.	
Armor	Good	
Special Attributes	Possesses a devastating arsenal of spells.	
Background	The Adept Priest is the most awesome member of your elite civilization. The Adept Priest can control the weather if he has the Faith of his avid followers. Environmental spells and magic are his forte and although he's a whole lot wiser than the Priest, moves much slower, as any majestic leader would. His energy threshold is fairly low as he needs to channel all of his spirit into the spells he casts, so looking after this precious being is necessary when transporting him through the lands.	

SPELLS

About Spells

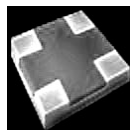
Spells are the used by the Priests of all of the Sorin tribes on the planet. These are generated using the Faith gathered at the Temple, the more Faith, the more devastating the spells that can be performed. Upgrades to the way that spells are performed can be researched at the Temple. Refer to the Technology Tree for more information.



Heal Unit

Priest level required - Priest

Description - When this spell is cast it acts to heal all friendly units within the targeted area. A set amount of healing will be applied to all units in the area regardless of number.



Heal Group

Priest level required - Priest

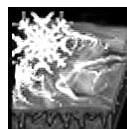
Description - When this spell is cast it heals all units within the area, expending the greatest amount of healing on those in the worst condition. In addition any damage expended on valuable units such as Priests will be restored to 100% condition.



Fertilize Land

Priest level required - Priest

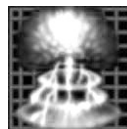
Description - When this spell is cast, it will fertilize the land in the affected area, making the trees grow faster ready for collecting.



Freeze Area

Priest level required - Priest

Description - When this spell is cast it freezes land and buildings within the casting area. Occasionally trees and rocks may be affected by this spell causing them to become unusable. Though very occasional, this can prove an effective attack.



Torch Area

Priest level required - Priest

Description - When this spell is cast, any units in the area are affected by Spontaneous Combustion. A fiery blast emanates from the center of the casting point. On seeing the beginnings of this spell, quick thinking can sometimes save some of your units as you can sometimes direct them away from the blast.



Rain of Fire

Priest level required - Adept Priest

Description - When this spell is cast it causes a terrible rainstorm of red-hot burning projectiles to fall on the selected area causing terrible damage to anything struck in the area. Because the area of effect is so large, a wise Adept will have cleared the area of friendly units before casting.



Call on the Army of Darkness

Priest level required - Adept Priest

Description - Using all the power from the newly restored Temple, the Adept is free to call on the assistance of the Army of Darkness. This large group of only the elite Undead Warriors fight with the fury of tenacity that the living can only envy. Resistant to most forms of magic, it will take a well-planned assault to rid the world of this particular menace.

RACES OF DARK PLANET : THE COLONIST CORPS

Early in the 26th century, the leaders of the 1st world nations held an emergency summit to discuss solutions to the rising number of international armed conflicts between 2nd and 3rd world countries. Overpopulation had pushed international tensions to the limit and disease and mutation ran rampant throughout most of the world.

Secretly financed by technology corporations sensing the approach of new markets, militant human rights groups push for extreme and immediate solutions to the problem – namely the Colonist Movement. Public support for the movement swiftly followed.

After 6 years of talks, the conference spokesman unveiled to the world the Expansionist Charter. Rich countries were to pour billions into exploration and colonization of the neighboring solar systems. Poorer nations provided the many cheap lives needed for the early extreme-risk missions.

Now 300 years later, the Colonist Corps High Orbital Support Vessel (HOSV) *Ganymede* enters *6Hubley-21* on its way to the system's fourth planet, *Natrolis*. Four years previously, all contact with the seed-ship *Natrolis Blossom* abruptly ended only days after it landed on the planet. Final transmissions told of colonist security being swiftly overwhelmed by a savage, lizard-like species. Most dreadful of all was the report that *Dreil* scouts had been spotted observing the battle. If this is true, then the *Colonist Council's* worst fears have been realized... The pestilence that is the *Dreil* empire is spreading toward the *Homeworld*. The Colonists have been ordered to purge the *Dreil* from the planet, and to neutralize any further threat to colonization.

For four years the crew of the *Ganymede* have traveled in stasis to the frontier. The *Onboard Sentient Support System* (OS3) awakens the Marines. The line must be drawn on *Natrolis*.



Available Colonist Units

Strong and well-armed units are the key to a successful colony. To protect your Race you have a variety of units available to train from your various buildings: Scout units to quickly explore the land, Scientist units perfecting your resource collection and Military units that protect them all. For more information on upgrades and availability of the various military units, please refer to the Technology Tree section of the manual.

Name	Sentry	
Race	Colonist	
Occupation	Defender	
Combat Ability	Good	
Strengths	Resists assaults.	
Weaknesses	Poorly armed.	
Armor	Good	

Special Attributes
Protects buildings.

Background
To withstand an assault of any sort of scale, you need a unit that can stand in the middle of battle, trading blow for blow. The Sentry is the unit in charge with the defense of Colonist structures and is well equipped for the task. Armed with a Polyresin shield that can deflect bullets and withstand attack with acid. When used to guard important installations, these units are extremely effective at resisting enemy attacks.

Name	Marine	
Race	Colonist	
Occupation	Soldier	
Combat Ability	Moderate	
Strengths	High velocity missile.	
Weaknesses	Weak missile damage.	
Armor	Moderate	

Special Attributes
Ranged attack.

Background
The start of your Colonial force on the land. Very mobile with light body armor, and having world-class training in close range combat. With a group of these troops, you can quickly cover ground and get to flashpoints on the map.

Although lightly armored for speed, the Marine is armed with a short range Crystoplasma carbine rifle that can penetrate most armor.

Name	Commander	
Race	Colonist	
Occupation	Leader	
Combat Ability	Moderate	
Strengths	Fast moving and agile.	
Weaknesses	None	
Armor	Moderate	

Special Attributes
Increases speed and armor of units under his command.


Background
When deployed, the Commander gives a welcome boost to any attacking forces within his sphere of influence.


Name	Flamer	
Race	Colonist	
Occupation	Soldier	
Combat Ability	Moderate	
Strengths	Powerful short-range attack.	
Weaknesses	Closed areas	
Armor	Excellent	


Special Attributes
Can kill some units instantly.


Background
Possessing strong armor the Flamer can be used in both defense and attack capabilities. Especially effective against the minor structures of the Sorin and Dreil teams.

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Name	Gunner	
Race	Colonist	
Occupation	Soldier	
Combat Ability	Moderate	
Strengths	Flexible in attack or defense.	
Weaknesses	None	
Armor	Moderate	
Special Attributes	Area of effect grenade launcher.	
Background	Similar to the Marine but armed with a medium-range projectile launcher. As a mid-squad unit, the Gunner can be slightly slower to react and fire, but causes much more damage when finally catching the enemy in his sights. He is particularly effective when you need to take out an installation, as the continued projectile assault creates much better collateral damage.	

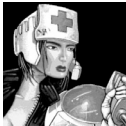
Name	Aqua Marine	
Race	Colonist	
Occupation	Special Forces	
Combat Ability	Moderate	
Strengths	Can attack land units from under the surface.	
Weaknesses	None	
Armor	Excellent	
Special Attributes	Only colonist unit equipped to explore under water.	
Background	Short-range hand-to-hand fighter with mineral based ballast in their boots to keep it weighted on the sea floor. His re-breather allows continuous underwater operation.	


Name	Jet Marine	
Race	Colonist	
Occupation	Air Corps	
Combat Ability	Good	
Strengths	Good covering unit.	
Weaknesses	None	
Armor	Moderate	
Special Attributes	Can get in and out of dangerous areas quickly.	
Background	A lightweight mobile airborne unit, which is equipped with a jetpack. The Jet Marine is equipped with a light Rocket Launcher, stopping enemy units on the land in their tracks.	

Name	Jet Bomber	
Race	Colonist	
Occupation	Air Corps	
Combat Ability	Moderate	
Strengths	Laser bombing precision.	
Weaknesses	Must return to aerodrome to reload.	
Armor	Good	
Special Attributes	Keeps attacking target until it is destroyed.	
Background	The backbone to any squad for attacking enemy installations from the air. The Jet Bomber is trained in the art of flying from A to B whilst dropping heavy munitions down on the enemy. The Jet Bombers have Grade 1 level unit propulsion systems strapped to their armor as standard, which can be upgraded by your engineering department at a later date.	

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Name	Rocketeer	
Race	Colonist	
Occupation	Mass destruction	
Combat Ability	Good	
Strengths	Accurate, deadly.	
Weaknesses	None	
Armor	Excellent	
Special Attributes	Missile attack.	
Background	This supreme assault unit is the most deadly manned land unit in the Colonist arsenal. The arms of the Rocketeer suit are launch pods for the adamantium tipped rockets, capable of piercing all known armor. The back of the suit is fitted with the best available power unit for maximum firepower. This unit has no known weaknesses.	

Name	Medic	
Race	Colonist	
Occupation	Doctor	
Combat Ability	Poor	
Strengths	None	
Weaknesses	Vulnerable	
Armor	Good	
Special Attributes	Heals wounded units.	
Background	With the tools and skills to heal both major and minor injuries quickly to completion, the Medic can become the focus of enemy attack, trying to slow the Colonist advances. Because of the layout of her equipment, when damaged the Medic cannot heal herself, so it works better when paired to another Medic unit.	

Name	Admiral	
Race	Colonist	
Occupation	Military Leader	
Combat Ability	Good	
Strengths	Powerful weapon.	
Weaknesses	None	
Armor	Good	
Special Attributes	Improves performance of units under his command.	
Background	The highest ranking Colonist unit who takes an active role in combat, the Admiral inspires admiration from his troops and leads by example. Units who are under the Admiral's influence perform at an advanced level, making them a more efficient fighting force.	

Healing units

Medic units are the only units capable of healing fellow units when wounded in the field. They come supplied with all the equipment needed to repair any or all damage, and can also heal other medic units, but not themselves. Repair often require a requisite amount of resources to complete, so be sure to have enough before employing vulnerable medic units into a dangerous area.


To heal a Military unit:


1. Click on the nearest Medic unit.
2. If you have enough energy, right-click to target the wounded unit or group.
3. The Medic, when near to damaged units, will automatically heal them, until fully operational or until resources run out.


Researching items such as medicines can improved the effectiveness of any healing performed on your tribal members.


Available Vehicle Units

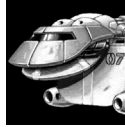
As the Colonists have found in the past, mastery of the native races usually rests with one thing, firepower. In land, sea, and air the Colonists have developed the latest in military vehicle technology for each of these terrains. Now with unlimited supplies of resources, the development pace and type of unit creation can increase tenfold. For more information on upgrades and availability of the various Vehicle units, please refer to the Technology Tree section of the manual.


Name	Sapper		
Race	Colonist		
Occupation	Worker		
Combat Ability	Poor		
Strengths	Fast to collect resources.		
Weaknesses	Slow when fully loaded.		
Armor	Poor		
Special Attributes	Only land unit with the ability to collect resources, repair structures and place building foundations.		
Background	Sappers are absolutely necessary for performing your basic commands, and are the only units that can effectively stockpile your resources needed for survival. It is better to have excess Sappers, than to have too few in your ranks.		


Name	Sniper Droid	
Race	Colonist	
Occupation	Assassin	
Combat Ability	Moderate	
Strengths	Pinpoint accuracy, range and speed.	
Weaknesses	None	
Armor	Moderate	
Special Attributes	Ranged attack.	
Background	Half scout, half killer, the Sniper Droid can be sent out to remote regions such as hilltops to warn of and take out enemy advance attack teams.	

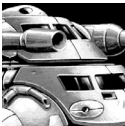
Name	Recon Droid	
Race	Colonist	
Occupation	Scout	
Combat Ability	Poor	
Strengths	Very fast, explores large areas.	
Weaknesses	None	
Armor	Moderate	
Special Attributes	Sweeping cloak reveal.	
Background	The need to examine the landscape and find out where things are located is the entire reason for the existence of the remote Recon Droid. Sending this mechanical marvel out to open the land up for you will soon reveal where most things are.	


Name	Target Designator		
Race	Colonist		
Occupation	Saboteur		
Combat Ability	Moderate		
Strengths	Fast moving.		
Weaknesses	None		
Armor	Moderate		
Special Attributes	Target designator, requires silo for missile launch.		
Background	Created from the Missile Silo, this is the remote targeting probe needed for the accurate destruction of enemy strongholds. Once triggered the Target Designator can be moved in close to the desired target and within a few moments, death will rain down from above.		

Name	High Gee Transporter	
Race	Colonist	
Occupation	Transporter	
Combat Ability	Poor	
Strengths	Carries multiple units over distances.	
Weaknesses	No offensive capabilities.	
Armor	Excellent	
Special Attributes	Very resistant to attack.	
Background	A hovering machine which looks like a high-tech hovercraft. Use this unit to transport your troops to other parts of the world where they can do their job. Packed with a tough titanium resin shell to project its cargo.	

Name	Dropship	
Race	Colonist	
Occupation	Supply and Construction	
Combat Ability	None	
Strengths	Orbital flight capability.	
Weaknesses	None	
Armor	Excellent	
Special Attributes	Remote operation.	
Background	Summoned from orbit, this ship uses energy supplied by Sapper units to complete the construction of Colonist structures.	

Name	Demolisher Droid		
Race	Colonist		
Occupation	Heavy Assault		
Combat Ability	Good		
Strengths	Explosives		
Weaknesses	None		
Armor	Good		
Special Attributes	Self detonating.		
Background	As the premier land-based assault and clearance unit, the demolisher has the ability to break through most targets using explosives and brute force.		

Name	Fire Beamer	
Race	Colonist	
Occupation	Assault	
Combat Ability	Moderate	
Strengths	Fast moving.	
Weaknesses	None	
Armor	Excellent	
Special Attributes	Dual cannons.	
Background	A short-range assault unit, the Fire Beamer is a front line unit for clearing enemy defenses and other obstacles. Slightly better armored than other units on the front of its suit to withstand the extra heat that is created when its weapon is in use. This also makes the Fire Beamer a very difficult unit to breach from the front.	

Name	Kooot	
Race	Colonist	
Occupation	Conqueror	
Combat Ability	Excellent	
Strengths	Huge damage potential.	
Weaknesses	Close in attacks and very visible.	
Armor	Excellent	
Special Attributes	Area of effect weapon.	
Background	If the colonists are in a particular area for any length of time, they can build up a sizeable base camp. One of the advantages to expanding your base of operations is the ability to build your Kooot unit. Using all the high-tech materials they can get their hands on, the Kooot unit is a metal crushing tyrannium war machine.	

Constructing Colonist Buildings

Constructing buildings costs a set amount of resources (stone, crystal and energy). You can construct more than one of each type of building, for example, Radar posts at each corner of your camp. To display all the buildings that are currently available to you in the game, simply select a Sapper and click on the Build Icon on the Main Panel. Hovering over the various Building Icons will give you more details on cost, usage and capacity. For more information on general Buildings, refer to the following section. For more information on the Control Hub, refer to the Control section.

There are five types of buildings:

Control - Such as the main Control Hub, or Ego Unit building.

Offensive - Buildings such as the Gunnery that let you train new military units to fight for control of the land.

Defensive - Such as Barriers and Guard Towers that give you to an early warning of attack as the enemy tries to break through these defenses to the heart of your defenses.

Industrial - Which increase the resources that you can store or collect, for example mines vastly speed up the collection of Gas.

Research - These buildings, such as the Lab, let you experiment with the materials available to create better and more useful skills and technologies, greatly increasing the speed at which you can create quality tools or weapons and greatly increasing your chances of success.

Researching the various technologies, such as Construction, can improve the structure and construction time of your buildings, making them more impervious to attack.

To construct a Building:

1. Click on a Sapper or group containing one or more Sappers. The more Sappers assigned to a building, the faster the construction becomes.
2. Click on the Build Button on the Main Panel.
3. Click on the button of the building to construct. For example, to build a Store, click the Build Store Button.
4. Right-click on a location on the map. The building highlight will be shown in green if the building can be constructed there. You can also left-click the Mouse Button at this time to rotate the building to adjust orientation.

Or

If you want to build more than one of the same type of building, press and hold the SHIFT key, then click multiple locations on the map. To build a length of fences or walls, simply click and drag the pointer from the start and stop locations.

5. The Sapper units then place the correct amount of materials at the building site, the Dropship then flies in to finish the building off.

To dismantle a Building:

1. Click on a Sapper or group containing one or more Sappers. The more Sappers assigned to a dismantling, the faster the de-construction becomes.
2. Click on the Raze Building Button on the Main Panel.
3. Click on the Building you wish to dismantle.

You cannot dismantle your Control Hub because its position is fixed. When you dismantle a building a varying amount of resources are placed back onto your main total. Depending on the quality of material salvaged, this amount can be quite high or fairly low.

Repairing Buildings and Vehicles

When they are damaged, buildings and vehicles tend to catch fire. These buildings can be repaired back to full effectiveness by the Sappers (working with the Dropships). The vehicles can only be repaired at the Hanger. Repair of buildings, like construction, requires resources. This is based on the time and extent of the repair that is needed. If left unattended, damaged buildings become more susceptible to attack as the enemy targets the weakest areas of your race first.

To Repair a Building:

1. Click on a Sapper or group containing one or more Sappers. The more Sappers assigned to a repairing, the faster the repair becomes.
2. Click on the Repair Building Button on the Main Panel.
3. Click on the Building you wish to Repair.
4. The Dropship will fly in to help the Sappers finish construction.

You cannot repair Vehicles with the Sappers. To repair damaged Vehicles (some of which are manned by units), you have to bring them back to the nearest Hanger building for repairs.

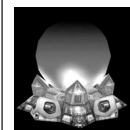
Available Colonist Buildings

The buildings on the planet are made from the same basic materials that scatter the land, mainly a composite of stone and crystal. Using the latest in building technology, the Colonist can create much more advanced buildings in a shorter time span. Built to withstand any hostile environments, the Colonist set of structures tends to be much tougher than those found elsewhere on the planet.



Living Capsule

With Hotels in short supply on the Planet, the Colonists live in pre-built housing capsules. Quick to set up and containing all the equipment for day-to-day survival, these are the cornerstone of your continued expansion. Each Capsule holds five units but can be an easy target for enemy aggression if left exposed.



Qmast Store

Once the mining operation gets more strung out, supply routes can become less than optimal. Building local stores allows for the easy collection and pre-processing of resources before they are transported back to the main Control Hub. Some research can take place here as well, mainly regarding collection methods and upgrades to tools based on examination of deposited resources.



Bootcamp

Any successful Colonial operation depends on a highly efficient military presence. Constructing the Bootcamp allows you to create units such as the Marine, who not only provides early protection from enemy attacks, but can also probe enemy positions for weak points of entry later in the campaign. As you expand your presence you will be able to create Sentries for defensive duties and the destructive Rocketeer, when the time has come to wipe out your opposition.

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**Barriers**

It is not always viable to have guard units on duty all the time. Building simple Barrier units can both prevent early attacks from basic enemy units and warn of impending danger. Quite quick to set up, the only drawback being the additional time and expense needed to reroute supply lines to compensate for the added protection.

**Enclosure**

Once enemy attacks become larger and more regular, you need to strengthen the defenses around your camp to protect your buildings and population. The second wall structure available is made of an advanced resin alloy and is modular in construction for fast deployment. When used in conjunction with the Tower, it can make the camp defenses very solid indeed.

**Lamp**

Used to provide permanent illumination in hostile areas of the map. Any enemy units, which come within the area of illumination of these powerful light sources, will be visible to you and defensive forces can be dispatched accordingly.

**Static Cannon**

Perfect for exposed areas, the remote Static Cannon is an automated defense unit built to engage enemy units trying to breach the Colonist areas of operation. Because of the design of its swivel turret, the main weakness is that, when surrounded, the back of the firing chamber can be exposed to attack, but don't count on many enemy units being left for long at the front to cause this to happen.

**Gunnery Range**

Once you are established on the planet's surface, you need to have units both capable of assaults on the enemy and who have the ability to clear large regions of obstacles quickly. Trained at the Gunnery Range are units such as the Fire Beamer and Flamer who both wield especially destructive weapons, the Gunner who is primarily an assault trooper and the more subtle Sniper unit, designed to penetrate enemy areas and stealthily take out difficult targets.

**DroidTek**

Radar scanning of the planet surface from orbit only reveals basic knowledge of the terrain. To fully understand the scope of the local region you have to create Spy Droids from the DroidTek. These units can not only map out regions for later mining exploration, but can also pinpoint enemy positions and possible points of entry to enemy encampments.

**Aerodrome**

Once your scientists find a steady supply of fuel and have converted some of your engine technology to have the ability to be used on the new planet, you can create highly mobile flying units. These units can be used to perform lightning raids into enemy territory, or to pound enemy defenses into submission before ground troops arrive to mop up.

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**Silo**

Originally designed as an offensive weapon and still used as such on occasions when its Target Designator Droid can reach its target, the Silo can also be very useful in eliminating attacking forces. Any time the opposition become bogged down in one place they become vulnerable to the Silo's mighty missile.

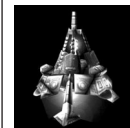
**Garage**

Once you have established a plentiful supply of resources and energy, you can start to create more exotic methods of transport. The vehicle hanger allows you to create and research advanced modes of transport, as well as updates to existing units and technology. The Transporter makes the movement of squads a more straightforward proposition and the Aqua Marine can go where no one else can.

**Laboratory**

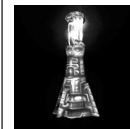
With so many minerals being processed, by-products such as fuels and even better explosives appear. More research into these explosive compounds allows you to tune specific to exploit them to the maximum. Sappers and Mining units can access deposits more efficiently and attack units such as the Demolisher can be constructed specifically with the task of bringing the enemy to their knees.

Obviously any enemy attacking or managing to destroy these buildings can create huge damage to the surrounding area, so it is better to build these structures slightly away from the main camp, but equally well protected.

**Auto Mining Extractor**

Once the amount of resources needed becomes no longer viable to completely collect by hand, you need to automate the process. These Mining rigs can be built over fresh or surface-mined deposits, and deep core drilling into the surface will extract the maximum amount of the chosen resource.

With this amount of increased sub surface activity, the Dreil team in particular are likely to attack the structures to try to preserve underground harmony, so they will always be a primary target that needs to be protected.

**Tower**

Although the Scouts are efficient at mapping local areas for brief moments in time, to get a proper picture of surrounding activity you need to deploy surface Towers. Giving a good picture of the terrain and unit activity in the surrounding area, the Tower can deliver a good early warning of incoming enemy attacks. The Tower is not helpless and can defend itself against limited attacks. It is best positioned behind a wall when its superior range can wreck havoc with enemy forces.

**Engineering Building**

Once the engineering division has determined a good source for certain materials, you can build the Kooot unit. This metal behemoth represents decades of military technology, rolled into a devastating assault unit 4 stories tall. Because of the energy needed to drive this beast, they are usually in short supply, so if you manage to construct one of these units, operate and maintain it properly to bring victory to the colonist effort.

Engineering Evolution

About Colonist Technology

Although the knowledge of the Colonist race is built on thousands of years of technological triumph, they still have to learn and master new skills at each location they land. By combining past knowledge with new and more advanced technologies, your race is immediately at an advantage over any nearby neighbours. Technology is a key factor in the survival, expansion, and longevity of the Colonist people. The various Races are all adept at skills relating to their location. The Dreil Race are expert miners, being underground dwellers and are loyal to the Queen, while the Sorin Race are expert wood and stone workers who are also loyal to their Priests who command respect and fear through the use of magic.

Better buildings, units, and technology become available as you build newer research facilities and advance your Control Hub. The Technology Tree shows you all the routes and options that are available as you master the skills needed for the next level of discovery. The technology available to you depends on the Race that you wish to play as.

Unit and Building Attributes

Sappers, Military units, Vehicles and Buildings can have the following attributes. Refer to the Technology Tree for more information on these attributes and the research items that affect them.

Hit Points - The amount of damage a unit or building can sustain before it is defeated.

Speed - The speed at which a unit or vehicle travels.

Capacity - The amount of resources that a Resource Collector unit or Sapper can carry, the total units that a Transport Vehicle can move or the population limit of a House.

Attack Rate - The amount of damage that a unit causes when attacking.

Hit Rate - The time between swings in a hand-to-hand attack and the speed at which the Vehicle, Watchtower or Gunner units can reload.

Armor - The amount of protection that a Unit, Vehicle or Building has when being attacked by the enemy. The type of unit directly affects this amount, a large vehicle or building naturally has more armor than a smaller hand-to-hand unit.

Accuracy - How much damage the attacking unit affects - better accuracy produces more damage. Accuracy for Gunner, Watchtower and Vehicle units can also be affected by height.

Minimum Range - The minimum range that a Gunner will fire over before attacking hand-to-hand.

Maximum Range - The maximum range that a Gunner, Vehicle, or Watchtower can fire over.

Build Rate - The speed at which a Building or Vehicle is constructed or repaired and the time it takes to create or train Sapper or Military units.

Energy - The amount of energy a unit contributes toward the team total. This is collected by each race in a different way when a unit dies or is captured, either by being cocooned for food by the Dreils, or sacrificed by the Sorins.

About Energy

The civilizations of the Races in this world are based on two things: energy and magic. Use of these forces by the Dreil and Sorin races over time have left behind traces that can be tapped into by the Colonist to boost their own central energy total.

These Energy "Geysers" naturally appear on the land and can be accessed only by the Sapper units. When a member of any Race is defeated, the energy that they contain can be captured and used elsewhere on the planet.

To Gather Energy:

1. Click on a Sapper or group of Sappers.
2. Right-click on one of the Energy Geysers that appears on the land.
3. The Sappers will start to gather energy at the chosen target, and will not stop until instructed to do so.

Advancing Your Operation

The struggle to take on the challenge of conquering a new planet is not new to the Colonists. It requires an ever-increasing sense of wealth and stockpile of resources, as well as the gradual understanding of the technology that comes with the new knowledge learned from the current situation and careful expansion of your central Control Hub.

In Dark Planet, you quickly cover the stages of conquer and evolution in a smaller time frame, and this is divided in Phases as the amount of energy needed to expand the Control Hub. These eras reflect the skill base of your Race as you achieve them.

Phase 1 - Characterized by the Spartan and basic buildings with a limited workforce to establish, explore and initially gather some vital resources.

Phase 2 - Characterized by the more technology and buildings starting to appear, expanded population growth, greater explored territory and better use of construction and technology.

Phase 3 - Characterized by the heavily defended camp region, knowledge of the surrounding terrain and enemy races and the advanced weaponry employed by your military units.

Phase 4 - Characterized by the size of the battle now being waged for control of the region, the dependence on the powerful crystals for power, and increased technology and populations.

The game of Dark Planet typically starts in Phase 1, with the Control Hub at its lowest point. As you advance through the Phases you will find all the new technologies, units, and skills that become available as you begin to dominate the landscape with your race.

TO ADVANCE YOUR CONTROL HUB TO THE NEXT LEVEL:

1. First, you must have enough of the resources necessary for the upgrade to the next level. You can find this out by clicking on the Main Control Hub then hovering the Upgrade Control Hub Button, which will also be lit if the Upgrade is possible.
2. Click on the Main Control Hub.
3. Click on the Upgrade Control Hub Button, the Upgrade Control Hub action will now be added to the Unit Queue.

While the Main Control Hub is upgrading, you cannot create any new Sapper units, although you can still create units and perform actions from your other buildings. Any Sappers that are working at the Control Hub at the time of upgrade will continue to do so at the next level.

With the Control Hub upgraded, new buildings, units and technologies are waiting to be discovered. You can click on the Sapper to see if any buildings have been added to the Build list or click on existing Research buildings to see the new upgrade or research options that have been added.

RESEARCHING TECHNOLOGY

In Natrolis, as your Control Hub advances through the different levels and Phases, so does the level of technology available for your race to understand. With each Phase, there is an opportunity to master new skills and techniques, unimaginable to the Sappers that first landed on the planet surface. The technologies themselves take a huge leap with every advance you make, from the simple energy gatherers that the Sapper units carry in Phase 1, to full blown automated mining structures in Phase 4. The race that masters all of the varying technologies available in the land is usually the one to prevail.

To research a new technology:

1. Click on a Research Building. A list of research items available will appear on the Main Panel. If you have enough resources, the available topic buttons will be lit, hover over them and you will be able to see which resources you still need to gather to be able to research this item. Researching technologies takes a long time and lot of resources, but when you have these new technologies available, you immediately have the advantage.
2. Click on the button for the technology you wish to research. For example, you can research Capacity at the Qmast Store. This gives the Sappers bigger collection chambers on their resource disintegrators.
3. The research item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics, or have no resources left.

For more information on the different technologies available, refer to the Technology Tree section of the manual.

UPGRADING SKILLS, UNITS AND BUILDINGS

By advancing through the Phases, you have the chance to not only learn new skills and train new units, but to upgrade the units, vehicles, skills and structures that already exist. These upgrades can take the form of a better weapon or different type of armor, or they can be in form of a new type of fuel, which increases speed of movement.

To upgrade a skill, unit or building:

1. Click on the building associated with this unit. They can be the Hub, Laboratory and the Qmast for various upgrades. More information of this can be found in the Technology Tree section of the manual.
2. Click on the button on the Main Panel that refers to the upgrade you wish to perform. For example, better Armor can be found at the Laboratory. If you have enough resources the button will be lit. Hover the button for more information on that item.
3. The item will be added to the Unit Queue for that building. You can add more until you have exhausted the topics, or have no resources left.

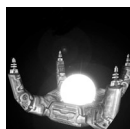
Energy Based Buildings



Control Hub (Level 1 – Phase 1)

Made of tempered Alloy, each Control Hub is dropped into position at the start of the exploration of each region. It contains a finite amount of energy that supplies the whole Colonist team. To continue and expand operations, a continued source of energy needs to be developed by your Sapper units. The first Control Hub is open to attack and must be strengthened as soon as possible. A simple upgrade in the levels of energy and crystal are usually enough to allow a move into the next Phase.

Once placed, the Control Hub creates Sappers to do your bidding, collecting resources and enabling the establishment of your base camp. You can use the Control Hub as a central store for both resources and energy.



Control Hub (Level 2 – Phase 2)

As you gain the ability to expand the Control Hub, you can also start to make use of its new range of technologies. The influence of the Control Hub is felt all around the camp, with new buildings and techniques being developed in this important phase of your colonial establishment.

As the Control Hub expands you need even more resources and energy to get to the next Phase.



Control Hub (Level 3 – Phase 3)

The third stage of the Control Hub, although not complete, allows much better use of the available resources in creating devastating new technologies. Many buildings and technology advances can be achieved at this point, and with the increased skills of resource and energy collection, your race can get closer to the final Phase of operations and complete domination of the planet.



Control Hub (Level 4 – Phase 4)

Once the Control Hub has reached its full capacity, the full extent of its potential can be tapped into. The final series of buildings are so technologically advanced that the early stages of your development seem like they happened so long ago. As the central point of your establishment, this will become the focus for any attack on the heart of your city, and thus, must be protected at all costs; although the outer shell is easily repaired, prolonged damage to the energy core can be harder and more costly in the long term.



APPENDICES

Useful hints

- When moving a slow or vulnerable unit across the map, surround it with stronger units using a custom formation type.
- Always add Leader units to a group, they affect the movement and combat abilities of units in their influence.
- Use the mini-map to quickly move around the world.
- If you have a wheel mouse, you can use the wheel to zoom in and out.
- You can rotate to any angle by holding down SHIFT as you rotate the screen.
- Remember to use the Idle key to find units that are currently waiting.
- Cripple an enemy tribe by taking out their stores and houses. This limits their ability to gather resources and expand their population.
- Double-clicking a single unit on the screen will auto-select all of the visible units of that type.
- Left-clicking on an object or unit in any Building Queue will remove it from that list.
- Focus group attacks onto the strongest enemy units, as they often affect the ability of lesser nearby units.
- Always attack the Town Center of an enemy civilization. This is where the most people are gathered, and is the source of all power.
- Remember that repairing buildings will use additional resources.
- Make sure you have plenty of houses for all of your people to live in.
- Build a series of Walls and Watchtowers all within each other's range. This makes them much more effective and difficult to attack.
- Holding down SHIFT while placing down a building will allow you to build multiples of that type.
- Put all the different types of units into their own group i.e. Workers, Vehicles, Soldiers etc, then use the keyboard shortcuts to easily move them around.
- Try to use 2 or more units when constructing new building; they will build it much quicker.
- Assign Defender units to protect buildings from early attack. You can also patrol areas using waypoints.
- Stockpile plenty of resources, even if you do not need them right away. Upgrading and researching new technologies later in the game eats resources.
- Use the compass on the Main Control Panel to set your view North again.
- Use the Options Panel to turn on unit range markers.
- To make a guard unit patrol large areas, click the Patrol Button, then use CTRL and mouse right-click to put down patrolling waypoints.
- The Dreil team relies on dead organic matter to cocoon for energy.
- The Sorin Team relies on capturing the souls of their dead enemies for Faith.
- The Colonist Team relies on the ability to easily access the natural volcanic vents for energy.
- If the enemy surprises your resource collecting units, use the DUMP Button to free them of the resources weighing them down.
- Always wait until a transport unit is finished loading before attacking it.
- Keep a close eye on unit numbers suddenly dropping, as attacks can come from below the ground and from the air.
- Use the different Attack Mode Buttons for each type of unit, such as Flee for Workers and Aggressive for Defenders.
- To target units being trained or created, select their source building and right-click on the place you want them to go to once created.
- To target multiple enemy targets, right-click a drag box over a number of enemy units with a group of your own selected.

- Remember that even without a main building, your workers can still build a limited number of useful structures.
- Stores allow you to research resource-related upgrades. The main structure allows you to perform vital unit upgrades and the research building allows you to do military unit upgrades.

Q&A

Q: I don't know what to do?

A: Play the first mission.

Q: How can I find out how much health the enemy has?

A: Click on them or any buildings they possess.

Q: Gathering resources seems to take forever.

A: Research and upgrade items to speed up resource collection, such as carrying capacity.

Q: Can I harm my own people with 'friendly fire'?

A: No.

Q: I turn up the game speed and the computer always seems to be one step ahead of me.

A: Remember that it speeds up for your opponents too, and they know how to play well.

Q: I keep getting lost on the map.

A: Click on the Home or Map Buttons on the panel or try pressing the 'H' key to take you back to your civilization center.

Q: Can I heal myself?

A: Yes, but only certain units can heal or be healed.

Q: What happens if I don't research all the items during a mission?

A: Nothing, but you may be at a disadvantage by not choosing a good series of technical upgrades. Try experimenting with the research items to see which ones work best for you.

Q: I've finished the campaigns against the other teams and defeated, now what?

A: Now try playing as another race. You might find it more difficult beating your old Team!

Q: The keyboard Hot Keys do not work when the game is running what can be done?

A: Turn off CAPS LOCK on the keyboard.

Q: Where can I get updates for Dark Planet?

A: Keep checking the Edgies Website at www.edgiese.com or www.darkplanet.ubi.com.

Q: I can't see the in-game movies.

A: Make sure to have the latest version of Windows Media Player installed: this is included on the Dark Planet CD.

Default Control Keys

All options on Control Tab (defaults in brackets):

Go to Idle Unit	(m)
Go to Next Object	(j)
Rotate Left 90 Degrees	(Delete)
Rotate Right 90 Degrees	(Page Down)
Scrolling	(Cursor Keys)
Rotate Left	(RShift Delete)
Rotate Right	(RShift Page Down)
Increase Tilt	(Page Up)
Decrease Tilt	(Insert)
Go to Zoom Preset	(Enter)
Zoom In	(Home)
Zoom Out	(End)
Reduce Single Player Game Speed	(.)
Increase Single Player Game Speed	(.)
Restore Normal Single Player Game Speed	(/)
Jump To Home	(h)
Jump To Alert	(a)
Minimap On/Off	(z)
Minimap Toggle	(TAB)
Send Chat (Network only)	(t)
Options Panel	(F1)
See Current Objective	(F2)
Toggle Options Panel	(F3)
Save Screenshot	(F9)
Load Saved Game	(l)
Save Game	(s)
Pause Game	(p)

Troubleshooting

General

PERFORMANCE

Dark Planet is one of the most advanced strategy games ever made. To achieve the best performance it is recommended that you are running the latest version of the operating system and using the latest certified versions of the drivers for the devices in your system.

VIDEO CARDS

The more RAM you have on your video card, the higher the resolution the game will run in. Currently Dark Planet will work from 800x600 through to the highest available resolution on your card.

HARD DISK SPACE

You need at least 220MB of free hard disk space to run Dark Planet (and 550MB when full).

OPERATING PLATFORMS

Dark Planet will run on Windows® 95/98/Me/2000/XP. The game runs in Direct 3D.

UPDATES

Please be sure to check our Websites for current updates at www.darkplanet.ubi.com or www.edgies.com.

Machine Specifications For Running Dark Planet

REQUIRED

CPU	- Pentium® III 450 or AMD K6-3 500
Memory	- 64 MB RAM
Hard Disk Space	- 220 MB free (Compact install)
Graphic Display Card	- 3D video card with 16 MB RAM, DirectX compatible
Soundcard	- DirectX compatible
CD Rom Drive	- 8x speed
DirectX version	- DirectX 8 (Included on Disc)
Internet or LAN Connection	- Required for multiplayer gaming

RECOMMENDED

CPU	- Pentium III 800 or AMD K6-3 800.
Memory	- 128 MB or better.
Hard Disk Space	- 550 MB free (Full install)
Graphic Display Card	- 32 MB RAM (DirectX compatible)
Soundcard	- DirectX Compatible
CD Rom Drive	- 8x speed or better.
DirectX version	- DirectX 8.1 (Included on Disc)

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All design, programming, art content, music and sound effects, internal testing and documentation by Edgies, copyright 2002.

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