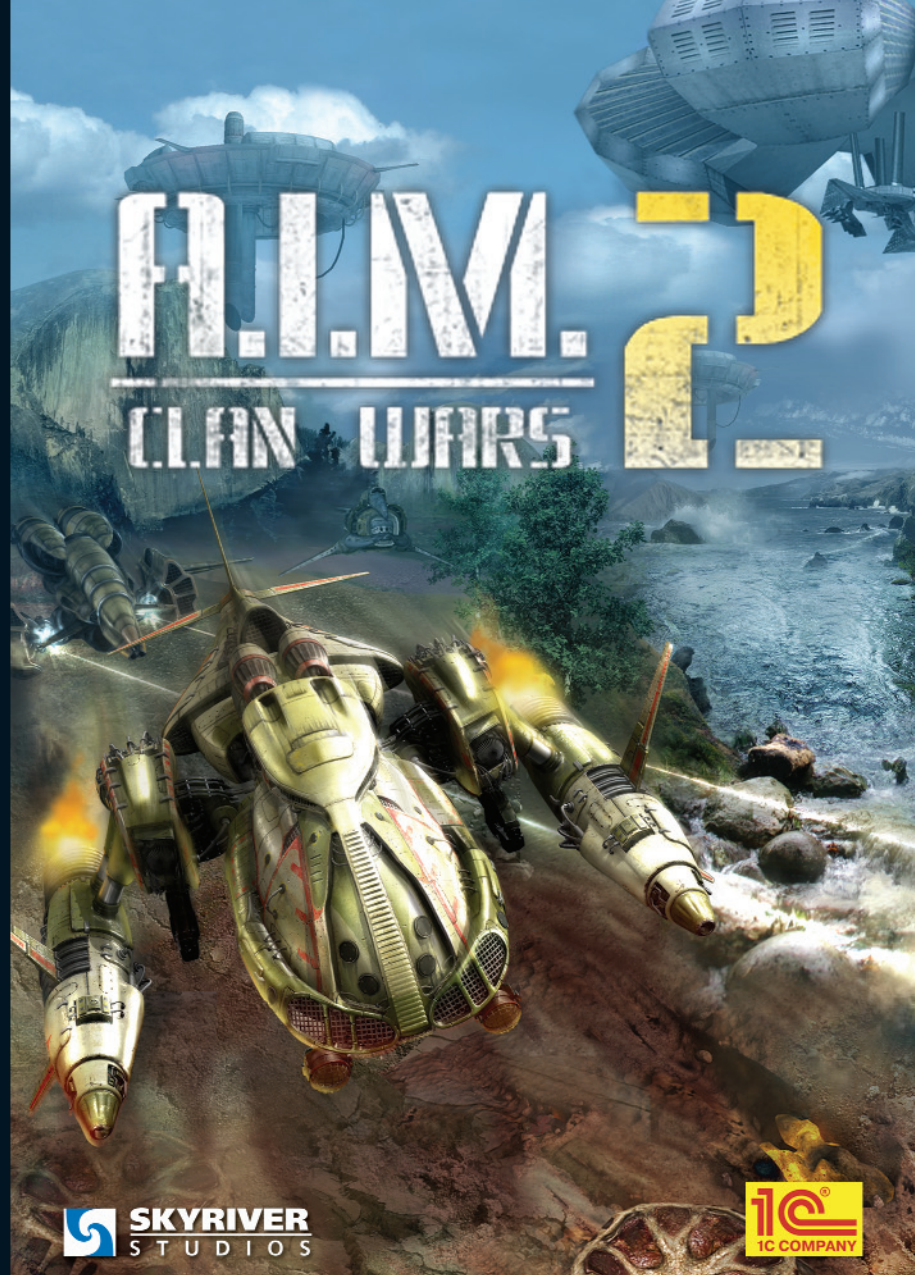


# A.I.M. 2

## CLAN WARS



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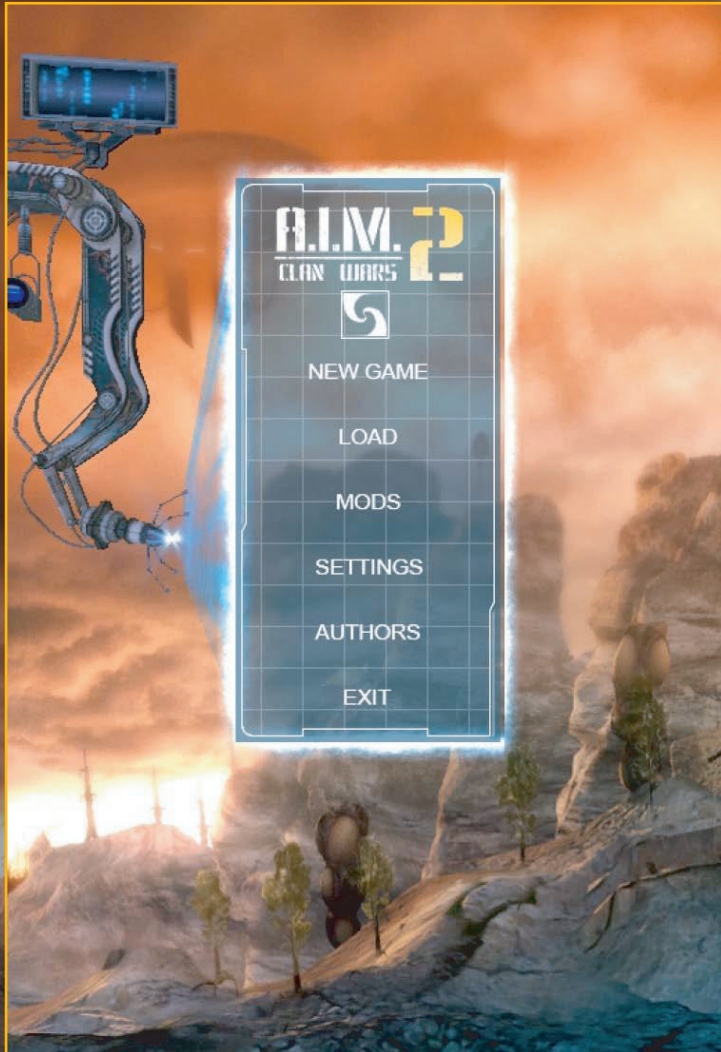
manual

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## MAIN MENU



After the boot-up sequence, you'll be taken to the Main Menu, where you can choose from various options. There is a brief overview of its functions on this page. Their full description can be read below.

### NEW GAME

This kicks off your journey to the world of A.I.M. 2: Clan Wars.

### LOAD

Allows you to continue a previously saved game.

### MODS

Activates custom game modifications and maps.

### SETTINGS

Change various game parameters such as the graphic options, volume, and controls.

### AUTHORS

The creators of A.I.M. 2: Clan Wars.

### EXIT

Quit game and exit to Desktop.



## LOAD



Here you can see the list of previously saved games. Each entry is accompanied by the following: a snapshot that was taken at the moment of the save; a brief overview of the place and time of save; name of the player; and a player-created title. You can load or delete the game by choosing it and pressing the buttons LOAD or DELETE.

**Caution:** The file will be deleted immediately and without further request for confirmation; the same holds true when loading the game.

## MODS

This option helps you to load custom maps and add-ons. Enjoy the custom map from the original game.

## SETTINGS



Here you can adjust several aspects of the game to suit your preferences. The USE button is used to save any changes; press CLOSE if you do not want to save your changes. DEFAULT resets the settings to the default parameters.



## VIDEO

Allows you to set the game's various graphic options and to adjust the video quality.

**Caution:** Selecting a screen resolution that is not supported by your monitor can cause graphical or video problems.

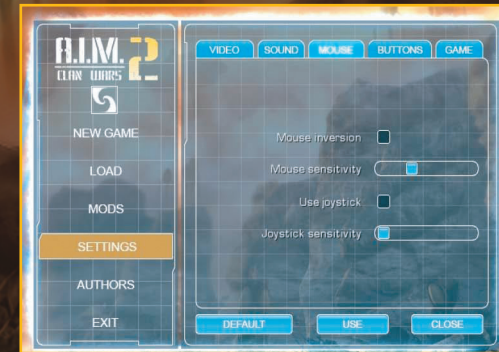
## SOUND

Allows you to change the game's sound settings. You can change the volume of all sounds, including weapons-related effects, by moving the Sound Volume slider. The "relative volume of own sound" option sets the volume of the engine in your glider.

The **Hardware Boost** parameter allows supported graphic cards to use the boost function.

Toggling this option will improve the overall level of performance. Unfortunately, on some systems, activating this option can cause the game to hang. If there are problems associated with enabling Hardware Boost, it is advised to leave it untoggled.

## MOUSE



Allows you to adjust settings associated with the mouse. You can also adjust joystick sensitivity by moving the slider.

## BUTTONS



Allows you to assign specific functions to specific keys. You can set the same function to be associated with two different keys by utilizing both columns.



**FORWARD**

Hold this key to move forward.

**BACK**

Press and hold this key to slow down your glider. This key also causes the glider to move backwards once the glider has stopped.

**RIGHT / LEFT**

Press and hold one of these keys to move the nose of your glider right or left.

**RIGHT / LEFT SHIFT**

Press and hold to shift your glider right or left. This action does not change current speed and orientation.

**WEAPON 1**

Fire the equipped light weapon.

**WEAPON 2**

Fire the equipped heavy weapon.

**ROCKET LAUNCH**

Press to launch rockets. If it misses the target, it will blow up on the planet's surface. Note that some of your enemies' gliders are equipped with an anti-missile system.

**BOMB DROP**

Hold this key to enable the targeting layout (an orange arch). The point in the center of the orange sphere is the place where the bomb will hit.

**MINE LAYING**

Press to launch a mine. The on-screen sight can be seen whether or not you have any bombs or mines to launch.

**JUMP**

Press this key to jump.

**BRAKE**

This key stops your glider faster than the BACK key. Aside from braking, it also assists the glider on sloping surfaces.

**LIGHTING**

Helps you to find your bearings in a low-light situation.

**HOLD**

Opens the Hold menu during fight.

**BOOSTER**

Booster activation (if Booster is installed on your glider) increases energy generation which will decrease power to the reactor. Be careful: If you use it often, the reactor can blow up.

**ANTI-MISSILE**

Turns on the anti-missile system.

**PROTECTION DEACTIVATED**

Press and hold this key to move energy from the energy shield to the accumulator. If you hold the key the energy shield will turn off. When the energy shield is turned off, energy is not being used; however, your glider can be damaged during this time.

**STASIS GENERATOR**

Activating the stasis generator creates a special field around the glider that slows down time and protects the glider from external forces. While the stasis generator is active, the glider remains motionless, during which time you can also restore the energy shield and, if it is an option, regenerate armor. You can also use the stasis generator to hide from nearby enemies.

**INVISIBILITY**

Press this key to make your glider invisible from radar and to put it in an optical band. Invisibility uses energy very rapidly and automatically turns off when the energy reserves get too low. You can turn it off with the same key.



## ACCELERATION

Hold this key to engage the afterburner. Using the afterburner will cause your glider to move faster, but energy is spent at an increased rate.

## ALWAYS ACCELERATED

Keeps the afterburner engaged at all times.

## TARGET SELECTION

Press the key to mark the nearest glider as a target. An alternative way of marking the nearest glider is by pressing **WEAPON 1+ Alt**.

A glider can be marked even if it is out of the sighting zone by using the alternative method.

## CHANGE WEAPON

Switches between available rockets, bombs and mines.

## AUTOMOVEMENT

This key turns on forward automovement mode. Press the same key to turn it off.

## GAME

Here you can set adjust the primary settings, the level of difficulty and mouse acceleration; they can also be changed during the game. Mouse acceleration allows you to avoid making useless movements when it is necessary to turn at a wild angle. The glider turns to where the cursor goes, even at a high speed.

## SAVE

Displays the menu for saving current game. You should compose a custom title for the current save. To complete the save process, press the button **SAVE**.

The **DELETE** button erases saved games that you have selected.

**Caution:** Deletion of the file happens instantly, without requesting additional confirmation.

## IN-GAME MENUS

During the game, **In-Game Menus** can be displayed by pressing **F10**. Here you can save, load, and resume your game. You can also adjust the game's settings, exit to Main Menu, or quit the game.

### RESUME

Press to exit In-Game Menus and continue your game.

### LOAD

Displays list of previously saved games.

### SETTINGS

Here you can change different game parameters: graphic options, volume, and controls.

### MAIN MENU

Exit the game and return to Main Menu. Before you press this button, be sure to save your game.

### EXIT

Quit game and exit to Desktop.



## INSIDE BUILDING

When you are inside of a building (base, plant, etc.), the **Inside Building Menu** is available. The menu will consist of options corresponding to the type of structure you are in.

### Mission

Displays the greetings of clans and buildings, information about them, and available missions.

Here you can get the information about your glider's status, as well as the production efficiency of the current building. Production efficiency is a crucial index number which influences the prices in a current building and the number of producible resources.

If the building has enough resources for production, then efficiency is high. Lack of resources causes a reduction of efficiency. When efficiency reaches zero, the building is no longer owned by the clan.

### Trade



The top of the screen displays the contents of the building's warehouse.

The sections **SALE** and **PURCHASE** show that this building can buy and sell. Pop-up help on the object gives full information about future deals.

The bottom of the screen displays the contents of your hold. When you select an object in your hold, you can see the maximum selling price, allowing you to quickly sell all the units of this item.

Different colors of the goods' background shows the potential profit of the deal. The less red background indicates a greater profit to be had from the deal.

### Map

All the places to which you have traveled will automatically show up on your map. You can open all the maps in the **Network** section, which consists of two screens displaying the map and a list of the locations therein.

Maps can be scrolled with the help of scroll bars. The mouse scroll can also be used to scale the map. The direction pointer is at the upper left side of the screen: the green pointer shows your current location; the dark green pointers show your clan's gliders.



The twinkling green pointer shows your bearing. To make navigation easier, you can mark the bearing on your map by clicking the right mouse button. The distance to the bearing is displayed below the map, which decreases the closer you get to your destination.

You can mark 9 bearings in a row by holding **SHIFT** and choosing 9 points on the map.



The list of the objects on the right side of the screen is divided into several parts: arrows, buildings and mechs.

**Arrows** are the special mission-oriented points given to you.

**Buildings** which you have visited are shown on the map. Icons above the buildings designate the clan that owns them.

**Mechminds** are visible on the menu after you find them, be it through the Network or in other ways. You can set a bearing on any object you see on the map by pressing the right mouse button.

Bearing cannot be set on the mechs while they are in buildings.

## Log

There are three tabs at the top of the screen: buildings, information and statistics. These provide useful information about your current mission(s).



## Hangar

Here you can buy a glider, equipment, as well as weaponry and ammo. Equipment can also be repaired and modernized here. All devices have a text description and a list of their main characteristics.



At the top of the screen, you can see the gliders and equipment available for purchase.

You can buy the selected object by using mini-tabs. The description and characteristics of the selected device are located in the center of the screen. There are slots for standard equipment at the right side of the screen. The additional equipment for your glider is at the bottom of the screen.

**Note:** You can multiply rockets, bombs, and mines by 10 by holding the **SHIFT** key while buying them.

You receive less money when selling equipment due to the cost of its repair.



## Cluster

There are several functions in this tab which are available depending on the cluster's state.



A cluster consists of a number of cells in a building in which mechminds can be inserted. If all the cells belong to mechminds of the same clan, the building becomes a property of that clan.

The number of cells vary depending on the building. Cluster has two types of status:

**Captured:** If it is captured by another clan. You can leave your mechminds in this cluster and get a reward for doing so. You cannot remove mechminds which do not belong to you.

**Empty:** Currently unowned by any clan. If it is **Empty** you can capture the building by putting in mechminds of your clan.

## Clan

This section is available after the cluster is filled with your mechminds and you reenter the building. Functions for managing your clan are found here, as well as additional statistical information.



The INFLUENCE diagram displays statistics of a clan's predomination of that sector. If number is 55% or more, your clan gets total control over this sector and the number is automatically changed to 100%.

After you secure 100% of a sector, the other clans' statistics are not displayed. The other clans can have buildings in sectors you dominate, but they cannot take your buildings away.

You can also change the configuration of your clan's gliders in the HANGAR section. Be careful not to neglect your mechminds in the building; if you abandon them, they may take offence and leave your clan.

You can also choose the icon and the color for your clan. Your clan icon is displayed above all your buildings. The two sliders on the bottom-right side of the screen allow you to influence the politics of your clan by changing proportions.



## Network

In this section, you can get information about the clans in a current sector and coordinates of a particular glider. You can also buy Passage keys (**multi-use** or **single-use**) to other sectors on the map.

Passage keys can be used in Passage Tunnels only.



## GAME

There are several camera views available. You can switch between them by pressing **F1**, **F2**, **F3**. The default view is first-person with weapons displayed. To remove weapons from the display, press **F2**. The third-person view can be turned on by pressing **F3**.



**Note:** If your glider is destroyed, the game is over.

## LEAVE

Press this button to leave the building you are in.



## SECURE AREA

When your glider is in a Secure Area, the use of weapons is forbidden. If you use your weapons, nearby turrets will shoot at you.



## Gathering of resources, energy crystals and mechminds

If a mechmind flees combat or is blown up, it will leave containers with cargo, energy crystals, or mechminds. You can gather each by flying over them. The items can sometimes go to the bottom of reservoirs, making it impossible for you to reach them. If items go into a reservoir, rescuers will be sent out later to take them and deliver them to a base.

## COCKPIT

### 1. Energy of accumulator

Indicator of the amount of energy in the accumulator. When your energy is low, many devices, including weapons, will not work. Energy is replenished automatically after spending energy crystals on your reactor.

### 2. Energy shield

Energy shield is a field that protects a glider from damage. Its voltage is displayed on the screen. If the voltage is reduced to zero, the field is unable to protect your glider.

### 3. Condition of armor (frame)

The strength of the glider's frame is in its armor. When the armor is destroyed, the glider will explode.

### 4. Light weapon

This icon displays which weapon you are currently using. The indicator below represents the temperature of the weapon. If the meter reaches zero, the weapon is unusable.

### 5. Heavy weapon

This icon displays which heavy weapon is available on your glider. The indicator below shows the amount of ammunition and the state of reloading.

### 6. Bombs

Similar to heavy weapon.

### 7. Rockets

Similar to heavy weapon.

### 8. Mines

Similar to heavy weapon.

### 9. Current missions

This part of the screen displays information about missions which you have to accomplish in a certain amount of time.

### 10. Current time

This indicator shows the current time in the game. If you use a stasis generator, the time goes faster.

### 11. Current speed

This indicator shows the speed of your glider. This unit of measurement of speed is not the same as on Earth.

### 12. Attention indicator

This indicator uses sophisticated algorithms and all glider sensors to determine whether the glider is the focus of attention of any organized structure. After this process is complete, the information is represented as a real-time diagram. The user can determine the type of attention by the color of the curve.

Signals which you can see here can have different colors.

White: a glider; Red: glider engaged in combat; Green: building; Violet: fifth generation mechmind; Blue: an object which you can lift; and Orange: anomaly area.



### 13. Text messages

Text messages from other mehminds are displayed here.

### 14. Special location indicators

When you enter a special zone, you will see specific on-screen indicators. It can be a Secure Area near the buildings, an Anomaly or Radioactive Area, and so on. It is dangerous to be in such areas, which can pose restrictions or harm you in some way.

**Secure Area** – It is forbidden to use any weapon here.

**Radioactive Area** – This area can damage you, and may destroy your glider if you stay for a long time.

**Temperature Anomaly** – This area can damage you, and may destroy your glider if you stay for a long time.

**Electromagnetic Anomaly** – This area can damage you, and may destroy your glider if you stay for a long time.

**Unknown Anomaly** – This area can damage you, and may destroy your glider if you stay for a long time.

### 15. External sighting zone

The frame of an object changes color when it is targeted. You can also mark a glider as a target if it is out of sight, allowing you to attack from a distance.

### 16. Internal sighting zone

This allows you to take aim at the targeted glider.

### 17. Cursor

Cursor is used to indicate where the aiming systems are pointing.

### 18. Zone of fire

Red signal on the map shows the direction of danger, be it an enemy's glider or an anomaly area.

### 19. Map

The map of your current location. Your glider is always in the center of the map. There are several active objects on the map:

**White arrows** – neutral mehminds

**Green arrows** – friendly mehminds

**Blue arrows** – mehminds that are afraid of you

**Pink arrows** – potential enemies

**Red arrows** – enemies

**Blue points** – objects which you can lift

### 20. Bearing

A large green arrow that moves on the map to show the direction to the bearing.

### 21. Bearing's destination

This indicator shows the distance to the bearing in units of measurement which are not the same as on Earth.

### 22. Indicators of manual activated equipment

Some of devices that are manually activated have this data unit.

### 23. Icon of a target's clan

If a glider is marked as a target, this screen displays the icon of the target's clan. If the glider has no icon, that means that it is A Free One.

### 24. Target's name

If a glider is marked as a target, this screen displays the mehmind's name.

### 25. Screen with information about the target

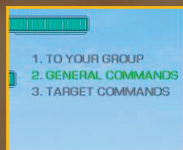
This screen displays general information about the currently marked glider, such as its rating, respect, state of its energy shield, its view, and level of equipment.





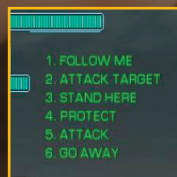
## COMMUNICATION WITH MECHS

Communication with mechs is initiated by pressing the «~» (tilde) key. Press the tilde key twice to see the menu. For every point on this menu, there is a corresponding numbered button on your keyboard.



### ORDERS TO YOUR GROUP

This menu is activated when you bring a mechmind into your clan.



**FOLLOW ME.** This is the order to follow your glider.

**ATTACK TARGET.** Orders your men to attack your current target. Changing targets will require a new attack order.

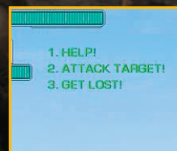
**STAND HERE.** Order to stay in a current location.

**PROTECT.** Order to stay in a protection mode.

**ATTACK.** Order to attack any glider your men see.

**GO AWAY.** Order your group to leave you. After that, you can join other mechminds.

### GENERAL ORDERS



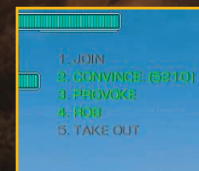
General orders function issued to all nearby mechminds.

**HELP!** Asks for help. Friendly mechminds assist in combat against those that attack you. Using this can cause potential enemies to regard you as weak and to attack you.

**ATTACK TARGET!** Appeal to the mechminds nearby to help you in attacking your current target. Using this can cause potential enemies to regard you as weak and to attack you.

**GET LOST!** This sends away your mechminds.

### TARGET ORDERS



**JOIN.** Order functions on your mechminds only.

**CONVINCE.** Allows to bring a mechmind into your clan without destroying it. The number near this item shows how many energy crystals you need to convince it.

**PROVOKE.** Try to provoke a mechmind near you. It doesn't work on friendly mechminds.

**ROB.** Attempts to force mechminds to leave its cargo with you.

**TAKE OUT.** Order to destroy a mechmind's glider. Workers on your clan's mechminds only.



## CREDITS

### SkyRiver Studios

#### PROJECT MANAGER GAME DESIGN ART DIRECTOR PROGRAMMING

**Valeriy 'Spline' Voronin**

**Bulat 'Dust' Dautov**

**Victor 'Mangi' Epishin**

**Valeriy 'Spline' Voronin**

General Management

Lead Programming

Script programming

Graphics Programming

**Evgeniy Krasilnikov**

Interface Programming

AI Programming

**Sergey 'Caligare' Syresin**

Sound Programming

Game Objects Programming

Interface Programming

Instrumentation Programming

**Artyom 'ArBoV' Vodopianov**

Interface Programming

Instrumentation Programming

**Andrey 'Vend' Myatezhnikov**

Additional Programming

**Andrey 'Grand' Grimyakov**

Instrumentation Programming

**Valeriy 'DI' Belokhvostkin**

Script Programming

**Maxim Skuratov**

Site development and support

**Victor 'Mangi' Yepishin**

Sketches, art, coordination

**Sergey 'sfp' Proskurin**

Intro and outro movies

Models and textures for gliders and ammunition

**Pavel 'Dr.Snake' Shirykalov**

Models and textures for location objects

**Igor 'Mazai' Yemel'yanenko**

Industrial objects models, special effects

#### GRAPHICS

#### SOUND & MUSIC

#### GAME DESIGN

#### MANAGEMENT

### 1C Company

#### PRODUCERS

#### PR & MARKETING

#### PACKAGING LAYOUT AND PAGINATION

#### TESTING

**Anna 'Anhen' Agafonova**

Industrial objects textures

**Svetlana Teplova**

Industrial objects textures

**Yuri 'Yarriozzo' Yarovoi**

2D art, website design

**Andrey Smolensky**

Industrial objects models

**Grigory Semenov**

Sound and Music

**Bulat 'Dust' Dautov**

Game concept and plot

Texts and missions

Locations design

**Pavel 'Bedlam' Mukhamedzyanov**

Locations Design

Textures

Effects

**Yaroslava 'Euphoria' Skrylnik**

Locations design

**Anna 'Troya' Medvedeva**

Texts and missions

PR

**Yulia Voronina**

Management

**Yuri Miroshnikov**

**Denis Maltzev**

**Nikolay Baryshnikov**

**Alexey Artemenko**

**Anatoly Subbotin**

**Svetlana Gorobets**

**Alexander Baryshnikov**

**Sergey Kononov**

**Tatiana Katova**

**Oksana Gornostaeva**

**Nikolay Nikolaev**

**Sergey Kiyatkin**



**LOCALIZATION  
EXTERNAL TESTING**

*Dmitriy Kiyatkin  
Oleg Buyantsev  
Dmitriy Savin  
Alexander Trifonov  
Alexander Shishov  
Alexander Shelaputov  
Pavel Krutov  
Oleg Mironov  
Agafonov 'vahromei' Andrey  
Astashkin Grigory  
Bagaev 'Buginmind' Denis  
Bakhtinov 'Sir Stariy Pen' Vyachslav  
Verkhov 'Alex' Alexander  
Vorobieva 'Cat' Yulia  
Dubrovin 'Big Dog' Sergey  
Zhukov 'Tnax' Maxim  
Klochanov 'Aik' Evgeniy  
Kornilov 'KAEn' Alexander  
Kryzhanovskiy 'Bl@ckCat' Sergey  
Lipatov 'Arseny' Arsen  
Murchenko 'Lcff-AN' Ilya  
Myatezhnikov 'Vend' Andrey  
Pisukov 'Slavon' Vyacheslav  
Pravdin 'Speller' Alexander  
Sevostianov 'SEVA' Roman  
Serpukhovitov 'Reaper' Denis  
Fefelov 'Grigoriy81' Grigory  
Churkin 'Imm0' Ivan  
Shil'nikov 'NikiCH' Nikita  
Yakovlev 'Y2k' Vadim  
Dmitriy Laskov  
Ryan Newman  
Nick Stewart*

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