1C COMPANY

ALTAR GAMES

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www.cenega.com

support@cenega.co.uk

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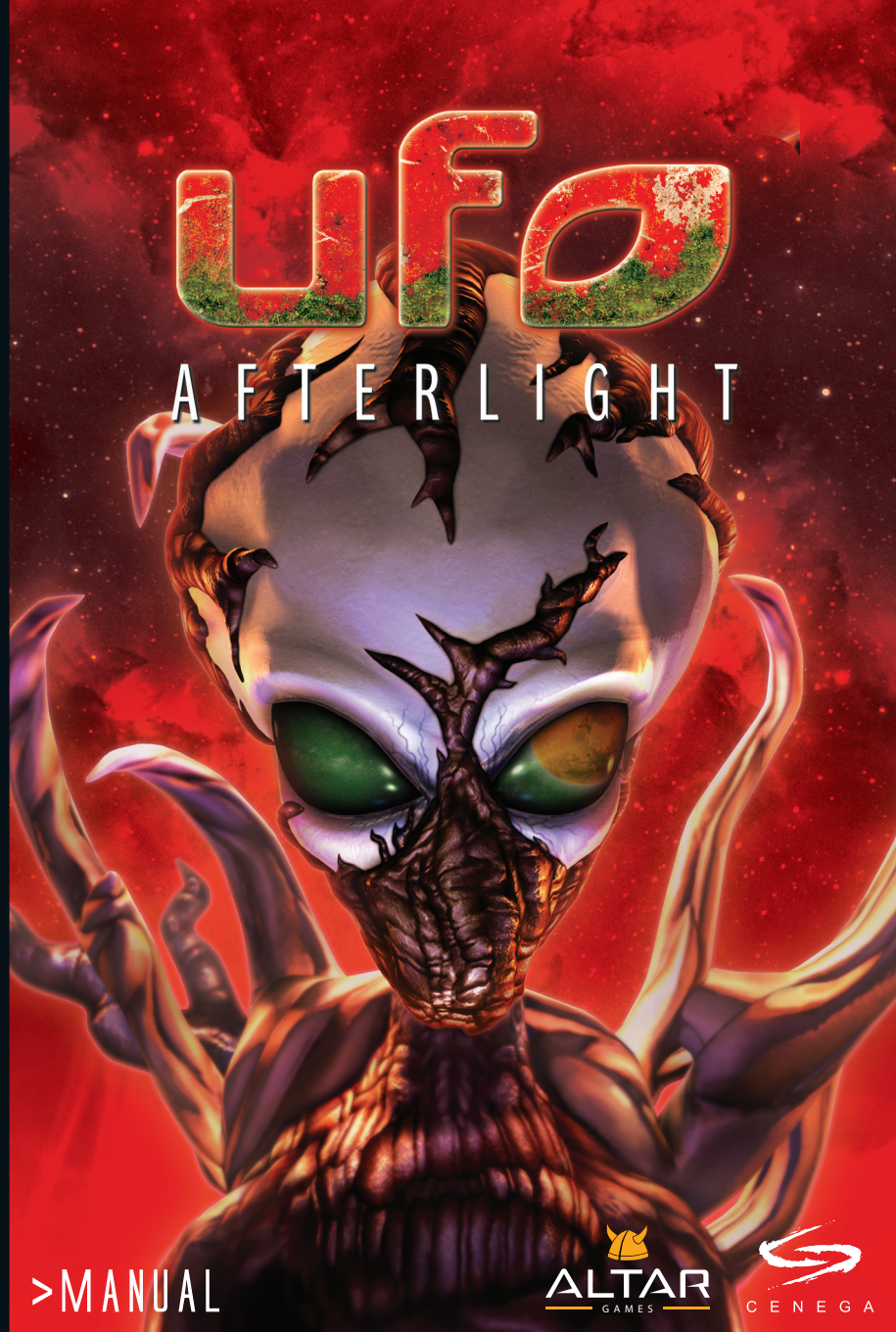
UFO

AFTERLIGHT



>MANUAL

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Motto

Mars: The god of war, and one of the most prominent and worshipped gods. In early Roman history he was a god of spring, growth in nature, and fertility, and the protector of cattle. Mars is also mentioned as a chthonic god (earth-god) and this could explain why he became a god of death and finally a god of war.

"Mars." *Encyclopedia Mythica* from Encyclopedia Mythica Online.
<http://www.pantheon.org/articles/m/mars.html>
[Accessed August 15, 2006].

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Installation

To install UFO: Afterlight:

1. Insert the UFO: Afterlight DVD into your DVD ROM drive.
2. If you have autoplay enabled, a splash screen will open automatically. Click Install to begin the installation process. Follow the on-screen instructions to complete the installation.

If the splash screen does not open:

3. Double-click My Computer on your desktop (or select it from the Windows Start menu).
4. Double-click the icon for your DVD ROM drive.
5. Double-click Setup.exe to begin the installation process. Follow the on-screen instructions to complete the installation.

System Requirements

UFO: Afterlight runs on a 100% Intel-compatible computer that meets or exceeds the following specifications:

Minimum:

- Windows 2000/XP with DirectX 8.1
- 1 GHz CPU
- 512 MB RAM
- 5 GB Hard Disk Space
- Nvidia 5700, or ATI Radeon 9500 video card
- Sound Blaster compatible sound card
- DVD ROM drive

Recommended:

- Windows 2000/XP with DirectX 9.0c
- 2 GHz CPU
- 768 MB RAM
- 5 GB Hard Disk Space
- Nvidia 6600 GT, or ATI Radeon 9800 video card
- Sound Blaster® X-Fi™ sound card
- DVD ROM drive

Introduction

In this game, your goal is no small task – to conquer planet Mars with only the most limited of crew. You must make important decisions about expansion of the human colony, management of the home base, training, research, production and diplomacy (the strategic game). In combat missions, you fight against enemy aliens that are trying to prevent you from reaching your goal, using different kinds of weapons and equipment. Battles take place in various terrains and you must use the abilities of your soldiers to your advantage (the tactical game).

Be careful. In this manual, you may discover a few things that should remain a surprise and could spoil the game for you. You may easily play the game without reading the manual. Most of the controls are intuitive, and tutorial messages will guide you through the initial stages of the game. You may prefer referring to the manual only for greater detail concerning less common game concepts or more complex interface options.

The Story

Fifty years ago, on the Earth, the war had ended. The Reticulans forced people to leave their planet, but the Reticulans also gave a new chance to humankind. A few of the survivors were sent to the orbital station above the Earth, called Laputa. They were considered to be the leaders of the remnants of the human race and called themselves the Council of Earth (you may join them and discover their story in UFO: Aftershock – available as part of the UFO series of games).

Another group of humans was transported by the Reticulans to Mars. Aliens used their technology to assist people in building a base in one of the craters and put most of them – more than 10,000 – into cryogenic sleep, as Mars was not able to feed more than a small population, no more than 30.

The task for this group was clear. To survive. To keep the home base's necessary functions running and to prepare for the transformation of Mars into a living planet. But fulfilling this mission was to last for generations.

Colonists died and new pioneers were born on the new planet. They remained in contact with the Council of Earth and accepted their orders, although people on Laputa could hardly understand the problems of the Mars colony. And then, one day, scientists found the remnants of an ancient civilization....

Learning the game

It is not necessary to read this manual to learn how to play UFO: Afterlight. Game control should navigate you intuitively to do anything you want to do.

The early stages of the game will be guided by tutorial messages, both in your first combat missions and in the strategic game. Whenever you come across a feature for the first time, the tutorial gives you a hint as to what you could or should do.

You will receive additional advice, in this case more general, from the characters in the game when you meet them. They will inform you as to what is going on within the colony, as well as what important discoveries and new opportunities emerge in the game.

When you move the mouse cursor over the interface elements, brief tooltips appear to give you more information on what they do.

In Library view, you will find detailed information about everything you have come across in the game until now. Here, you will find all characteristics of weapons and armor, conditions under which they can be used, and so on.

Some hints on what you can do in the game are also provided in the Options view. The list of key mapping shows most of the possible actions, and the list of events that may pause the game gives you some idea as to what may happen.

Saving and loading

You can learn most of the game's features simply by playing, but do not forget to save often when doing this. You can save and load at any moment, both in strategic and tactical game modes. You can have any number of games saved to return to later. It is highly recommended that you save your position before exiting the game.

On computers that just meet the minimum requirements, saving and loading may take more time than on faster computers.

Strategic game

In the game, you control the global development of the Mars colony. Only a very limited number of people are available, and there is only one base on the planet. Everything is automated as much as possible, including stations outside the home base (such as mines or excavation sites), so they do not need to be attended to regularly.

You can only obtain the resources necessary for survival through territory expansion. In the newly occupied regions, you build new stations to supply or protect your home base. There your characters research, produce, make military plans, train or heal. From the

home base, squads of soldiers set out in a UFO for battles against your enemies.

The commodity to be the most carefully managed is time – plan carefully to determine what is necessary and what is not. You should seek to strike a balance between territory expansion and development of your home base. Leaders of the colony will guide you at key moments in the game and indicate what you could do next.

The Globe

The initial view – the globe of Mars – gives you an overall idea about your colony's territory, the spread of aliens, any opportunities and threats.

You can move the globe by holding the right mouse button and moving the mouse around. Zooming in and out may be done with the mouse scroll wheel.

In the beginning, you hold three regions plus your home base. Your territory is surrounded by neutral territory at first. Later, you will start neighboring with the alien races, both friendly and unfriendly.

In the regions you occupy, you may establish different kind of stations – mines, excavation sites, or terraforming stations. To occupy new territory, you must build a geological probe there. This is all done by giving commands to your scientific or technical vehicles, which will perform all actions in the order you give them. You can change the vehicles' plans later by rearranging their commands.

Some of the neighboring regions contain missions. You may not establish a geological probe there before the mission is successfully completed. Missions are solved by the squad of soldiers that travel in a UFO. Just as with the vehicles, you may give multiple commands to the UFO and change their order afterwards. Later in the game, missions different from attack missions will appear – such as defense missions to protect your territory and special missions of various kinds. Be careful. the UFO's radius depends on your access to fuel (one of the raw materials).

In the course of the game, you will terraform the planet, and the hostility of the environment will become lower and lower. On the other hand, some regions may be flooded with new seas.

In the upper left corner of the screen, you may control the speed of the game or pause it. Nothing will happen until you set the game running.

The game will stop by itself when something important happens and one of your characters announces to you what this is. In Options, you can set which events will pause the game and which not. Sometimes, the game will stop and the characters will tell you more about the story or give you advice on how to advance. Listen carefully, but you can always close the message by pressing Esc on the keyboard.

From the Globe view, you can easily navigate to all management views. Notice also the log panel at the bottom where you can browse through all the events that took place in the strategic game.

Management screens

In management screens, you can control individual aspects of the game. From any point, you can easily navigate to other related screens, and move back and forth between them. Often, you will have to confirm a certain operation before it is carried out.

The characters managing the areas concerned will give you more advice when you come to "their" screen.

Base

In this view, you are presented with a basic image of the structure of your base and the assignment of individual characters to the various buildings. To research, produce, be trained or get healed, a character must always be in one of the buildings. Although it is not very efficient, you can also place characters in the residential sector where they do nothing.

Bays are specific-purpose buildings. In order to go outside the base in vehicles, characters wait here for their assignments. If they are on their way, you can still move their image to another building, but they will start to work there only after they return. The same applies when the character is in the UFO – his or her image has a different color and work is suspended.

Base view also enables you to construct new buildings. Do not forget that you must have technicians in the civil engineering yard. The higher the level of the technicians, the faster the construction goes.

Overview

The Overview screen provides statistics about your colony.

Note that raw materials are not stored in your warehouses. You only have to secure sufficient access to them by building mines or by trading. Item production or building constructions can only start if access to the required raw materials reaches the desired level.

Later in the game, with more advanced technologies, new types of raw materials will appear. At the same time, water will cease to play such an important role, and mention of it will no longer be made. Access to water and energy does not depend on mines, but on the buildings at the home base.

Research & Production

Research and production use similar principles. To produce an item or to research a technology, certain conditions must be met: other technology must have been researched before; you must have sufficient access to the appropriate material; some type of building must be constructed at the home base. Certain technologies may be

researched only after a given event has occurred in the game.

Each laboratory or factory researches different projects or produces different kinds of items. On the right side of the screen, you choose a technology or item and drag it to the queue in the middle of the screen. You may rearrange the queue later or remove technologies or items from it completely. The higher the level of the technicians or scientists, the faster the production or research.

When producing, take into account that it is better to produce many pieces of the same kind of item at the same time, as construction of the assembly line always takes some time. Also, remember that the item you want to produce may only be found in the list on the right.

Storage

Every item that is at the base may be found here, and much more. You can see who is allowed to use each item and when special training is necessary.

You can also move certain items into the trash, so they will not be displayed in lists anywhere in the game. This way, you will not be distracted by outdated equipment. You can always pull the item from the trash later.

In the Compose panel, you may combine weapons and add-ons. Each add-on fits into one of the slots on the weapon. When you are happy with the new weapon, give it an appropriate name, confirm the change, and it will be ready for your soldiers to use.

People

There are three classes of people in the game – soldiers, scientists and technicians. Each character has one or two classes and that makes him or her available for different kinds of tasks.

Characters gain experience points separately for each of their classes. Experience points are assigned for performing tasks related to the class.

Soldiers gain experience in combat for killing enemies and completing missions, for hits and injuries (given and received), and for using special abilities.

Scientists gain experience for completing special missions, using special abilities in missions, researching new technologies, and establishing geological probes, excavation sites and terraforming stations.

Technicians gain experience for completing special missions, using special abilities in missions, producing items, establishing mines and military stations, and constructing buildings at the home base.

When the amount of experience gained reaches a certain point, the character increases his or her level within the class. This means that the character completes an appropriate training point and, in the case of gaining military level, he or she may increase one of his or her attributes.

Attributes represent a character's basic abilities. From them, combat skills are derived, and they directly affect the character's performance in battle. Later in the game, aliens and drones will join your team. Their sets of attributes and skills may differ from those of humans.

A character's abilities may be further enhanced through training. Training takes time and consumes training points. In the beginning, only a limited number of training sessions are available, but new technologies will add more. Before embarking on major training, a character must have completed minor training of the same type. Only training points of the appropriate class may be used.

To reverse permanent damage, characters need healing. People and aliens have to spend a certain amount of time in hospital wards, and robots must be mended with the spare parts produced in the factories.

Squads & Equipment

On the two screens, Squads and Equipment, you prepare the team of soldiers that will go on combat missions.

You may prepare several squads for different types of missions, but only the active one will get in the UFO and travel to battle. Each member of the squad must have a spacesuit. If you try to send a character on a mission where his or her spacesuit is not sufficiently resistant to the environment, you will be warned before entering the mission.

The type of spacesuit worn affects the number of items you may take on a mission (size of the backpack) and the number of special add-ons to the suit that may add new abilities to your character.

Aliens use different armor than people, and drones use turrets instead of spacesuits.

Equipment for each squad is selected separately. If your characters (especially drones) use two or more single-handed weapons, the weapons must be exactly the same, including add-ons. Important: when you change a character's spacesuit, he or she must be completely re-equipped.

Each item has its own weight. Characters carrying more than their constitution allows will move more slowly in battle. However, extra equipment can be loaded to the UFO and used in the mission only when necessary.

Diplomacy

In the beginning of the game, you will have contact with no other faction, neither on Mars nor on Earth. You must establish a means of communication with them first before more options will appear.

With aliens on Mars, you may either be at war, at peace, or in alliance. If you have peaceful relations, you may request to trade with them, or they may suggest some form of bartering themselves. If they feel it's appropriate, they may even send some members of their race to join your team.

You may also request help from the people on Earth, or share technologies with them, and so accelerate your own progress in this way.

Library

In Library view, you find documentation on everything you have encountered in your game until now – descriptions of items, buildings and technologies, biographies and character data, records from the previous meetings, etc. You just need to locate the right list.

Mission

Just before you enter a mission, the game will inform you briefly about what you can expect. Do not forget that it will be the active team, equipped in the way you specified in the Equipment view, that will go into battle. All its members must participate in spacesuits assigned in the Squads view, but you can still rearrange items among the members and the UFO during the briefing.

Each territory has a different environment. The regions of higher altitude are typically more hostile than the plains. The regions near the equator are typically more hostile than the ones near the poles. At night, hostility increases slightly due to lower temperatures. Hostility is also affected by unpredictable solar activity. In latter stages of the game, when the planet becomes terraformed, the environment will become more friendly.

Tactical game

In the tactical game, your squad of soldiers seeks to achieve victory over your enemy. They must get to the place of battle with the UFO, and there they fight on their own, supported only by their equipment and your tactical wit.

Simultaneous Action System

In UFO: Afterlight, we use the Simultaneous Action System (SAS). All friendly and enemy units act at the same time, but you can pause the action at any moment and change the plan for your characters. This way you can easily adapt to the situation.

Typically, you give orders to your soldiers while the game is paused, then you set the game running, and when they finish all their orders or the situation changes – for example they detect an enemy – the game pauses again so that you can add new orders. Do not forget that every time you command your characters to do something, it is only a plan for them and they will perform your commands only when you set the game running.

Game control

You give orders only to the selected character or characters. To select them, either click their picture or click them on the map. You may also select a group of soldiers by dragging the mouse over them or shift-clicking individual characters.

The following commands may be given to characters:

- Move: Soldier will find the fastest way to the designated location.
- Attack: You may choose between attacking a unit and attacking a location. Attacking a certain place with grenades may be useful, for example, when you try to hit more than one enemy. You can also use a delayed attack, i.e. wait to attack when circumstances allow for a reasonable chance to hit. Note that every use of equipment, for example scanning or healing, is considered an attack, and similar mechanisms are employed.
- Interact: This command enables you to manipulate the objects on the screen – open or close doors or pick up an item from the ground.
- Equip: Right-clicking a character's panel gets you into equipment view, where you can move items from the backpack to the soldier's hands and vice versa. Note that every change you make takes time and extends equipping time.
- When the game is paused, you can plan your characters' actions step by step by clicking the right mouse button on targets, locations, objects, etc. To do so while the game is unpaused, hold down shift while clicking the right mouse button, otherwise your units will find the shortest and quickest way to fulfill the latest order only.

Movement and attack commands may be affected by movement or weapon modes.

Soldiers may walk, run or prowl. When prowling, they are hardly detectable and difficult to target, but they move more slowly. If they do not move, they either stand, crouch or lie prone. Each weapon offers different weapon modes. Aimed shots are more precise, but they take more time than snapshots. Bursts can potentially cause more damage, but they spend more rounds from the cartridge.

All commands are added to the end of the character's plan, i.e. he or she carries out all the previously planned tasks first. The planned actions may be displayed on the character's panel, where you can also clear the whole plan or delete one of the actions.

Game principles

Everything characters do on tactical missions is affected by their skills and their equipment – the range of their weapon, its precision and type, and amount of damage it inflicts. The type of damage is important because the enemies can be resistant to one kind and vulnerable to another.

On the screen, you will see most of the figures you need for making decisions – i.e. time the planned action will take or the probability of hitting the enemy. This probability depends on the soldier's skill, the weapon wielded, distance, and enemy unit's size and cover. Be careful, if some of your soldiers get into the line of fire, they may take friendly fire.

Some types of weapons or ammunition may "cast" an effect on the characters – poisoning or burning inflicts damage over a time period, soldiers may be paralyzed, or their attributes decreased. Characters also react when their relatives or friends are brought down in combat – they may get angered or depressed, depending on their nature. The game informs you about these effects through icons on the character's panel, where you can also find symbols of the character's training.

Camera and visibility

Normal vision is not the only type available in UFO: Afterlight. Your non-human characters may employ different types of vision, or they may be accessed with specific equipment. You can switch between them, each showing the scene differently. It may be useful for detecting hidden enemies or objects.

Sometimes one of your soldiers may notice an enemy that is currently invisible. In this case, you will see a special symbol at the enemy unit's location, which shows that you know about him and may attack, but still none of your characters can see him.

Consider that you do not know the whereabouts of your enemies before one of your soldiers spots them. The opposite is also true – if your soldiers are inconspicuous, the enemy may not notice them until it is too late. Sometimes this makes a difference between being alive or dead.

Orientation in the terrain can be made easier by selecting the right type of camera. You may use one throughout the whole game or switch to the most appropriate one in any given situation. The automatic camera will always look for the view that displays the most of the scene. On the other hand, you may prefer the free camera, which you can move around at will. The final type of camera is that of looking at the terrain from the point of view of the selected unit.

Easy navigation on the battlefield is also provided by the minimap in the top right corner of the screen. You can see the whole miniaturized layout, and clicking on the minimap will immediately move the camera to the selected place.

Mission objective

Read carefully what the goal of the mission is. It is not always just killing some or all enemies. Sometimes, you need to destroy an object, get to the target area, or save hostages. Sometimes you should remain unnoticed. Different missions will require different skills or equipment. Failing to carry out the mission's objective may bring grave results in the strategic game, such as losing your territory to the enemy.

Do not forget that your soldiers are on Mars. If their spacesuit gets damaged, which can easily happen in combat, they start losing hit points quickly. Your troops should always wear armor that is as resistant to the environment as possible, and someone able to repair the spacesuit on site should accompany them.

When the mission is finished, you can gather the items that were left by your enemies on the battlefield. Note that some of them may be so damaged that they do not appear as available for the taking. Nevertheless, the game will try to load all the usable objects into your UFO. Sometimes there may be so many items that you will have to decide which to take and which to leave behind. You will never be able to come back for them, so choose carefully.

Ending the game

The game comes to an end in the following situations:

1. You destroy the main base of your enemies. To do so, you must fulfill certain requirements that you will learn in the course of the game. If you manage to conquer the alien fortress, victory is yours!

2. You lose the mission at your home base. The enemy then destroys life-support facilities beyond repair, and all the colonists die.

3. Your colony will die of thirst if the water supply is suspended for too long. You will be warned before this happens, and you can prevent it by completing a combat mission at the aqueduct so that it may be repaired.

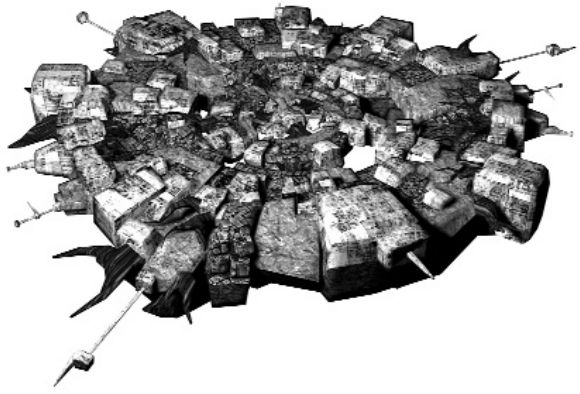
Level scale

Attributes & Skills	Source
0: None	0: None
1: Pathetic	1: Tiny
2: Weak	2: Small
3: Average	3: Limited
4: Good	4: Adequate
5: Outstanding	5: Large
6: Heroic	6: Impressive
7: Supernatural	7: Abundant
8: Divine	

Explanation of Sound Blaster sound card

Sound Blaster® X-Fi™ sound cards blur the line between gaming and reality. It delivers a no-compromise promise of both lightning fast gaming and immerse audio environment – all at the same time. Play UFO: Afterlight with Sound Blaster® X-Fi™ to experience gaming audio that sounds more dynamic and realistic than you could ever imagine.

To learn more about Sound Blaster® X-Fi™ sound cards, please visit:
http://www.soundblaster.com



Credits

ALTAR Games

Project

Lukáš "Izmi" Veselý	*Project Manager, PR*
Radim "Rumun" Křivánek	*Lead Designer, Game Design*
Otakar "Wotan" Nieder	*Lead Programmer, Database Administrator*
David "Dave" Zapletal	*Lead Artist, Art Manager*
Martin "Budul" Horák	*Office Manager, System Administrator*

Code

Lukáš "Luke" Bábíček	*Tactical Game*
Jakub "Jam" Gajda	*Graphics Engine*
Karel Klíč	*Strategic Game*
Zdeněk Pavlík	*User Interface*

Art

Milan "Medart" Dědic	*Shaders, Effects*
Dušan "Xcox" Grof	*2D Graphics, Textures*
Michal "Hochy" Hochmajer	*Landscape Models, Lights*
Oldřich Kříž	*Textures, Concept Art*
Zdeněk "Darkon" Opletal	*3D Environment, Weapon Models*
Jiří "Gildor" Schlemmer	*3D Environment, Building Models*
Zdeněk "Vespa" Vespalec	*3D Graphics, Animations*
Jan Krátký	*Interface Concepts*
Radim "Finder" Pech	*Concept Art, Cinematics*
Tomáš Kučerovský	*Concept Art*
Milan "Turin" Vašek	*Textures*

Design

Karel Makovský	*Story, Game Design, Texts*
Vojtěch "Wild" Vild	*Database, Game Design*
David "Angrydave" Karban	*Lead Level Designer, Mission Scripts*
Radim "Trpaslík" Vítek	*Level Design, GUI*
Jiří "Gekon" Zlatohlávek	*Level Design, Game Design*

Sound

Tomáš "Japko" Brejšek	*Music*
Juraj Košec	*Sound FX*

Playtesting

Lukáš "George" Gregor	*QA Lead, Technical Support*
Petr "Marduk" Bokoč	*Beta-test*
Mikuláš "NAPT" Müller	*Beta-test*
Miloslav "Lynx" Cinko	*Beta-test*

Web

Marek "Freon" Blažek	*Server Administrator, Webmaster*
Pavel "Lorgan" Hamřík	*Webdesign*

Community Support

Olav "Slaughter" Lognvik	*Official Forum Administrator*
Pedro "Thorondor" Bento	*Official Forum Moderator*
Chris "Avenger" Collins	*Official Forum Moderator*
Wim "Shadowkeeper" Piens	*Official Forum Moderator*

Special Thanks to these Community Supporters and all the fans of the UFO series, for their support and interest.

IDEA Games

Jiří Rýdl	*PR & Marketing*
Martin Klíma	*Producer*
Robert Štípek	*IDEA QA Lead*
Jiří Jakubec	*International Sales*

CENEGA PUBLISHING

Michal Harangozó	*Producer*
Andrea Sládková	*Marketing*
Martin Stehlík	*PR*
Petra Buryánková	*Sales Director*
Petra Plamínková	*Sales Department*
Veronika Knotková	*Sales Department*
Jan Weyrostek	*Marketing Assets Designer*
Karel Ružarovský	*Lead Game Tester*

Thanks to

Štěpán Prášek
Tereza Harangozová
Šárka Jelínková

English Audio Production

The Audio Guys

Lead Character Voices

Simon Kerr	*Willhelm Schrooten*
Vince Marzello	*Fernando Ramirez*
Lorelei King	*Mary Osakwe*
Walter Lewis	*Neil Barker*
Laurel Lefkow	*Laputa messenger*
Dian Perry	*Jacqueline Wells*
Rebecca Ehrenpreis	*Inge Heinemann*
Michael Harbour	*Edgar Barker*

Built on ALTAR interactive LGW engine

Uses OpenAL cross platform audio library, © 1999-2000 by authors.

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TECHNICAL SUPPORT

Before contacting our technical support, please prepare a detailed specification of your computer and exact description of the problem.

It will help us to provide you with support in a fast, efficient way.

Information Required:

Computer model (CPU, DVD-ROM, RAM, Video/Sound card, DirectX version, Windows version)

In order to get this information, please go to "Run" in your Windows Start menu and type "dxdiag" in the command line, then press the enter key. The DirectX diagnostics program will start.

This will show all the relevant driver files installed on your system. In order to receive a text file of this information, click the button "Save All Information".

You can then save a text file with all the information we require on your hard drive. You will then be able to send this information to us via e-mail.

Contacts:

via e-mail at: support@cenega.co.uk

Please use the email address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:

www.ufo-afterlight.com

www.cenega.com

Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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QUICK START IN SWEDISH

Installation

Installera UFO: Afterlight:

1. Sätt in DVD-skivan med spelet UFO: Afterlight i din DVD-enhet.

2. Om automatisk uppspelning har aktiverats kommer en pop-up ruta automatiskt att öppnas. Klicka på Install (installera) för att starta installationen. Följ anvisningarna på skärmen för att färdigställa installationen.

Om pop-up rutan inte öppnas:

3. Dubbelklicka på My Computer (Min dator) på ditt skrivbord (eller välj detta från Windows startmeny.

4. Dubbelklicka på ikonen för din DVD-enhet.

5. Dubbelklicka på Setup.exe för att starta installationen. Följ anvisningarna på skärmen för att färdigställa installationen.

Lär dig spelet

I början av spelet kommer du att guidas genom meddelandn i tutorial, både i dina första stridsuppdrag och i den strategiska delen i spelet. När du gör något för första gången i spelet, hjälper Tutorial dig med tips på vad du kan eller ska göra.
Du kommer att få ytterligare tips som är mer generella av de olika karaktärerna i spelet. De kommer att informera dig vad som är på gång och vad för viktiga upptäckter och möjligheter som kan uppstå i spelet.
När du för muspekaren över gränssnittets olika element, så kommer det fram olika tips på de olika hjälpmedel som finns och vad de gör.
I biblioteks vyn (Library) kommer du att finna detaljerad information om allt du har fått fram i spelet till dess. Du kan även finna detaljer över vapen och annat nödvändigt, och när dessa kan användas etc.
Några tips vad du kan göra i spelet finns även under valmenyn (Options).

Spara och ladda

Du kan lära dig det mesta av spelets olika möjligheter genom att spela, men glöm inte att spare ofta. Du kan spara och ladda upp när som helst under spelets gång, både i strategi- och taktikdelen. Du kan ha hur många sparade spel som helst, som du kan återvända till närsomhelst.

Spelets kontroller

Du ger order direkt till vald karaktär (eller karaktärer). För att välja dem, klickar du antingen på deras bild eller på dem på kartan. Du kan även välja en grupp av soldater genom att dra musen över dem eller trycka på Shift-tangenten samtidigt som du väljer valda enskilda karaktärer.
Följande order kan du ge till karaktärerna:

- Move (rörelse): Soldaten kommer att finna den snabbaste vägen till det önskade stället.
- Attack (attack): Du kan välja mellan att attackera en xxxx eller ett ställe.
- Interact (interagera): Detta commando låter dig att manipulera object på skärmen – öppna eller stänga dörrar eller ta upp artiklar från marken.
- Equip (utrusta): Genom att högerklicka på karaktärens panel så kan du öppna dennes utrustningslista. Där kan du förflytta artiklar mellan ryggsäcken och soldatens hand och vice versa. Notera att varje ändring du gör tar tid och förlänger din utrustningstid.
- När spelet är pausad, kan du planera dina karaktärers olika actions – steg för steg. Högerklicka på de olika målen, platser etc. Om du vill göra detta när spelet är igång så håller du ner Shift samtidigt som du högerklickar.

Rörelse- och attackkommandon kan påverkas av de olika rörelse-eller vapenspelsätt.. Soldater kan gå, springa eller smyga. När de smyger är de svårupptäckta och svåra att träffa, men de rör sig väldigt långsamt. Om de inte rör sig så står de upp, kryper eller ligger framåtlutad. Varje vapen erbjuder olika vapensätt. Riktade skott är mer precisa, men de tar mer tid än än snabbskott. Explosioner kan möjligen skapa större skada, men det tar med av patronhylsorna.
Alla olika kommandon läggs till i karaktärens planering, d v s han eller hon tar de tidigare arbetsuppgifterna först. De planerade handlingarna kan visas på karaktärens panel där du också kan radera hela planeringen eller enstaka handlingar.

QUICK START IN FINNISH

Asennus

Asentaaksesi UFO: Afterlight:n:

1. Aseta UFO: Afterlight DVD-levy DVD ROM -asemaan.

2. Jos automaattinen käynnistys on käytössä, tulee esiin ponnahdus-ikkuna automaattisesti. Paina Install aloittaaksesi asennusohjelman. Seuraa ohjeita ruudulta saattaaksesi asennuksen loppuun.

Jos ponnahdusikkuna ei aukea itsestään:

3. Kaksoisklikkaa My Computer (Oma Tietokone) -kuvaketta työpöydältä (tai valitse se käynnistä-valikosta).

4. Kaksoiklikkaa DVD ROM -asemasi kuvaketta.

5. Kaksoiklikkaa Setup.exe aloittaaksesi asennuksen. Seuraa ohjeita ruudulta asennuksen loppuun viemiseksi.

Pelin oppiminen

Pelin ensimmäiset vaiheet sisältävät opastavia viestejä, sekä ensimmäisessä taistelu-osuudessa, että strategisessa osassa. Aina kun jokin asia käy ilmi ensimmäisen kerran pelissä, opastusohjelma antaa sinulle vihjeitä mitä voit tai mitä sinun tulisi tehdä.
Saat ylimääräisiä, hieman yleisluontoisempia ohjeita uusilta pelihahmoilta kun kohtaat niitä. He kertovat sinulle mitä pelissä tapahtuu sekä mitä uusia tärkeitä löytöjä ja mahdollisuuksia pelissä aukeaa.
Kun kuljetat hiiren kursorin käyttöliittymän eri osien päälle, saat näistä pikaisia vihjeitä jotka kertovat hieman enemmän näiden toiminnasta.
Kirjasto -näkymässä saat tarkempaa tietoa kaikesta mihin olet tähän asti pelissä törmännyt. Täältä näet kaikkien aseiden ja haarniskojen ominaisuudet, miten ja missä niitä tulee käyttää jne.
Options -valikossa saat myös hieman vinkkejä siitä, mitä voit pelissä tehdä. Näppäinasettelu näyttää suurimman osan kaikesta mitä pysyt tekemään ja pelin pysäyttävät tapahtumat antavat vinkkejä siitä mitä pelissä voi tapahtua.

Tallentaminen ja lataaminen

Suurimman osan pelin osista opit yksinkertaisesti pelaamalla, mutta älä unohda tallentaa pelitilannetta usein. Voit tallentaa pelitilanteen koska tahansa, sekä strategisessa että taktisessa osassa. Tallennusten määrää ei ole rajoitettu.

Pelin hallinta

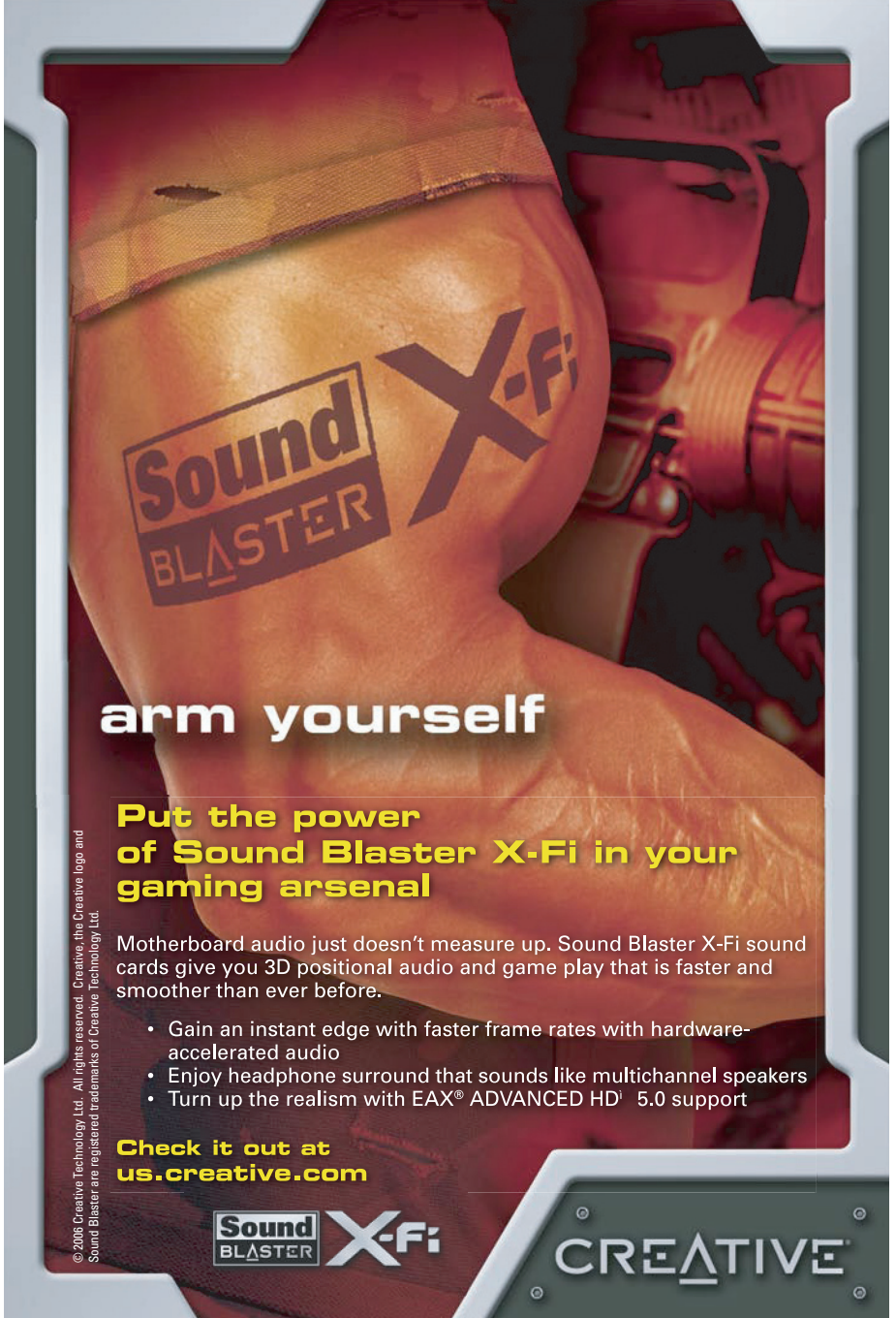
Annat ohjeita ainoastaan valitulle/valituille hahmolle/hahmoille. valitaksesi hahmon, klikkaa heidän kuvaansa tai itse hahmoa. Voit myös valita ryhmän hahmoja vetämällä hiiren avulla laatikon heidän ympärilleen tai klikkaamalla Vaihto-näppäin pohjassa useampia hahmoja.
Seuraavia komentoja voi antaa hahmoille:

- Liiku: Sotilas hakee nopeimman reitin klikattuun kohtaan.
- Hyökkää: voit hyökätä hahmoa tai aluetta vastaan.
- Toiminto: tällä komennolla voit käyttää ruudulla näkyviä kohteita – avata/sulkea ovia tai noukkia esineen maasta.
- Varusta: hiiren oikealla painikkeella hahmon kohdalla pääset varuste-näkymään, jossa voit liikutella varusteita hahmon repusta käsiin tai päinvastoin. Huomaa että kaikki muutokset varustelussa vievät aikaa ja pidentävät varusteluun käytettyä aikaa.
- Kun peli on pysähtynyt, voit pelata hahmojen toiminnot askel askeleelta klikkaamalla hiiren oikeaa nappulaa eri kohteiden, sijaintien, esineiden jne. päällä. tehdäksesi saman kun peli ei ole pysäytettynä pidä Vaihto -painike alhaalla, muutoin hahmo tekee vain viimeksi annetun komennon.

Liikkumis- ja hyökkäys-komennot voivat vaihdella liike- tai ase-tilan mukaan. Sotilaat voivat kävellä juosta tai väijyä. Väijyessään sotilaat ovat hädin tuskin nähtävissä ja niitä on vaikea tähdätä, mutta liikkuvat vastaavasi paljon hitaammin. Kun sotilas on paikallaan hän joko seisoo, on kyykyssä tai makuullaan. Jokainen ase omaa eri tulitustiloja. Tähdätyt laukaukset ovat tarkkoja, mutta vaativat enemmän aikaa kuin heittolaukaukset. Sarjat voivat tehdä enemmän vauriota, mutta kuluttavat useita patruunoita.
Kaikki komennot lisätään hahmon 'suunnitelman' loppuun; eli hän tekee kaikki aiemmin suunnitellut tehtävät ensin. Suunnitellut toiminnot voivat olla näkyvissä hahmon paneelissa, josta voit tyhjentää koko 'suunnitelman' tai yksittäisiä toimintoja.

Notes:

Notes: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