

SCI-FI REAL-TIME STRATEGY

# PERIMETER

EMPEROR'S

TESTAMENT

**paradox**  
INTERACTIVE





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# 1. Game installation

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Place Perimeter Disc 1 in your CD/DVD drive and close the disc tray. Wait a few seconds for the drive to initialize. If you have Autorun enabled on your PC, Perimeter will automatically begin to install. If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the letter of your drive) and hit ENTER.

The installation program will initialize; follow the on-screen instructions to progress through the Installation. Perimeter requires the presence of DirectX 9.0b on your system. You will be given an option to set up DirectX 9.0b during installation.

If you are using a dial-up connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running at your PC during installation.

# 2. In the Beginning...

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...were the Spirits. And the Spirits created the Worlds...and in their own image, Man to walk upon the Worlds. The Spirits watched from afar as Man grew and became curious; a thirst to discover the far side of the horizon blossomed in his breast. As Man grew, he explored; as he explored, he grew. He grew until the worlds were full.

When the worlds could no longer sustain him, Man created the Frames and in his multitudes, in the Frames he lived. And in the Frames he rotted.

Seeing the stagnation of Man in his ignorant self-incarceration, the Spirits took pity upon their creation and returned to him in corporeal form. Shining a light into the future, the Spirits showed Man the Alpha and Omega of the worlds and set him upon the path to his destiny. Thus speaks the legend.

The Spirits are still with us. We, the people of the Exodus are guided by their serenity and wisdom. Through the Terminals, we hear their voice. By their prescient sight shall we achieve our destiny.

May the Spirits aid us. May the Spirits save us. May the Spirits lead us home.

### 3. Game Controls

Select object; Select a command on the Control board; Select a tool; Select a hologram for a building	Left mouse-click
Add to the selected items;	Shift + left mouse button
Give a command; Cancel a command on the Control panel; Cancel building erection; Cancel a terraforming tool;	Right mouse-click
Give an interim point at the route;	Shift + right mouse button
Select with a frame;	Press left mouse button and make a circle
Add selection with a frame; Rotate the hologram of a building; Clean the specified area;	Shift + left mouse button pressed
Tool size;	Ctrl + move mouse
Select all objects of this type;	Left mouse button double-click on the object
Order 10 Basic units	Shift + left mouse-click on the icon
Cancel production or destroy 10 Basic units	Shift + right mouse-click on the icon
Cancel production or destroy 1 Basic unit	Right mouse-click on the icon
Suspend the construction	Right mouse-click on the construction icon
Suspend the upgrade	Right mouse-click on the upgrade icon
Cancel the construction	Right mouse-click on the icon when the construction is suspended
Show the multi-module platform (MMP)	Left mouse button double-click on the MMP icon
Select an MMP	Left mouse-click on the MMP icon
Show a Squad	Left mouse button double-click on the Squad panel
Select a Squad	Left mouse-click on the Squad panel
Assign Squads follow one another	Right mouse-click on the Squad panel
Add a Squad to the selected one	Shift + left mouse-click on the Squad panel
Menu	Esc
Make a screenshot	F11
Show all health indicators	Alt
Mission	F12
Put camera on the latest event	Spacebar
Ditch	W

Terraforming	Q
Delete an area	E
Engage the Perimeter	Enter
Disengage the Perimeter	Enter
Pause	Pause
Increase the game speed	.(dot)
Decrease the game speed	, (comma)
100 % game speed	/
Switch on/off health indicators	\
Show the Frame	Backspace
Hold	H
Music on/off	Shift + M
Sounds on/off	Shift + S
Save game	Ctrl + S
Load game	Ctrl + L

## 3.2. Camera control

Move camera forward/back	__ or drag the cursor to the screen end
Move camera left/right	__ or drag the cursor to the screen end
Approach/withdraw camera	[+] [-] or mouse wheel
Rotate camera	[Home] [End] [Del] [PageDown]
Camera move	` + mouse move

## 3.3. Squad control keys

Select Squad 1 – Squad 5	Keys F1 - F5
Show Squad 1 – Squad 5	Keys F1+F1 - F5+F5
Go to the saved camera position 1 – 5	Keys F6 - F10
Save camera position 1 – 5	Keys Ctrl+F6 - Ctrl+F10
Assign group 0 – 9	Ctrl+0 - Ctrl+9
Add to group 0 – 9	Shift+0 – Shift+9
Select group 0 – 9	0 – 9
Unite Squads	V
Order 10 Nano-Soldiers	Z
Order 10 Nano-Officers	X
Order 10 Nano-Technicians	C

## 3.4. Control panels

### Core control panel

Core field on/off	Tab
Charge/discharge Core	G

### Frame control panel

Raise/set Frame	Tab
Alarm!	A

### MMP control panel

MMP exchange	Tab
Move MMP back to Frame	F
Repair	R

## 3.5. Construction keys

Core hologram	B+E	Rocket launcher hologram	B+M
Transmitter hologram	B+I	Howitzer gun hologram	B+K
Soldier plant hologram	B+S	Subterra gun hologram	B+N
Officer plant hologram	B+O	Ballistic gun	B+P
Technician plant hologram	B+T	Scum destroyer	B+W
Laser laboratory hologram	B+L	Scum navigator	B+G
Rocket laboratory hologram	B+R	Empire laboratory	B+Y
Bomb laboratory hologram	B+V	Exodus laboratory	B+D
Antigrav laboratory hologram	B+F	Harckbackhood Laboratory	B+Z
Subterra laboratory hologram	B+U	Alpha-portal	B+A
Command Center hologram	B+C	Omega-portal	B+Q
Collector hologram	B+X	Static bomb	B+B
Laser gun hologram	B+J		



## 4. Game Screen

- 1. Main Menu**
- 2. Current objective**
- 3. Game speed controls**
- 4. Game Area**
- 5. Total Units Constructed**
- 6. Terraform Palette** - Tools for transforming land so you can build on it.
- 7. Minimap** - An overview of the battlefield. Left-click anywhere on the Minimap to zoom to that point.
- 8. MMP Palette** - Used to manage your Brigadiers and Buildmasters (see Brigadiers & Buildmasters). Double-click to centre the Main View on the Frame.
- 9. Construction Palette** - Used to construct buildings.
- 10. Weapons Installation Palette** - Used to erect stationary weapon installations.
- 11. Energy Meter** - Your Frame's current energy reserves (see Energy Generation & Usage).
- 12. Command Palette** - Specific commands available to the selected unit or building (left-click a unit or building in the Main View to select it).



**13. Perimeter Controls** - Raise and lower your Perimeter Field.

**14. Basic Unit Palette (in the selected Squad)** - Used to create the three basic units that form the basis of your army.

**15. Nanomorph Palette** - Used to morph your basic units into fighting units.

**16. Squad Palette** - Used to select and direct your squads of fighting units. Double-click a squad icon to centre the Main View on the Squad.



The Command Palette (item 12) is the most important element of the interface. Selecting any game element on the Command Palette helps to show the functions this element is performing at the moment and which functions can be assigned to it.

## 5. Using the Minimap

The Minimap gives you an overview of the battlezone, with each player indicated by different colored markers.

### Terraform Palette

Zero layer tool



Cancel area

Ditch tool

Left-click anywhere on the Minimap to zoom the main view to that location in the field of combat.

## 6. Terraforming

### 6.1 Zero-Layer Tool

Terraforming is the heart of your strategy for blazing your path to your new home. In order to build, extract energy from the ground with Energy Cores or install your Frame, the land must be graded to the Zero-Layer, which is required in order to support your nanotechnology.



To assign land to be terraformed, left-click the Zero-Layer Tool in the Terraform Palette. Next, left-click and drag on the ground to define the area to be leveled. When you have finished assigning the terraforming area, right-click anywhere on the ground to return your pointer to normal.

Once an area has been allocated to terraforming, your Brigadiers (see Brigadiers & Buildmasters) will send out their drones to level the ground to zero declination (height) for building. If you want to stop terraforming a pre-defined area, click the Cancel Zero-Layer Tool in the Terraform Palette. Click and drag over an area that has previously been assigned for terraforming in order to remove it from the selection. Right-click anywhere on the ground to return to the normal pointer. Note that you can't de-terraform land that has already been worked on by your Brigadiers.

**Note:** When buildings and other nanotech installations are destroyed, the resulting explosion severely disrupts the zero-layer in a radius around the blast. You will need to re-terraform this ground before you can build on it again.

## 6.2 Ditches for defense

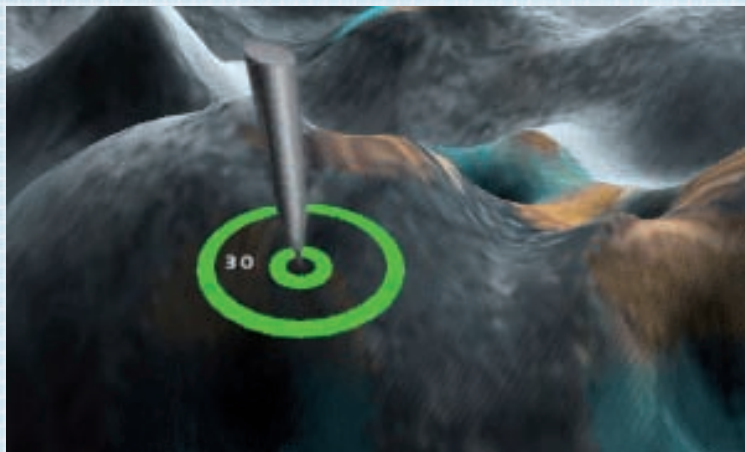
Ditches are an extremely useful aspect of terraforming. When you dig 3 ditches, your Brigadier's drones will cut right through the surface of the battlefield to create a gap that no land-based entity can cross.



To create a ditch, left-click the Ditch Tool in the Terraform Palette. Next, left-click on the ground where you want your ditch to begin. Drag the mouse and you will see the ditch selection area stretch in a straight line from the click-point to your cursor. Left-click again to define a corner before dragging on to create a further stretch of ditch. When you have finished defining your ditch area, right-click to return your pointer to normal.

## 6.3 Terraforming strategy

Terraforming takes time! When you select the Zero-Layer Tool and move it over the ground, you will see next to the tool a number that changes as you move the cursor. This number indicates the declination (height) of the land you are pointing at; positive numbers indicate ground that is higher than zero, negative numbers show land that is lower.



The further the current surface level is from zero declination, the longer it will take your Brigadier's drones to either cut it away or fill it in. Try to find ground that is close to zero declination so that you achieve a viable surface for your buildings and generators as quickly as possible.

In addition, the larger area you assign to terraforming, the longer it will take to grade. Initially, it is a good idea to terraform only the area of land that you really need to get your base started and install your frame.

You can speed up terraforming by assigning more of your Multi-Modular Platforms to the Brigadier function (see Brigadiers & Build masters). More Brigadiers equals more drones available for terraforming and therefore a quicker job.

## 7. The Frame

### 7.1 Managing the Frame

Frame control panel



Within your Frame lives the community that is the last and best hope for humanity's survival. If your Frame is destroyed, your journey to your new home is over.

### 7.2 Moving the Frame

Though the Frame is relatively self-sustaining, moving it requires extra energy. You must have at least one Energy Core built before you can move the Frame. The distance that the Frame can be moved is limited by the range of the Core's power transmission (see Energy Generation 81 Usage). If the Frame needs to be moved a greater distance than can be provided by the range of the Energy Core, further Cores must be built to form a chain.

To move the Frame, left-click it to select it, then right-click on the ground where you want it to move (left-click on the ground after issuing the Move command to de-select the Frame).

### 7.3 Installing the Frame & charging the Spiral

Deep inside the Frame resides the nanotech power source known as the Spiral. Its primary function is to provide the enormous energy burst required to rip open the fabric of space when interfacing with an Alpha or Omega Portal.

In order to complete the Alpha/Omega interface, the Spiral must be fully charged. It stores any surplus energy produced by your power grid and must also be in

direct contact with the ground, which is the source of all your energy. You must install the Frame on the ground to charge the Spiral.

MMP panel



Brigadiers

Prorabs

Once installed, the Frame can also supply a limited amount of energy to factories and buildings. Its energy reserves are not limitless however, and in order to construct a fully functioning base, you will also need to erect extra Energy Cores. To install your Frame, left-click on your Frame to select it, then left-click the "Install" icon on the Command Palette. It must be established on unoccupied, terraformed ground (move it if necessary). If the Frame can be installed, its footprint will appear green; otherwise, the footprint will be red.

## 8. Brigadiers & Buildmasters

MMP control panel



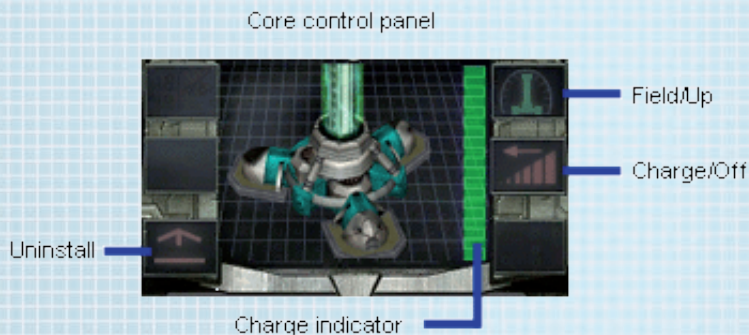
Your Frame supports up to five Multi-Modular Platforms (MMPs) that provide basic terraforming (Brigadiers) or building functions (Buildmasters). To deploy an MMP, left-click either a greyed-out Brigadier or Buildmaster icon in the MMP Palette.

To ensure a balance between terraforming and building functions, you will need a certain number of Brigadiers and Buildmasters. The more Brigadiers you have, the faster terraforming will be completed; the more Buildmasters you have, the quicker buildings will be erected or upgraded.

To convert a Brigadier into a Buildmaster and vice-versa, left-click an MMP or left-click an icon in the MMP Palette, then left-click the Convert icon in the Command Palette. The MMP will return to the Frame to be transformed into its counterpart.

In an emergency, you can recall all of your MMPs to the sanctuary of the Frame by clicking the Alarm icon on the Frame Command Palette.

## 9. Energy Generation & Usage



In order to extract power from the ground and supply it to your buildings, you must build Energy Cores. To build an Energy Core, select the Buildings Palette and left-click the Energy Core icon. Your pointer will change to a blueprint of the Core (see also Erecting Buildings). Move the Core blueprint over the ground and left-click on terraformed, unoccupied ground where you want to build it; if you cannot build, the blueprint will change from green to red. Note that, unlike other buildings, Energy Cores do not require charged, terraformed ground in order to be built. Your Buildmasters will beam nanotech energy to the blueprint, and when it has received enough, the Energy Core will be erected.

### 9.1 Energy core strategy

As you pass the Energy Core blueprint over the ground, you will notice a pale blue

circle around it. This represents the area that the Core will draw energy from and can supply energy to. Once the Core is built, this area is shown by a charged (reflective) circle of terraformed ground around it.

Only a certain amount of energy can be drawn from any area of ground; as a result, you should try not to overlap charge areas too much so as to achieve maximum efficiency. However, try to achieve complete coverage with your Cores' charge areas to ensure reliable power supply to your buildings.

In order to feed power back to your Frame, all Energy Cores must be linked. Cores that are not linked back to the Frame will not activate when they are built. As you pass the Energy Core blueprint over the ground, the linking area of Cores that you have already built is displayed. Simply place the blueprint of your new Energy Core within this linking area to ensure that a connection is made back to the Frame.

## **9.2 Capturing energy cores**

If you can cause a break in your enemy's energy network, any of their Cores that become disconnected can be co-opted into your own power grid, provided you have a working Energy Core sufficiently close by.

Using your Perimeter Field, you can also force a break in an enemy's network. If you have expanded your base close enough for your Perimeter Field to encompass one or more enemy Cores, any Cores (or buildings) inside your Perimeter will be cut off and linked into your network.

## **9.3 Energy transmission**

If you want to distribute energy over a great distance (for example, to claim abandoned installations), Energy Transmitters may provide a better option than Energy Cores. Transmitters do not draw energy from the ground, nor do they add to your energy reserves, though they have a much wider linking area for the dispersal of energy.

## **9.4 Energy storage**

Your Frame stores up the energy you generate, but only up to a certain amount. To store extra energy for when you need it (for example, when you need to erect your Perimeter Field), build Energy Collectors.



## 9.5 Energy usage

Almost every action you undertake in the creation of your base and fighting units will use some of your energy. Your overall energy usage is shown by the Energy Meter. If the Energy Meter is shaded towards green, you are generating more energy than you are using, but if the Meter is trending towards red, you are using more than you are generating (and may possibly run out).

If the Energy Meter is red and you are nearly out of energy, you may need to take some emergency action. Erect more Energy Cores on uncharged terraformed ground, though this will also incur an initial energy cost, deactivate some Weapons Installations, or pause some building projects.

To see the specifics of your energy usage displayed in the bottom-right of the Main View, hold your pointer over the Energy Meter.

## 10. Building your Base

Construction panel



Available buildings

Waging a successful campaign depends on the strength of your base, both in terms of its defense and its productivity. You will need to build both laboratories and weapons installations to ensure your survival long enough to achieve your objective and continue your journey.

Each laboratory or plant you build adds to your ability to create fighting units and weapons installations.

*See Appendix 1: Buildings & Weapon Installations for more details.*

## 10.1 Constructing buildings

Left-click on a building icon on the Buildings Palette to activate that building's blueprint. Next, move the blueprint over the ground in the Main View; if the ground is unsuitable for building, the blueprint will turn red. If the blueprint is green, left-click again to place it on the ground for your Buildmasters to construct (right-click to cancel the blueprint and return your pointer to normal). Re-orient a blueprint by holding [Shift] and dragging with the mouse.

Buildings can be erected only on charged ground, except for Energy Cores and Transmitters, which only require the ground to be terraformed. To cancel a building project before it is completed and reclaim some of its nanotech energy, left-click the blueprint on the ground to select it, then left-click the "Remove" icon in the Command Palette. You can also reclaim energy from completed buildings in this way. To simply pause a building project, right-click the building's icon on the Buildings Palette (left-click the icon to restart building).

## 10.2 Power supply



— Power disengaged



— Stationary gun disengaged

**Upper sign means:** Building is active, but has no power to operate.

**Lower sign means:** Weapons installation is disconnected.

Each building or weapons installation that you construct requires power to operate and adds to your overall energy usage. In an energy emergency, you may want to conserve power by deactivating one or

more of your weapons installations. Left-click the building in the Main View to select it, then left-click the "Power On/Off" icon in the Command Palette.

An icon is displayed over a building or weapons installation when it has no power:

## 10.3 Upgrading buildings

Advanced facilities improve your ability to make more aggressive and sophisticated fighting units and weaponry.

To upgrade a building, left-click it to select it, then left-click the upgrade icon in the Command Palette. Your Buildmasters will beam additional nanotech energy into

the structure to elevate it to the next level. The more advanced your structures become, the more energy will be required to complete an upgrade.

**Note:** some buildings do not require upgrading.

## 10.4 Removing buildings

Each structure can be deconstructed to reclaim some of its initial energy cost. To remove a building, left-click it to select it, then left-click the "Remove" icon in the Command Palette.

## 10.5 Repairing buildings

As you come under assault, it is inevitable that your buildings and weapons installations will be damaged. If left unrepaired, it will be much easier for your enemies to destroy parts of your base in future waves of attack. In other words, it is essential that you repair damaged buildings to prevent their eventual total destruction. Though any Buildmasters in the area will automatically incorporate repairs into their program, you may wish to pre-empt their schedule by manually commanding them to perform repairs.

To repair a building or weapons installation, select one or more of your Buildmasters, then left-click the Repair icon in the Command Palette. Next, left-click the building to be repaired. The Buildmaster will beam nanotech energy to the building or installation until it reaches peak operational status.

# 11. Weapons Installations

Weapons Static defense is essential for the survival of your base.



Weapons

Available weapons

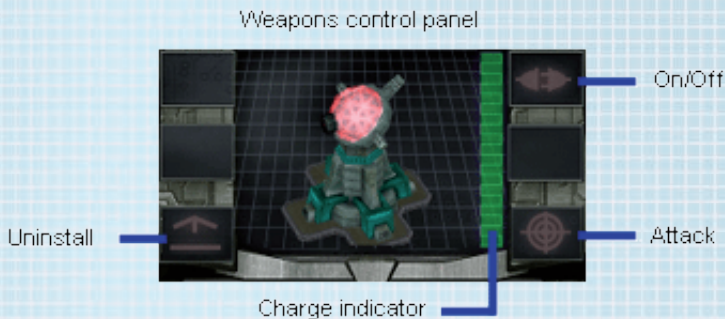
There are various types of weapons installations that become available as you construct and upgrade laboratories (see Appendix 1: Buildings and Weapons Installations). Each installation is effective against different types of threats, so build wisely to ensure maximum coverage.

Weapons Installations are erected in the same way as other buildings, using the Weapons Installations Palette (see Constructing Buildings). They must also be built within the charge area of one of your Energy Cores in order to operate.

## 11.1 Effective range

Each Weapons Installation has both a minimum and maximum effective range within which they can fire. This is shown around the blueprint when you have selected it from the Weapons Installation Palette: the inner circle is the minimum range, the outer circle is the maximum range. Select any constructed Installation to view the range of all of your base's defenses.

## 11.2 Targeting weapons

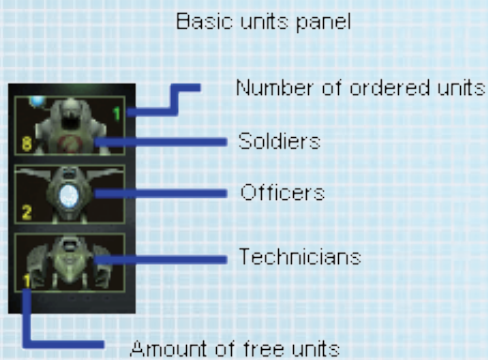


Although your Weapons Installations will automatically fire upon any enemy unit or building within range, your strategy may call for specific targeting. To set a target, select the Weapons Installation you want to fire, then left-click the Target icon in the Weapons Command Palette. Finally, left-click the enemy target.

## 12. Building a Fighting Force

### 12.1 Basic units

The soldier, officer and technician basic units form the basis of each of your nano-morphed fighting units. Build the Soldier Plant, the Officer Plant and the Technician Plant so you can create your basic units.



To make a basic unit, left-click its icon in the Basic Unit Palette. Click again to add units to the Plant's production schedule, or hold [Shift] and click to add 10 units to the schedule. You can create up to 250 basic units in total. Units awaiting production are shown at

the top-right of each icon in the Basic Unit Palette; units produced for the selected squad but that remain un-morphed into a fighting form are shown at the bottom-left of each icon.

### 12.2 Nanomorphing fighters

Each squad is nanomorphed into its combat form using a "recipe" based on the three basic units. Hold the pointer over any of the available fighter forms in the Nanomorph Palette to view the recipe of basic units you need to create it.

Nanomorphing also requires Nanomorph Energy (shown in the Squad Palette). This is energy specifically set aside from your generated power reserves for each squad. If you are generating energy faster than you are using it (the Energy Meter is green), Nanomorph Energy will be recharged very quickly. As the efficiency of your Energy Generation/Consumption ratio drops, the rate that Nanomorph Energy recharges will also drop.

The available fighter forms depend on the Laboratories you have built and/or upgraded. For example, to nanomorph a squad of Snipers, you will need an active

Laser Lab; for Rockers, you must have an active Rocket Lab. The facilities required for production of a fighter type are also shown in the recipe.

To nanomorph basic units into fighters, select a squad (see also Creating Squads), then left-click one of the available icons in the Nanomorph Palette. Provided you have enough basic units and sufficient Nanomorph Energy to fill the recipe, the squad will change into its new shape. A squad of basic units can only be nanomorphed into one type of fighting form at a time. Each of the fighting forms has different strategic advantages and disadvantages - see Appendix 2: Units for more information.

Amount of fighters that can be nanomorphed from basic units (shown for each type of fighter as they become available)

Squad nanomorphing palette



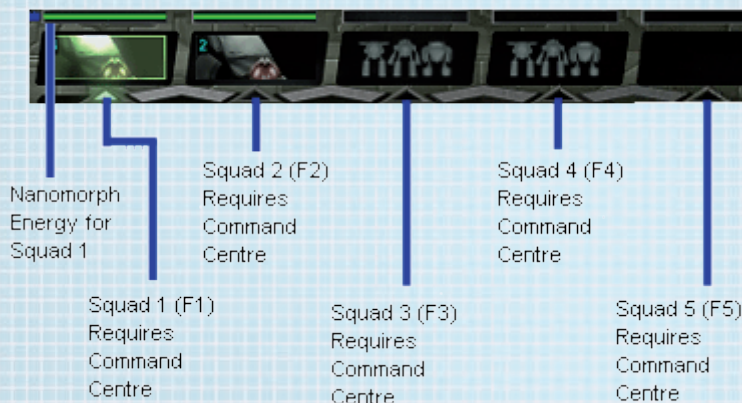
Amount of fighters that can be nanomorphed from basic units

The number to the top-left of each icon in the Nanomorph Palette indicates how many fighters of that type you can morph from the basic units you have produced. If you have already nanomorphed a squad, this number will show how many additional fighters you can produce as you add more basic units to the squad (see Creating Squads).

**Note:** not all nanomorph fighting forms are effective against all types of target. Select the form of your squad carefully. See Appendix 2: Units for more information.

## 12.3 Creating squads

Squad panel



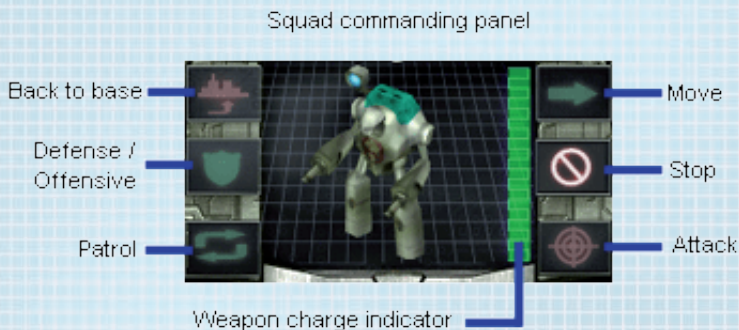
In order to mount an effective offense against your rivals and defend against Scourge attacks, you will need to create more than one squad of fighters. Your first squad is commanded by the Frame, but you will need to construct a Command Centre for each additional squad.

To create an additional squad, first build a Command Centre; the next available squad slot will become selectable in the Squad Palette. Next, left-click the new squad slot or press the relevant key (F1-F5) and produce some basic units for your new squad (see Basic Units). Once the basic units have rallied at the squad's location, you can nanomorph your squad into one of the fighting forms and send them in against your enemy.

To merge the Basic Units of two squads, select both squads by holding the [Shift] key and left-clicking each squad. Next, click the "Join Squads" icon that appears at the bottom of the Basic Units Palette.

## 12.4 Commanding squads

Select a squad to view its Command Palette:



## 12.5 Moving a squad

To move a squad around the battlezone, first select it using the Squad Palette then right-click the location you want the squad to move to. Alternatively, left-click the Move icon in the Command Palette, then left-click the new location. To confirm that the order is being performed, a path joins the squad and the point it is moving to.

To cancel a selected squad's movement, left-click the Stop icon in the Command Palette.

**Note:** any basic unit reinforcements you create for a squad must reach the squad's location before they can be nanomorphed into additional units.

## 12.6 Patrolling an area

The selected squad can be ordered to patrol and defend an area, attacking any enemy units within range.

Click the Patrol icon in the Command Palette; the normal pointer changes to the waypoint tool. Left-click on the ground where you want your squad to begin, then left-click points you want your squad to visit on its patrol. When you have finished laying out the squad's patrol path, right-click on the ground to return your pointer to normal. The squad will follow the path you've laid out, returning back along the same path when they reach the end.



## 12.7 Offensive/Defensive Mode

Click the Offensive/Defensive Mode icon in the Command Palette to alter the attitude of the selected squad. A squad operating in Offensive Mode will actively seek out and attack any nearby enemy unit or building, regardless of the danger it may present. In Defensive Mode, a squad will hold position, only attacking enemies that come into range.

## 12.8 Attacking

When your squad is assembled and nanomorphed into a suitably aggressive form, it's time to order the attack.

Select a squad, then right-click an enemy squad, building or weapons installation. Alternatively, left-click the Attack icon in the Command Palette, then left-click the squad's target. To confirm the order, a red path connects the squad and its target. The squad will move so that the target is within range, at which point it will let loose upon its mark.

If the squad is set to Offensive Mode (see Offensive/Defensive Mode), it will attack any enemy units it encounters on its way into battle.

Remember, only certain nanomorphed fighting forms are suitable for attacking certain targets. See Appendix 2: Units for more information.

## 13. The Ultimate Defence: The Perimeter

When the situation becomes desperate, your only option may be to prevent any further invaders from entering your base. The Perimeter is an impenetrable force field emitted by the Energy Cores that surrounds your base, provided your Cores are properly placed; any Scourge or enemy units that come into direct contact with the Perimeter Shield will be severely damaged, if not destroyed outright.

Perimeter controls



Total protection on

Total protection off

While extremely effective at shielding any facilities and units within the charge area of your Energy Core or Frame, the Perimeter is extremely costly in terms of energy usage. A full Perimeter can drain your energy supplies in very little time, though you can extend its life by ensuring you have plenty of energy reserves; build Energy Collectors to maximize your stores.

To raise the full Perimeter, left-click the Raise Perimeter control. To drop it, left-click the Lower Perimeter control.

Each of your Energy Cores is capable of generating a smaller Perimeter Field. This is useful when strategic, rather than wholesale, defense is needed. To raise a single Core's Perimeter, select the Core and left-click the Perimeter icon in the Command Palette. Left-click the icon again to drop the Perimeter.

Hold [Shift], left-click multiple Cores, then click the Perimeter icon in the Command Palette to raise all of their Fields at once.

## 14. Main Menu

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### 14.1 Single player

#### 14.1.1 Profile

Follow the directions on-screen to complete your profile for single player games.

#### 14.1.2 Campaign

Join the exodus from Old Earth in this epic struggle to find a new home for humanity.

#### 14.1.3 Load Game

Load a saved game and continue your battle.

#### 14.1.4 Battle

Select a map and go head-to-head against the computer. Choose a map in the list, then left-click the following options to set up your game:

**Players:** The first player slot is taken by yourself. Left-click the remaining player names to set their status. "AI (easy, medium or hard)" denotes the player's AI and its difficulty level. "Closed" denotes no player.

**Colour:** Left-click to choose the highlight colour of your units & buildings.

**Faction:** Left-click to choose your Faction (Exodus/Empire/etc).

**Allegiance:** Left-click to choose your clan affiliation. Players of the same clan will not attack each other.

**Starting Energy Level:** The amount of energy each player has in reserve at the start of the game. Left-click to change the value.

**View Replay:** At the end of every battle, you can save a replay of your performance. Choose "View Replay" to review the replays you've saved.

#### 14.1.5. Survival game

If you don't select any of the opponents, the game will run in survival mode. Your only opponent in the game will be Scum, which will attack with growing intensity. Your task is to play as long as you can and set the record for the longest possible survival time.

## 14.2 Network game

Select "LAN" from the Main Menu to view a list of all the Perimeter battles running on your Local Area Network.

Enter your name at the top of the screen, then highlight a game name in the list and click "Join" to enter the fray, or select "Create" to make a game for others to join. Choose a map on the next screen and set the game speed, then left-click "Create" to move on. On the final screen, set up the parameters for the game (see "Battle" for details of on-screen options), then left-click "Ready". When all joining players have also clicked "Ready", the battle will commence.

## 14.3 Online

Select "Online" to fight for supremacy across the Internet or TCP/IP.

Enter or edit your player name, then left-click the connection type to define whether you want to connect via TCP/IP or GameSpy.

### 14.3.1 TCP/IP

Set the connection type to "Peer-to-Peer", enter a TCP/IP Address and click "Start". You may need to obtain the TCP/IP Address from the game host before commencing.

### 14.3.2 Gamespy

To connect to a multiplayer game via GameSpy, set the connection type to "GameSpy" and click "Start". You can also run multiplayer Perimeter battles via GameSpy Arcade.

## How to Play Perimeter in Gamespy Arcade

You can play Perimeter online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Perimeter disc and install Arcade now. Then, to play Perimeter online, just follow these simple instructions:

**Launch GameSpy Arcade and Go to the Perimeter Room:** Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later. Click on the Perimeter button on the left to enter the Perimeter room.

**Find and Join a Perimeter Server:** Once you're in the Perimeter room, you can meet and greet other players, and find servers. The top half of the application will list all of the available servers, including the number of people playing, as well as your connection speed, which is measured by something called "ping." The lower your ping, the better. Double-click on a server of your choice to join. Perimeter will launch and automatically connect you to the server you selected. Let the battle commence!

Problems? If you have problems using Arcade, whether it's installing the program, registering it or using it in connection with Perimeter, consult the help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by sending the form located at <http://www.gamespyarcade.com/support/contact.shtml>

## **14.4 Options**

### **14.4.1 Game**

Click and drag the sliders on screen to adjust game speed, the scroll rate of the Main View and the speed of your mouse pointer. Here, you may also turn Tool Tips on or off.

### **14.4.2 Graphics**

Adjust the Gamma slider to change the brightness and click "Settings" to toggle through pre-set configurations. Click "Resolution" and "Colour Depth" to toggle through the available options.

If you experience game performance that is lower than you would expect, try reducing the level of the colour depth and/or screen resolution, or select "Fast" on the "Settings" option.

### **14.4.3 Sound**

Adjust the volume and turn sound effects and music on or off.

### **14.4.4 Tips for Graphics**

The graphic cards Radeon 7500 - Radeon 9200 installed as hardware in the PC can suffer significantly reduced speeds when the option "Hindrances" is activated. When this reduction occurs, please switch off the aforementioned option.

The graphic cards GeForce 3 and GeForce 4 installed as hardware in the PC can cause visualization problems when changing to high refinement of the landscape and shades; as a result, one may experience dropping-in of random triangles as

well as a possible reduction of capability, possibly resulting in complete PC freezing. It is not recommended to set the high resolution of the landscape with the aforementioned hardware.

The following settings are recommended for graphic cards GeForce 4MX, GeForce 2MX, GeForce FX5200, Radeon 7500, Radeon 9000 and in-built videocard Intel 865G, when the game has poor output:

**Texture compression:** On;

**Color depth:** 16 bit;

**Screen resolution:** 800x600.

# Appendix I. Weapons and buildings

## Buildings

### The Frame



The home of the community that is the last and best hope for the survival of humankind. It also houses the Spiral, your means of powering the Alpha and Omega Portals.

### Vice Frame



Automatic base created by the Emperor to explore the worlds of the Chain. The Governor executes the functions of the Frame; the Vice Frame also helps to ensure the proper functioning of the Frame's energy system, and also saves and produces Energy (up to 10,000). It is equipped with a Spiral, a unit which helps to move between Sponge-worlds.

### Energy Core



Energy Cores link together to form your power network. They draw energy from a charged area of ground in a radius around them. This area also enables the construction and powering of buildings, production plants and laboratories.

### Energy Transmitter



Provides long-distance connection between Cores, but does not generate energy itself.

### Energy Collector



Allows for the storage of additional energy beyond the storage capacity of the Frame.

### Command Centre



The first squad is commanded by the Frame. Each additional squad requires a separate Command Centre.

### Soldier Plant



Produces Soldiers.

### Officer Plant



Produces Officers.

## Technician Plant

Produces Technicians.



## Laser Laboratory

Provides ability to nano-morph squads into fighting forms with laser capability.



## Rocket Laboratory

Provides ability to nano-morph squads into fighting forms with rocket capability.



## Bomb Laboratory

Provides ability to nano-morph squads into fighting forms with bomb capability.



## Antigrav Laboratory

Provides ability to nano-morph squads into aerial fighting forms.



## Subterra Laboratory

Provides ability to nano-morph squads into fighting forms that can travel and/or attack underground.



## Electro Laboratory

Develops electric technologies. It helps to transform the Squad into battle robots armed with electric weapons, and to build stationary electric guns.



## Empire Laboratory

Provides ability to nano-morph squads into special Empire units. Only available to the Empire.



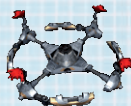
## Exodus Laboratory

Provides ability to nano-morph squads into special Exodus units. Only available to the Exodus.



## Alpha Portal

The Alpha Portal leads back down the chain of worlds towards Old Earth. It hovers above the planetary landscape while moving along a set trajectory.



## Omega Portal

The Omega Portal leads to the next world in the chain. Once built, it is virtually indestructible.





## Stationary Weapons

### Laser Gun



**Cost**    **Damage**    **Construction requirements**

100    15/15    Lvl 1 Laser Laboratory

High-speed laser, efficient against light and medium targets

### Rocket Gun



**Cost**    **Damage**    **Construction requirements**

150    10/20    Lvl 2 Laser Laboratory

Fires self-guided rockets. It is efficient against medium and heavy units, as well as against air targets.

### Howitzer Gun



**Cost**    **Damage**    **Construction requirements**

200    30/30    Lvl 3 Laser Laboratory

Heavy long-range gun, especially efficient against buildings.

### Subterra Gun



**Cost**    **Damage**    **Construction requirements**

200    24/30    Lvl 1 Subterra Laboratory

Fires torpedoes capable of hitting underground targets.

### Electro Gun



**Cost**    **Damage**    **Construction requirements**

300    15/15    Lvl 1 Electric Laboratory

Attacks targets with electric discharges; it is efficient against robots and buildings.

## Stationary Superweapons

### Ballistic rocket



A powerful ballistic rocket which destroys buildings in the explosion's epicenter. It requires a long energy-consuming charge after use.

**Requires:** Lvl 3 Empire Laboratory, Lvl 2 Antigrav Laboratory.

### Scum-Destroyer



This appliance causes volcanic activity in the specified area. All objects and troops in the area of its activity receive heavy injuries, and the leveled surface becomes damaged. It requires a long energy-consuming charge after use.

**Requires:** Lvl 3 Exodus Laboratory Lvl 3 Laser Laboratory

## Appendix 2: Units

---

### Prorab



Class MMP

Multi-module platform which delivers construction Blocks to the site of the future building. The Prorabs are based in special slots of the Frame. Up to 5 Prorabs can be engaged at one time. Non-attacker.

### Brigadier



Class MMP

Multi-module platform which terraforms the world surface with the help of special automatic Buckets. The Brigadiers are based in special slots of the Frame. Up to 5 Prorabs can be engaged at one time. Non-attacker.

### Basic Soldier



Bears light arms (assault rifle) with limited attack potential. Low efficiency against buildings.

**Requires:** Soldier Plant

## Basic Officer



Basic flying unit. Cannot inflict any damage, but has the ability to suppress enemy fire, including nanomorphed units, though the number of officers in the attacking group must match the number of officers in the nanomorphed unit for this to be effective.

**Requires:** Officer Plant

## Basic Technician



Basic unarmed unit. Heals nearby units.

**Requires:** Technician Plant.

## Sniper



Light laser unit for long-range attacks against basic units. It is the only fighting unit capable of hitting enemy Brigadier drones.

**Requires:** Lvl 1 Laser Laboratory

## Rocker



Light surface robot. Its duty is to battle surface and air targets.

**Requires:** Lvl 1 Rocket Laboratory

## Mortar



Light bombing unit, efficient in long-range attacks against stationary ground targets.

**Requires:** Lvl 1 Bomb Laboratory

## Digger



Middleweight underground unit with no offensive weapons. When on the move, it disrupts the surface of uncharged areas. Surfaces on halting, and is capable of passing under a Perimeter Shield.

**Requires:** Lvl 1 Subterra Laboratory

## Strafer



Middleweight airborne fighter. Efficient against both basic and light units. Has weak armour and medium speed.

**Requires:** Lvl 1 Antigrav Laboratory

## Gyroid



High-speed flyer. Equipped with a light laser gun and is effective against ground units.

**Requires:** Lvl 1 Antigrav Laboratory, Lvl 2 Laser Laboratory

## R-Projector



Middleweight missile unit, efficient against practically any target except high-speed and subterra units.

**Requires:** Lvl 2 Rocket Laboratory, Lvl 2 Laser Laboratory

## Ceptor



Middleweight light missile unit intended for use against airborne targets.

**Requires:** Lvl 2 Rocket Laboratory, Lvl 1 Antigrav Laboratory

## Wargon



Heavy bombing unit. Especially efficient against stationary objects. Bombs inflict damage within a blast radius of the detonation's epicentre. Destroys the ground surface and leaves a large crater.

**Requires:** Lvl 2 Bomb Laboratory, Lvl 2 Rocket Laboratory

## Scummer



Middleweight underground unit with special terrain-boiling system that disrupts the surface as the unit moves.

**Requires:** Lvl 2 Laser Laboratory, Lvl 1 Subterra Laboratory

## Leamo



Heavy laser tank with long-range attack. Effective against ground units and buildings.

**Requires:** Lvl 3 Laser Laboratory

## Bombie



Heavy airborne bomber. Effective against buildings and groups of ground units.

**Requires:** Lvl 2 Bomb Laboratory, Lvl 2 Antigrav Laboratory

## Extirpator



Heavy subterra-missile unit, effective against underground targets. When attacking, the unit discharges several underground target-seeking missiles. Also capable of attacking large ground units, including MMPs.

**Requires:** Lvl 2 Subterra Laboratory, Lvl 3 Rocket Laboratory, Lvl 2 Laser Laboratory

## Eflair



Light flying robot. It is armed with an electric gun, which hits the targets with several accurate discharges.

**Requires:** Lvl 1 Electro laboratory, Lvl 1 Antigrav laboratory

## Impaler



Heavy tank capable of attacking all surface targets with electric discharges. It is especially efficient against buildings. It is useful for sabotaging the work of Brigadiers and Prorabs, and can attack Buckets as well as construction Blocks.

**Requires:** Lvl 2 Electro Laboratory.

## Conductor



Flying unit. It generates a powerful electrical disturbance, which destroys all types of targets.

**Requires** Lvl 3 Electro Laboratory, Lvl 2 Antigrav Laboratory, Lvl 3 Laser Laboratory

## Scum Splitter



Light ground unit that creates a crack in the surface while it is stationary. Cracks extend in different directions from the Splitter until the unit runs out of charge or until it is moved.

**Requires:** Lvl 1 Exodus Laboratory

## Scum Twister



Middleweight ground unit. When the target is within range, the Twister generates a charged whirlwind attack, inflicting damage upon all nearby airborne units. Attack ceases when charge is depleted.

**Requires:** Lvl 2 Exodus Laboratory, Lvl 1 Bomb Laboratory

## Scum Heater



Heavy flying unit that boils the surface, inflicting severe damage upon all ground and subterra units within range.

**Requires:** Lvl 2 Exodus Laboratory, Lvl 3 Laser Laboratory, Lvl 2 Antigrav Laboratory

## Scum Thrower



Heavy ground unit that scoops up the surface and catapults it at a target. The Scum Thrower inflicts serious damage on terraformed surfaces as well as any buildings erected upon them.

**Requires:** Lvl 3 Exodus Laboratory, Lvl 2 Bomb Laboratory

## Leech



Special unit that connects to an enemy Energy Core and drains power. The Leech's beam can even pass through the Perimeter Field.

**Requires:** Lvl 1 Empire Laboratory

## Unseen



Special unit that cloaks the presence of nearby allied units, rendering them invisible to enemies.

**Requires:** Lvl 2 Empire Laboratory, Lvl 2 Laser Laboratory

## Disintegrator



Special flying unit that generates an impulse which disintegrates any nanomorphed unit into its basic constituent units within a certain radius. The more Disintegrators in one Squad, the larger its effective radius.

**Requires:** Lvl 2 Empire Laboratory, Lvl 2 Antigrav Laboratory

## Piercer



Special heavy unit which disrupts the surface when on the move. When moving, the Piercer loses integrity, and after travelling a certain distance, it is destroyed.

**Requires:** Lvl 3 Empire Laboratory, Lvl 2 Subterra Laboratory

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---

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**Special thanks to:** Our partner in North America, ATARI: Ezra Chen, Lori Rosenbaum and Wim Stocks.

**Editor:** Digital Wordsmithing: Ryan Newman and Nick Stewart.

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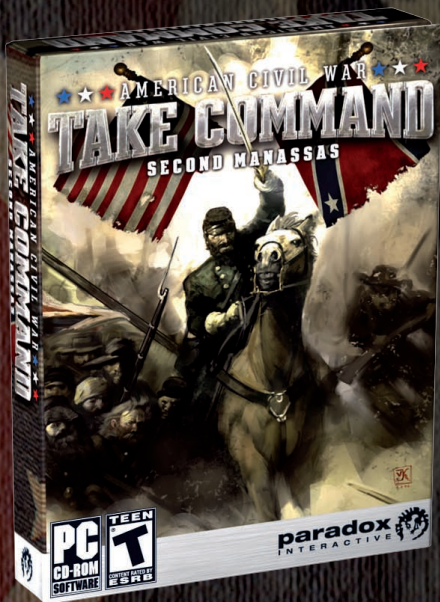


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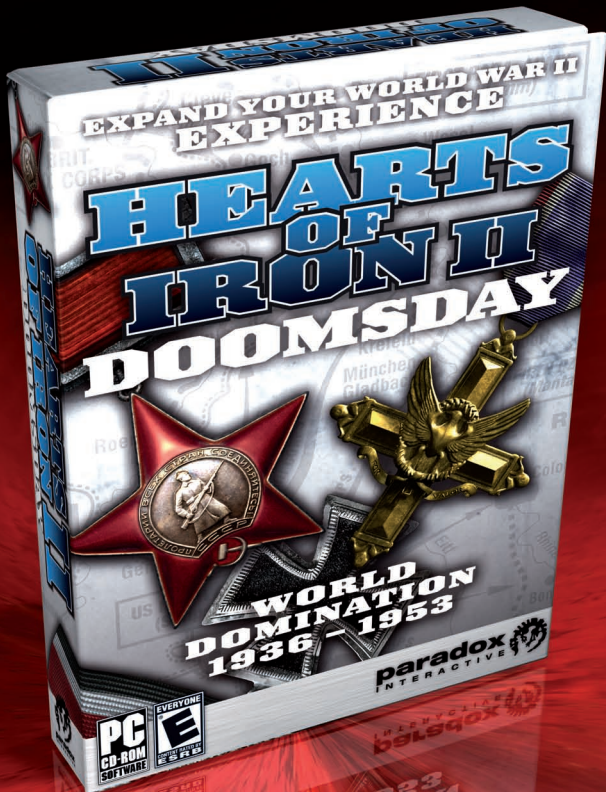


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Hearts of Iron 2: Doomsday is a stand-alone expansion pack based on the original game with improvements requested from the previous title's worldwide audience.

[www.heartsofiron2.com/dd](http://www.heartsofiron2.com/dd)



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