THE BATTLE FOR KRONOS
**STARTS NOW**

BATTLE WORLDS

# KRONOS

**MANUAL**

## Epilepsy Warning

Some people are prone to epileptic seizures or disruption of consciousness if they are subjected to flashes of light or other lighting effects. These individuals might suffer these effects while playing video games. Even if their medical history does not show any epileptic episodes as of yet, playing games might trigger them. If you or a family member have shown comparable symptoms while subjected to similar lighting effects, please consult your doctor.

It is highly recommended to adhere to the following rules when playing video games: Don't play if you are tired or did not get enough sleep; make sure the room you are playing in is well lit; make sure to take regular breaks from playing of about 10-15 minutes per hour.

## Support

It is our utmost goal to create and deliver to you the most perfect games without any bugs. If, despite our efforts, a technical problem arises, please contact our free support at support@battle-worlds.com, which will usually reply to you within 24 hours.

Please let us know as much information as possible in your first email, including: System configuration (CPU, RAM, graphics card, OS, driver versions, DirectX version, etc.)

A detailed description of the problem with any error messages that are displayed and any steps to reproduce the problem

BATTLE WORLDS

# KRONOS

# System Requirements

To be able to play Battle Worlds: Kronos your computer should at least fulfill the following requirements:

## PC

OS: Vista, 7 oder 8, or newer release
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: DirectX 9c compatible graphic card with 256 MB RAM, Pixel-shader 2.0, DirectX® 9.0c
Sound: Integrated audio interface

## MAC

OS: Mac OS X 10.6 (Snow Leopard) or newer
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: OpenGL 2.1, minimal Intel HD Graphics 4000 or better, DirectX®: 9.0c
Sound: Integrated audio interface

## LINUX

OS: Ubuntu 12.04 LTS or newer release
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: OpenGL 2.1, GeForce GTX 260 or similar , proprietary driver(recommended), DirectX®: 9.0c
Sound: Integrated audio interface

Battle Worlds: Kronos has been tested with Ubuntu in the versions 12.04., 12.10 and 13.04. Principally Battle Worlds: Kronos should also run on other distributions (e.g. Fedora, Suse and others). For directions on how to get the game running on these distributions, please visit our forum at http://forum.kingart-games.com

# Troubleshooting/FAQ

We have striven to develop a bug-free game, as much as that is possible. Bugs might however have crept into the game. Should you experience any problems please check the following first:

1. Do you have the most current version of the game installed (including the most up-to-date patch)? Depending on where you bought the game the patches will either be installed automatically, or will need to be installed via the game's "Launcher".

2. Is the system's graphic card driver completely up-to-date?

3. Has the operating system got all the latest updates, service packs, etc. installed?

4. Are all other drivers up-to-date?

5. Could third party software (for instance a virus scanner) be limiting/blocking the game's functionalities?

If you have verified all the above and are still experiencing issues, then please visit our forum:

http://forum.kingart-games.com
You will find all known problems listed there and – as long as available – their fixes.

Should your problem not be listed yet, then please contact our support:

support@battle-worlds.com

# Game Controls

## Left Mouse Button

• Selects Units, Buildings and Objects
• Opens selected Transporters and Buildings
• Use to click on buttons in the User Interface

## Right Mouse Button

Once a unit has been selected with the left mouse button, then orders can be issued to it with the right mouse button. For example:

• Move Unit (click on any space within range)
• Attack Opponent (click on an opponent within range)
• Carry out Special Actions (right-click the selected unit in order to, for
  instance, deploy or dismount artillery)

## Scrolling

To move the field of view:

• Right-click the game area and hold down the mouse button while you
  "drag" the displayed area until the section you want is in frame
• Move the cursor to the edge of the screen
• Press the arrow keys

## Zooming

The game offers various zoom levels, right up to the tactical map. You can zoom either by using the mouse wheel or the "page up" and "page down" keys on your keyboard. Using "m" will zoom the game out straight to the tactical map. Pressing "m" again, will zoom you back to the previous view.

## Spacebar: Display Unit Info

Pressing the spacebar at any time during the game will display all your units' life bars and actions. This function is very useful for getting a quick overview and not leaving actions unused. Use it often!

## Cycling through Units

Use the arrows above the "End Turn" button, to cycle through all of your units, which have at least one action remaining.
Use the "Zzz" button to tell the game that you no longer wish to use a unit in this turn ("Sleep mode").



## Key Commands

| Space | View information about all your units, including remaining actions. |
|---|---|
| Esc | Close window/ Deselect selection/ Skip Cut scene/ Open Game Menu. |
| Tab | Select next active unit with actions remaining. |
| F5 | Save game in the Quick-Save Slot. |
| F9 | Load game from Quick-Save Slot. |
| S | Put unit into "Sleep mode" for remainder of the round. |
| M | Zoom out to strategic map. Pressing this again will return you to the previous zoom setting. |
| G | Turn Hex space grid on and off. |
| Alt | Display all units' range of fire. |

# Main Menu



The Main Menu takes you to all the key areas of the game (Singleplayer / Multiplayer, Campaign and Setup).

The large central area of the screen is taken up with your personal time-line. This contains various entries that can be selected:

• Continue Game: Continue playing the last saved game.
• Your Turn: When you are playing a multiplayer match, this will appear in the timeline when it is your go.
• Message: This will appear in the timeline, when you receive a message from another player. You can also write your own messages here.
• News: Announcements from us to you (for instance if new game content becomes available or the server needs to be serviced).

# Game Modes

## Campaign

The game has two campaigns. The Invaders' campaign "A New War" and the Residents' campaign " A New World". The campaigns are consecutive and share an overarching story. Hence the first campaign must be completed before the second one can be started.



## Single Player Missions

If you want to continue enjoying more single player adventures after completing the campaigns, you can tackle our Challenge Maps. Besides the official KING Art Missions, there are also missions created by other players.
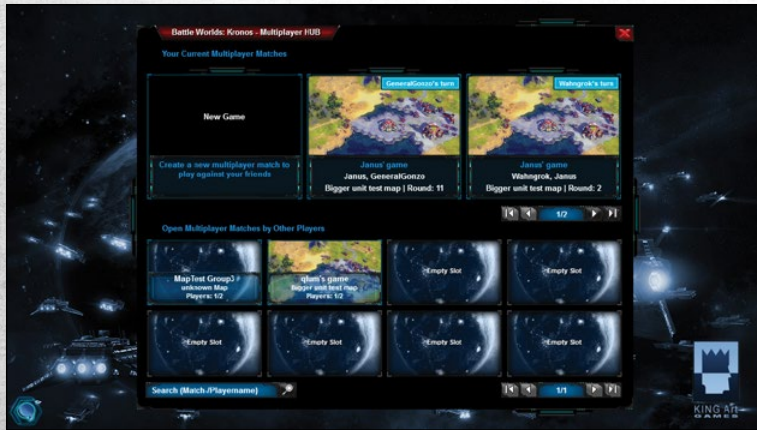
## Multiplayer

"Hotseat" mode allows you to play against a friend on a single computer. For all other multiplayer modes - Leagues, Achievements, Tournaments etc - you will need to be online and logged in (see below).

# Battle Worlds Online

You will need to register for free on the Battle Worlds: Kronos server if you want to play against other gamers (apart from "Hotseat" mode). After that you will be able to use the various online features.

## Asynchronous Multiplayer

You can play against other gamers from all over the world. Take your turn, whenever you have time. Once you have finished a turn, your opponent will receive a message and will be able to take their turn whenever they have time. If you are impatient, you can of course watch "live", what your opponent is doing.



## Play wherever you like

You can continue playing a multiplayer match on any computer with Battle Worlds: Kronos installed. Just log in using your name and play. This does not only apply to versions installed on PC, Mac and Linux, but also to the browser versions that can be played via www.battle-worlds.com.

## Leagues

You will not just receive "Achievements" when you play online. You will also be able to enter one of the Leagues and see how you measure up against other players.

# List of all Upgrades

Improved firepower (Damage caused +25%)
The unit causes 25% more damage when attacking opposing units.

Improved armor (Damage sustained -33%)
The unit sustains 33% less damage when it is attacked.

Improved engine (Movement range +33%)
The unit's movement range is increased by 33%.

Improved visual range (33% more range of vision)
The unit's vision is improved by 33%..

Counterattack (Unlimited counterattacks per round)
During an attack a unit can normally defend itself the number of times it could attack. This upgrade enables a unit to defend itself each time it is attacked.

Blitz (Unit fires first, when it is attacked)
When it is attacked, the unit fires first, before the (already weakened) opponent can deal damage to it.

Surprise attack (Free attack when being revealed)
When the unit is revealed it can attack the opponent during his turn, while the opponent's unit can't fight back.

Medipack (Regeneration of 10% HP per round)
A human unit automatically heals itself by 10% at the end of each round.

Footslog (Movement range + 50%)
A human unit's range of movement is increased by 50%.

Bloodlust (Joker action instead of movement action)
A move action of the unit is permanently changed to a joker action. This enables it to attack an additional time in a round (if it doesn't move).

Minelayer (Can deploy mines)
The unit can carry at least one mine and deploy it on an adjacent field. Minelayers can not automatically defuse mines.

Surface-to-air missile (Can attack aerial units)
Ground units that are equipped with surface-to-air missiles can attack aerial units.

Improved reparation/healing (Reparation/Healing +50%)
The unit's ability to heal/repair a unit on an adjacent field is improved by 50%.

Breach (Unit ignores jamming constraint)
The unit can move without being jammed by opposing units

Squash (Unit can drive over fields with wrecks)
The unit can drive over fields that are occupied by burning wrecks.

Improved target acquisition (One field more range of fire)
The unit can attack from one field more distance than before.

Propelling charge (Two more fields maximum and minimum range of fire)
The unit's maximum attack range is increased by two fields, but at the same time the minimum attack range is also increased by two fields.zwei Felder vergrößert.

# CREDITS

**Game Director**
Jan Theysen

**Executive Producer**
Marc König

**Producer**
Thorben Offermann

**Lead Programers**
Philipp Kolhoff
Thomas Jahn

**Programers**
Florian Feith
Max Knoblich
Lukas Höppner
Lars Peterke
Benjamin Kuhr
Andreas Bergmeier
Arne von Öhsen

**Art Director & UI De-signer**
Alex Conde

**Art Directors & 3D Content Creators**
Creature Factory (Jörg Reuß, Thorsten Brockmann)

**3D Artists**
Matthias Rigling
Sebastian Rigling
Manuel Mayer
Wilfried Gruber
Sarah Kassem

**Motion Capturing**
Tom Degener
Thomas Paul
Marco Rosenberg
Marina Dmitrieva
Jan Theysen

**Animators**
Marina Dmitrieva
Thomas Paul

**Concept Art**
Lea Fröhlich

**Level Designers**
Timo Gellers
Dirk Theysen
Thorben Offermann
Jan Theysen
Andreas Suika
Jan Miller

**Composer**
Benny Oschmann

**Sound Designer**
BaaR Music (Tilo Alpermann, Clemens Brix)
Marco Rosenberg

**Writers**
Jan Theysen
Marco Rosenberg

CRIMSON COW

**Managing Director**
Karsten Otto

**Head of Marketing & PR**
André Hütten

**Producer**
Georg Hach

**Junior PR-Manager**
Michael Hallbauer

**Junior Product Manager**
Friederike Köpke

**English Voice Recordings**
OMUK London Studios

**Localization**
toneworx GmbH

**Localization Manager**
Marco Rosenberg

SPECIAL THANKS TO

All our backers!
All testers
Everybody in the forums
Kickstarter.com
Unity3D
Lars Schmeink
Henrik Strandberg
Klaas Kersting
Klaus Schmitt
Steven Glick
Felix Lethmate
"M"

During the development of Battle Worlds: Kronos the following software was used:

**Unity3D:** http://unity3d.com
**Lightbeams:** http://u3d.as/content/stu-assets/volumetric-light-beam-kit/3Of
**Protobuffer:** https://code.google.com/p/protobuf-net/
**Catlike Coding:** http://catlikecoding.com/unity/products/text-box
**A Fast CVS Reader:** http://www.codeproject.com/Articles/9258/A-Fast-CSV-Reader
**Prefablab:** http://www.paladinstudios.com/prefablab
**Pixelpracht:** http://pixelpracht.net
**Steamwrapper:** https://www.assetstore.unity3d.com/#/content/2211

B A T T L E   W O R L D S

# KRONOS